## ORDINANCE NO. 2025-

AN ORDINANCE AMENDING CHAPTER 118, ARTICLE II OF THE CODE OF ORDINANCES OF THE CITY OF LEAGUE CITY ENTITLED "TOW TRUCKS AND TOWING COMPANIES" TO UPDATE VARIOUS SECTIONS; PROVIDING FOR CODIFICATION, PUBLICATION, AND AN EFFECTIVE DATE

BE IT ORDAINED BY THE CITY COUNCIL OF THE CITY OF LEAGUE CITY, TEXAS, as follows:

Section 1. The Code of Ordinances is hereby amended to AMEND Chapter 118, Article II of the Code of Ordinances of the City of League City entitled "Tow Trucks and Towing Companies" as indicated in Exhibit A, which is attached and incorporated by herein (additions, deletions).

<u>Section 2.</u> Savings. All rights and remedies which have accrued in favor of the City under this Ordinance and amendments thereto shall be and are preserved for the benefit of the City.

Section 3. Severability. If any section, subsection, sentence, clause, phrase or portion of this Ordinance is for any reason held invalid, unconstitutional or otherwise unenforceable by any court of competent jurisdiction, such portion shall be deemed a separate, distinct, and independent provision and such holding shall not affect the validity of the remaining portions thereof.

<u>Section 4.</u> Repealer. All ordinances and parts of ordinances in conflict herewith are hereby repealed but only to the extent of such conflict.

<u>Section 5.</u> Codification. It is the intent of the City Council of the City of League City, Texas, that the provisions of this Ordinance shall be codified in the City's official Code of Ordinances as provided hereinabove.

<u>Section 6.</u> Publication and Effective Date. The City Secretary shall cause this Ordinance, or its caption, to be published in the official newspaper of the City of League City, upon passage of such Ordinance. This Ordinance shall become effective upon passage.

PASSED first reading the	day of	, 2025.
PASSED AND ADOPTED the	day of	, 2025.

	NICK LONG Mayor
ATTEST:	
DIANA M. STAPP City Secretary	
APPROVED AS TO FORM:	
MICHELLE L. VILLARREAL (JG) City Attorney	