

VILLAGE OF LITTLE CHUTE

ORDINANCE NO. 8, SERIES OF 2011

AN ORDINANCE TO RECODIFY THE MUNICIPAL CODE OF THE VILLAGE OF LITTLE CHUTE AS TO ALL NEW, AMENDED, AND REPEALED ORDINANCES ADOPTED IN THE YEAR 2010 AND ALL ORDINANCES ADOPTED, AMENDED OR REPEALED IN PRIOR YEARS.

The Village Board of Trustees of the Village of Little Chute do ordain as follows:

WHEREAS, it is in the best interest of the Village of Little Chute to update and recodify the Municipal Code (Code of Ordinances) of the Village of Little Chute; and,

WHEREAS, Ordinances adopted, amended or repealed by the Village Board of Trustees in the year 2010 have been incorporated in the Municipal Code (Code of Ordinances) of the Village of Little Chute, as codified on March 4, 2009 and thereafter, and further incorporated in the Municipal Code (Code of Ordinances) of the Village of Little Chute have been Ordinances enacted, amended or repealed for years preceding 2010; and,

WHEREAS, a copy of said Code of Ordinances, as amended through 1993 to date, have been on file and open for inspection at the office of the Village Clerk for not less than two (2) weeks pursuant to Section 66.035, Wisconsin Statutes, and notice given thereof by publication on the 6th day of April 2011 in the Times/Villager, which date of publication precedes by not less than two (2) weeks the date of adoption of this Ordinance.

THEREFORE, BE IT RESOLVED, that the Code of Ordinances in book form entitled "Municipal Code of the Village of Little Chute", as to all new Ordinances adopted, amended, or repealed, all in the year 2010 to date, and including all years prior thereto shall be and are hereby adopted as the General Ordinances in and for the Village of Little Chute, Outagamie County, Wisconsin.

This Ordinance shall take effect the day following passage and publication (or posting) as required by law.

Date introduced, approved and adopted: April 20, 2011

VILLAGE OF LITTLE CHUTE

By:

Michael R. Vanden Berg, Village President

Attest: _____
Vicki Schneider, Village Clerk