

ORDINANCE # 0-7-2018

AN ORDINANCE TO HIRE CONNOR BAILEY AS PART TIME POLICE OFFICER FOR THE VILLAGE OF BOLIVAR; ESTABLISHING AN EMERGENCY

WHEREAS, the Village Council of the Village of Bolivar, Ohio, has been notified by the Police Chief that there has at times been a shortage of police officers on a given shift; and

WHEREAS, the Village needs to ensure that the Village has adequate police coverage for the safety of the residents; and

WHEREAS, Connor Bailey has expressed an interest in taking a part time police officer position with the Village on an as-needed basis;

WHEREAS, the Village Council believes that Mr. Bailey is qualified for the position and was recommended by the Police Chief, and wishes to hire Mr. Bailey as a part-time police officer for the Village;

WHEREAS, the position shall include a 6-month probationary period;

WHEREAS, Mr. Bailey shall work on an as-needed basis and under the direct supervision of the Police Chief and Sergeant; and

WHEREAS, Mr. Bailey shall be paid \$13.00 per hour as a part-time employee of the Village. The Village shall withhold taxes for Mr. Bailey's and shall make contributions to Mr. Bailey's PFDPF; however, the position shall not include any health benefits.

Now, therefore be it ordained by the Village Council the Village of Bolivar, Ohio, as follows:

SECTION 1. The Village Council for the Village of Bolivar hereby approves the hiring of Connor Bailey as part-time police officer under the aforementioned conditions.

SECTION 2. This Ordinance is hereby declared to be an emergency measure and its passage is immediately necessary in order to preserve, protect, and maintain health, safety and welfare of the citizens of the Village of Bolivar, Ohio, and to provide for adequate police coverage for the Village in the event of emergencies and for the daily functioning of the Village, and therefore the same shall be in full force and effect immediately.

READ: February 5, 2018
PASSED: February 5, 2018

REBECCA HUBBLE, MAYOR

ATTEST:

MARIA APP, FISCAL OFFICER