



# NOTICE OF ADOPTION OF ORDINANCE

PLEASE TAKE NOTICE that the Governing Body of the Borough of Atlantic Highlands introduced the following Ordinance at their January 01, 2010 meeting. Following a Public Hearing held on January 27, 2010 this Ordinance was finally adopted. . This Ordinance is available for public inspection, and copies will be available at Borough Hall in the Municipal Clerk's office during regular business hours, 8:30 AM to 4:30 PM, Monday through Friday.

Dwayne M. Harris  
Municipal Clerk

## ORDINANCE 02-2010

### APPOINTMENT OF MUNICIPAL ENGINEER

WHEREAS, N.J.S.A 40A: 9-140 requires that in every Municipality, the governing body, by ordinance, shall provide for the appointment of a municipal engineer and fix their compensation in an annual salary or fixed fee basis or at an hourly rate, and based upon actual time and expenses agreed prior to the rendering of services; and,

WHEREAS, N.J.S.A 40A: 9-140 dictates that unless otherwise provided by law their term of office shall be 3 years.

NOW, THEREFORE, BE IT ORDAINED by the Governing Body of the Borough of Atlantic Highlands, in the County of Monmouth, State of New Jersey, that:

1. David Marks of T&M Associates is hereby appointed Municipal Engineer, for the Borough of Atlantic Highlands, for the three-year term beginning January 1, 2010 and ending December 31, 2012, or until his successor is appointed and confirmed.
2. The compensation of the Borough Engineer shall be fixed as follows:
  - a. Salary of \$3,000.00 per year to attend up to 24 meetings
  - b. Principal, Division or Corporate Manager Engineer - \$139.00 per hour
  - c. Supervising Professional -\$135.00 per hour
  - d. Senior Professional Staff - \$125.00 per hour
  - e. Reimbursable expenses

BE IT FURTHER ORDAINED that the Mayor and Borough Administrator are hereby authorized and directed to execute an agreement with David Marks for appointment as the Municipal Engineer.

BE IT FURTHER ORDAINED that this Ordinance shall take effect immediately upon final passage.