

**Setting A Public Hearing On Proposed Local Law No. 13 Of 2024, A Local Law Amending Article II Of The Administrative Code For The County Of Ulster (Local Law No. 10 Of 2008) To Remove Certain Employment Restrictions, To Be Held On Tuesday, December 17, 2024 At 6:10 PM**

Referred to: The Laws, Rules and Government Services Committee (Chairman Kovacs and Legislators Gavaris, Hansut, Harmon, Kitchen, Levine, and Uchitelle), and The Ways and Means Committee (Chairman Gavaris and Legislators Collins, Hansut, Kovacs, Nolan, and Roberts)

Legislator Kathy Nolan offers the following:

WHEREAS, a public hearing is required to be held regarding Proposed Local Law No. 13 of 2024, (A Local Law Amending Article II Of The Administrative Code For The County Of Ulster (Local Law No. 10 Of 2008) To Remove Certain Employment Restrictions); a public hearing will be held on Tuesday, December 17, 2024 At 6:10 PM in the Legislative Chambers, Ulster County Office Building, 6<sup>th</sup> Floor, 244 Fair Street, Kingston, New York; now, therefore be it

RESOLVED, said Proposed Local Law No. 13 of 2024 is hereby submitted to the Ulster County Legislature, and adoption of such shall be contingent upon the conduction of a public hearing thereon; and, be it further

RESOLVED, that the Clerk of the Ulster County Legislature shall cause a legal notice of said public hearing to be published according to law; and, be it further

RESOLVED, that said public hearing will be held on Tuesday, December 17, 2024 At 6:10 PM in the Legislative Chambers, Ulster County Office Building, 6<sup>th</sup> Floor, 244 Fair Street, Kingston, New York, and/or via videoconference to the extent allowable pursuant to existing New York State legislation, or order and the Rules of the Ulster County Legislature,

and move its adoption.

ADOPTED BY THE FOLLOWING VOTE:

AYES:

NOES:

Passed Committee: Laws, Rules and Government Services on \_\_\_\_\_.

Passed Committee: Ways and Means on \_\_\_\_\_.

FINANCIAL IMPACT:

\$300.00 – APPROXIMATE ADVERTISING COSTS