AN ORDINANCE AMENDING THE CODE OF THE TOWN OF MEAD AS IT PERTAINS TO THE SALARY FOR THE MAYOR.

BE IT ORDAINED BY THE BOARD OF TRUSTEES OF THE TOWN OF MEAD, WELD COUNTY, COLORADO:

- <u>Section 1.</u> Subsection 1.1 of Section 2-10-1 of the Code of the Town of Mead is hereby repealed and reenacted as follows:
 - 1.1 Mayor. The Mayor shall be entitled to receive as compensation for his or her services as Mayor, the sum of ONE HUNDRED FIFTY AND NO/100 (\$150.00) DOLLARS per month. The salary shall be paid monthly together with reimbursement for itemized and authorized expenses incurred in the performance of Town business.
- <u>Section 2.</u> All Code provisions or parts thereof and all previous ordinances and resolutions in conflict with this Ordinance are hereby repealed.
- Section 3. If any section, subsection, paragraph, sentence, clause, phrase or portion of this Ordinance is for any reason held invalid or unconstitutional by any court of competent jurisdiction, such portion shall be deemed as separate, distinct, and independent and the holding shall not affect the validity of the remaining portions of this Ordinance. The Board of Trustees hereby declare that it would have passed each sentence subsection, subdivision, paragraph, sentence, clause or phrase contained herein irrespective of the fact that any one or more sections, subsections, subdivisions, paragraphs, sentences, clauses, or phrases be declared unconstitutional, invalid or ineffective.
- Section 4. The Board of Trustees finds and determines that because this Ordinance concerns the immediate and ongoing administration and operation of the Town, its adoption as an emergency measure is necessary for the immediate preservation of the public health, safety, and welfare and this Ordinance shall therefore take effect immediately upon adoption as provided by law.

INTR	ODUCED,	READ, PA	SSED, Al	ND ADO	OPTED	AS	AN EM	ERGENCY	MEASUR	E,
AND	ORDERED	PUBLISHE	D THIS _	12th	DAY (OF _	Mai	<u>rch</u>		1990

MAYOR, TOWN OF MEAD

ATTEST:

CLERK, TOWN OF MEAD