ORDINANCE NO. 432

AN ORDINANCE AMENDING CHAPTER 116 OF THE CODE OF ORDINANCES OF EARLHAM, IOWA, BY AMENDING CHAPTER 116.07 PRICE OF LOTS

Be It Enacted by the City Council of the City of Earlham, Iowa:

SECTION 1. CHAPTER AMENDED. Chapter 116.07 of the Code of Ordinances of the City of Earlham, Iowa, 2017, shall hereby be deleted and replaced with the following:

116.17 PRICE OF LOTS. The charge for burial lots in the Cemetery is as follows:

- 1. For residents of the City, the price for a full lot is the sum of \$2,000 (Two Thousand Dollars); for a half lot the sum of \$1,000 (One Thousand Dollars); and for a fourth of a lot the sum of \$500 (Five Hundred Dollars).
- 2. For non-residents of the City, the price for a full lot is the sum of \$2,800 (Two Thousand Eight Hundred Dollars); for a half lot the sum of \$1,400 (One Thousand Four Hundred Dollars); and for a fourth of a lot the sum of \$700 (Seven Hundred Dollars).

As used is this section, "residents of the City" means individuals residing within or owning real estate located within the City limits and "nonresidents of the City" means individuals who are not residents of the City.

SECTION 2. SEVERABILITY CLAUSE. If any section, provision or part of this ordinance shall be adjudged invalid or unconstitutional, such adjudication shall not affect the validity of the ordinance as a whole or any section, provision or part thereof not adjudged invalid or unconstitutional.

SECTION 3. WHEN EFFECTIVE. This ordinance shall be in effect from and after its final passage, approval and publication as provided by law.

Passed and approved by the City Council of Earlham, Iowa, this 16th day of August, 2021

Jef	f Lillie, Mayor
ATTEST:	
Mary Sue Hibbs, City Clerk/Treasurer	
Passed First Reading: 8-16-21	
Passed Second Reading: waived	
Third Reading: waived	
Member 1st Reading 2nd Reading 3rd	Reading
Baskin	
Fredericksen	
Payne	
Petersen	
Swalla	
I certify that the foregoing was published as Ordinar	ace No. 431 on the day of,
W.	ry Sue Hibbs, City Clerk/Treasurer