

Aside
James McCue

256440

ORDINANCE 1105

AN ORDINANCE OF THE CITY OF PAYETTE, IDAHO, REZONING CERTAIN LANDS LYING WITHIN THE CITY LIMITS OF PAYETTE; SETTING AN EFFECTIVE DATE; SEVERABILITY; REPEALER;

Be it ordained and resolved by the Mayor and City Council of the City of Payette, Idaho.

Section 1: That those lands described in the following description be rezoned C - Commercial:

Land in the City and County of Payette, Idaho as follows;
In BROWN'S ADDITION to the City of Payette as per plat in Book 1, Page 17, Plat Records, Payette County, Idaho:

Block 3: Lot 15

Section 2: If any portion of this Ordinance is found to be unenforceable or unconstitutional for any reason, the remaining portion of this Ordinance shall remain in full force and effect.

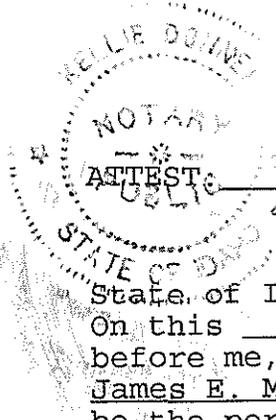
Section 3: Any portions of any existing Ordinances which are in conflict with this Ordinance are hereby repealed insofar as the conflict exists.

Section 4: This Ordinance shall take effect and be in full force and effect after its adoption and publication as required by law.

BE IT ORDAINED AND RESOLVED THAT THIS ORDINANCE SHALL BE IN FULL FORCE AND EFFECT FROM AND AFTER ITS APPROVAL, PASSAGE, AND PUBLICATION AS REQUIRED BY LAW.

Passed and Approved by the Mayor and City Council of the City of Payette, Idaho this 5th day of July, 1995.

City of Payette, Idaho



John P. Franks
City Clerk

James E. McCue
Mayor

State of Idaho, County of Payette, ss.
On this 19th day of July, in the year of 1995, before me, Kellie Donner, Deputy City Clerk, personally appeared James E. McCue, Mayor and John P. Franks, City Clerk, known to me to be the persons whose name is subscribed to the within instrument, and acknowledged to me that they executed the same.

Notary Public Kellie Donner My Commission Expires 1-97

256440

State of Idaho, County of Payette
I certify that this instrument was filed for record at the request of city of payette
July 19, 1995 12:30 PM, in Book 01 misc. pg. 256440
Laura L. Stiggle, Ex-Officio Recorder by Daisy Dutton Deputy Fee \$3.00