

ORDINANCE NO. 04-2016

AN ORDINANCE AMENDING THE CODE OF ORDINANCES OF THE CITY OF GARNAVILLO, IOWA, BY AMENDING CHARGES BASED ON USAGE

BE IT ENACTED by the City Council of the City of Garnavillo, Iowa:

SECTION 1. SECTIONS MODIFIED. Chapter 99.06 of the Code of Ordinances of the City of Garnavillo, Iowa, are repealed and the following sections adopted in lieu thereof effective 1/1/2017:

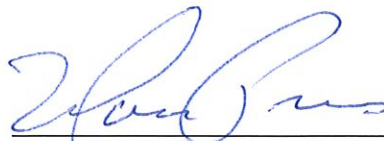
99.06 CHARGES BASED ON USAGE. Each user shall pay for the services provided by the City based on said user's use of the treatment works as determined by water meters acceptable to the City.

1. Normal domestic users. For residential contributors, monthly user charges will be based on the water usage during the current billing period.
2. Industrial and Commercial Use. For industrial and commercial contributors, user charges will be based on water usage during the current billing period. If a commercial or industrial contributor has a consumptive use of water, or in some other manner uses water which is not returned to the wastewater collection system, the user charge for that contributor may be based on a wastewater meter or a separate water meter installed and maintained at the contributor's expense, and in a manner acceptable to the City. Such water usage monitored on this separate meter shall be charged the normal water usage charge, but shall not have sewer charges applied.

SECTION 3. 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 4. WHEN EFFECTIVE. Section 1 of this ordinance shall go into effect on January 1, 2017. This ordinance was passed, approved, and posted according to the law.

Passed by the Council the 14th day of December, 2016, and approved this 14th day of December, 2016.



Mark Priebe, Mayor

ATTEST:



Elizabeth Jaster, City Administrator/Clerk