

ORDINANCE _____

ORDINANCE TO AMEND SECTION 10-210, ARTICLE VII, OF CHAPTER 10 OF THE CODE OF THE CITY OF LAWRENCEVILLE, GEORGIA RELATED TO BODY ART STUDIOS AND BODY ARTISTS TO UPDATE PROVISIONS RELATED TO BODY ART AND FOR OTHER PURPOSES

The City Council of the City of Lawrenceville, Georgia hereby ordains that the Code of the City of Lawrenceville, Georgia shall be amended as follows:

Section 1:

That Sec. 10-210, related to Body Art Studios and Body Artists, is hereby amended by deleting it in its entirety and replacing the language to read as follows:

Sec. 10-210. Body Art

The rules and regulations adopted by the Gwinnett County Board of Health based upon rules of the Georgia Department of Public Health, as referenced in chapter 511-3-8, as now exists or is hereafter amended, are hereby adopted as the health regulations governing body art for the city and are made a part of this Code as though fully set out at length in this section.

Section 2:

Except as specifically amended as set forth above, all other sections, subsections, sub-subsections, etc. of Chapter 10 shall remain materially unchanged and in full force and effect.

Section 3:

All ordinances, regulations, or parts of the same in conflict with this Ordinance are hereby rescinded to the extent of said conflict and only to the extent of said conflict.

Section 4:

If any section, article, paragraph, sentence, clause, phrase, or word in this ordinance or application thereof to any person circumstance is held invalid or unconstitutional by a Court of competent jurisdiction, such holding shall not affect the validity of the remaining portions of this ordinance; and the City Council hereby declare it would have passed such remaining portions of the ordinance despite such invalidity, which remaining portions shall remain in full force and effect.

Section 5:

This ordinance shall become effective upon its adoption by the City Council.

IT IS SO ORDAINED this _____ day of January, 2026

David R. Still, Mayor

Attest:

Karen Pierce, City Clerk