



BY LAW NUMBER 2023-010: REVISED REGULATION RESPECTING MEETINGS OF THE COUNCIL

REPLACING BY LAW NUMBER 2014-002: REGULATION RESPECTING MEETINGS OF THE COUNCIL

WHEREAS according to articles 148 through article 151 of the Municipal Code, the Council may determine, by By-Law on which days on which monthly meetings are held regularly.

WHEREAS By-Law 2014-002 was presented at the **February 3rd, 2014**, Council meeting and a motion of notice was given by Mayor Carl Mayer.

WHEREAS By-Law 2023-010 was presented at the **September 5th, 2023**, Council meeting and a motion of notice was given by Councillor Bergeron..

WHEREAS the Council would like more transparency with the ratepayers regarding decision making at the Council for the adoption of resolutions and By-Laws.

WHEREAS this By-Law will be in effect starting January 2024.

ARTICLE ONE: This by-law repeals all other by-laws or provisions of previous by-laws or resolutions that may exist in the municipality.

ARTICLE TWO: The regular monthly meeting of the Council will be held on the first Monday of each month at 6:30 p.m. unless it is on a public holiday. In the case of a meeting falling on a public holiday, the ordinary meeting will be held on the following working day.

ARTICLE THREE: Question periods shall not exceed 10 minutes each.

ARTICLE FOUR: All invoices or correspondence must be received at the municipal office by 3:00 p.m. on the Thursday before the Council meeting. This will ensure prompt payment of all invoices and provide the Committee with an opportunity to review all correspondence.

ARTICLE FIVE: If Council need to discuss a confidential matter, they will do so in a short working session prior to the meeting or they will go into camera session for the length of the discussion.

Adopted



Carl Mayer
Mayor



Isabelle Cardinal
Director General

NOTICE OF MOTION:
Resolution of Motion of Notice:
ADOPTION:
RESOLUTION NO. for adoption:
ENTERING INTO FORCE:

September 5th, 2023
154-09-2023
October 10th, 2023
175-10-2023
January 1st, 2024