ORDINANCE

To Rezone Four (4) Parcels on Comer Street from R2 (Medium Density Residential District) to I1 (Light Industrial)

BE IT ORDAINED by the City Council of the City of Alexander City, Alabama, as follows:

THAT the zoning ordinance of the City of Alexander City and the zoning map are hereby amended to reclassify the four (4) parcels shown and described in Attachment "A" from R2 (Medium Density Residential District) to I1 (Light Industrial); and

THAT this proposed ordinance and a synopsis were advertised for two (2) weeks in the Outlook, a newspaper of general circulation within the City Limits of the City of Alexander City, and that the City Council at its Public Hearing at 5:30 p.m. on September 11, 2023, considered said proposed ordinance and that at such time and place all persons who desired had an opportunity to be heard in favor of or in opposition to such ordinance.

ALL other items and provisions of the zoning ordinance not herein specifically amended shall remain in full force and effect.

THE amendments herein contained were considered and recommended by the City of Alexander City Planning Commission on July 13, 2023.

THIS ordinance shall become effective upon its passage and execution as provided by law.

ADOPTED THIS 11TH DAY OF SEPTEMBER, 2023.

FOR PUBLIC RELEASE

By Andrey "Buffy" Colvin, President Alexander City Council AUTHENTICATED THIS 11TH DAY OF SEPTEMBER, 2023.

FOR PUBLIC RELEASE

By: Stephanie J. Southerland,

City Clerk

APPROVED:

FOR PUBLIC RELEASE

By: Curtis "Woody" Baird, Mayor

Yeas: Tapley, E. Brown, Colvin, Hardy, C. Brown, Tapley

Nays: None

I, Stephanie J. Southerland, as City Clerk of the City of Alexander City, Alabama, hereby certify that the above and foregoing Ordinance is a true, correct and complete copy of the Ordinance duly adopted by the City Council of the City of Alexander City, Alabama on September 11, 2023, as same appears in the official records of said City.

Publication Date: September 16, 2023

FOR PUBLIC RELEASE

Stephanie J. Southerland City Clerk

SEAL

