

VIRGINIA ACTS OF ASSEMBLY -- 2017 SESSION

CHAPTER 378

An Act to amend and reenact §§ 3.1, 3.2, and 3.3 of Chapter 591 of the Acts of Assembly of 1997, which provided a charter for the Town of Port Royal, relating to time of election.

[H 1729]

Approved March 13, 2017

Be it enacted by the General Assembly of Virginia:

1. That §§ 3.1, 3.2, and 3.3 of Chapter 591 of the Acts of Assembly of 1997 are amended and reenacted as follows:

§ 3.1. Council.

A. The Town shall be governed by a council composed of seven members elected at large.

B. The members of council in office at the time of the passage of this act shall continue until the expiration of the terms for which they were elected, or until their successors are duly elected and qualified.

C. In ~~1998~~ 2018 and every two years thereafter, on the dates specified by general law for ~~municipal~~ November elections, all members of the council shall be elected for terms of two years each. The persons so elected shall qualify and take office on ~~July~~ January 1 following their election, and they shall continue to serve until their successors are duly elected, qualify and assume office.

D. Any person qualified to vote in town elections shall be eligible for the office of councilman.

§ 3.2. Mayor.

At its first meeting in ~~July~~ January of every ~~even-numbered~~ odd-numbered year, the council, by majority vote, shall select from its membership one member to serve as mayor. The mayor shall preside at meetings of the council and shall be recognized as head of the Town government for ceremonial purposes and by the governor for the purposes of military law. He shall have the same powers and duties as other members of the council with a vote, but no veto powers.

§ 3.3. Vice mayor.

At its first meeting in ~~July~~ January of every ~~even-numbered~~ odd-numbered year, the council, by majority vote, shall select from its membership one member to serve as vice mayor. The vice mayor shall preside over meetings of the council in the absence of the mayor.