

AT A REGULAR MEETING OF THE COMMON COUNCIL OF THE CITY OF  
PLATTSBURGH, NEW YORK, HELD FEBRUARY 8, 1968.

PRESENT: MAYOR STELTZER, ALDERMEN BURKE, RYAN, BRANON, AKEY  
KING AND SABOURIN.

ABSENT: NONE.

BY ALDERMAN BURKE ; SECONDED BY ALDERMAN SABOURIN:

LOCAL LAW NO. 6 OF 1968

A LOCAL LAW CREATING A RECREATION DEPARTMENT IN THE  
CITY OF PLATTSBURGH, NEW YORK

BE IT ENACTED BY THE COMMON COUNCIL OF THE CITY OF PLATTSBURGH,  
NEW YORK


SECTION 1: THERE IS HEREBY CREATED IN THE CITY OF  
PLATTSBURGH, A RECREATION DEPARTMENT WHICH WILL BE OPERATED UNDER THE  
DIRECTION OF THE RECREATION DIRECTOR. THE SAID DEPARTMENT SHALL HAVE  
JURISDICTION OVER ALL THE PLAYGROUNDS AND THE MUNICIPAL BEACH IN THE  
CITY OF PLATTSBURGH, NEW YORK. IN ADDITION, IT WILL SUPERVISE ALL  
FORMS OF PUBLIC RECREATION AUTHORIZED OR SPONSORED BY THE COMMON COUNCIL  
OF THE CITY OF PLATTSBURGH. THE DIRECTOR SHALL HAVE AUTHORITY TO  
EMPLOY SUCH PERSONNEL AS MAY BE NECESSARY TO OPERATE SUCH DEPARTMENT,  
WHEN SO AUTHORIZED BY THE COMMON COUNCIL. THE DIRECTOR SHALL ALSO  
PRE-AUDIT ALL BILLS PRESENTED FOR PAYMENT. THE DIRECTOR OF RECREATION  
SHALL KEEP AN ACCURATE ACCOUNT OF ALL CASH RECEIPTS AND PAY THEM  
PROMPTLY TO THE CITY CHAMBERLAIN, IN ACCORDANCE WITH THE UNIFORM  
SYSTEM OF ACCOUNTING AS PRESCRIBED BY THE CITY OF PLATTSBURGH AND  
PAID TO THE CITY CHAMBERLAIN AS PRESCRIBED BY LAW.

SECTION 2: THE CARE AND MAINTENANCE OF PROPERTIES, GROUNDS,  
AND LANDS PLACED UNDER THE JURISDICTION OF THE RECREATION DEPARTMENT  
SHALL BE PERFORMED BY THE PUBLIC WORKS DEPARTMENT.


SECTION 3: THIS ACT SHALL TAKE EFFECT AFTER PUBLIC HEARING  
AND APPROVAL BY THE MAYOR.

ON ROLL CALL, ALDERMEN BURKE, RYAN, BRANON, AKEY, KING AND  
SABOURIN VOTED IN THE AFFIRMATIVE; NO ONE IN THE NEGATIVE; CARRIED.

FOREGOING LOCAL LAW, CERTIFIED TO THE MAYOR THIS 15TH DAY OF  
FEBRUARY , 1968.

  
CITY CLERK

THE FOREGOING LOCAL LAW IS HEREBY APPROVED AFTER PUBLIC  
HEARING HELD THIS 15TH DAY OF FEBRUARY 1968.

  
MAYOR

(SEAL)