

A BILL

ORDINANCE NO.

2023- 867

FOR

AN ORDINANCE

AMENDING THE ORDINANCE CREATING A PLANNING  
COMMISSION; **AMENDING ORDINANCE NO. 2020-824;**  
**DECLARING AN EMERGENCY**

The City of Keizer ordains as follows:

Section 1. AMENDMENT OF ORDINANCE NO. 2020-824. Ordinance No.  
2020-824 (An Ordinance Creating a Planning Commission; Providing for its  
Composition and Organization; Providing its Power and Duties) is hereby amended at  
Section 1(B) as follows:


B. The commission will consist of seven (7) voting  
members to be appointed as outlined by the City Council Rules  
of Procedure. No more than two voting members shall be  
engaged principally in the buying, selling or developing of real  
estate for profit as individuals, or be members of any  
partnership, or officers or employees of any corporation, that  
engages principally in the buying, selling or developing of real  
estate for profit. No more than one voting member shall be  
engaged in the same kind of occupation, business, trade, or  
profession. No more than one member shall be a non-resident  
of the City of Keizer. No member may serve as a member of  
the Keizer Budget Committee at the same time. The Mayor will  
appoint a non-voting Council liaison to the Commission and  
make such announcement at a regularly scheduled Council  
meeting. The Council may appoint a non-voting Youth liaison  
to the Commission pursuant to the City Council Rules of  
Procedure. The Commission will be staffed by a non-voting  
staff liaison to be appointed by the City Manager.


Section 2. TERMS. The terms of the current Planning Commission members shall continue without change.

Section 3. EFFECTIVE DATE. This Ordinance being necessary for the immediate preservation of the public health, safety and welfare, an emergency is declared to exist and this Ordinance shall take effect upon its passage.

PASSED this 17<sup>th</sup> day of July, 2023.

SIGNED this 17<sup>th</sup> day of July, 2023.

  
 Mayor

  
 City Recorder