

ORDINANCE

AN ORDINANCE OF THE
COUNCIL OF THE CITY OF
COOKEVILLE, TENNESSEE
ADOPTING AND ENACTING A
CODIFICATION AND REVISION
OF THE ORDINANCES OF THE
CITY.

ORDINANCE NO. 002-12-33
REQUESTED BY: MTAS
PREPARED BY: MTAS
APPROVED AS TO FORM AND
CORRECTNESS: [Signature]
PASSED 1ST READING: 12-5-02
PASSED 2ND READING: 12-19-02
MINUTE BOOK PAGE

WHEREAS some of the ordinances of the City of Cookeville are obsolete,
and

WHEREAS some of the other ordinances of the city are inconsistent with
each other or are otherwise inadequate, and

WHEREAS the City Council of the City of Cookeville, Tennessee, has
caused its ordinances of a general, continuing, and permanent application or of
a penal nature to be codified and revised and the same are embodied in a code
of ordinances known as the "Cookeville Municipal Code," now, therefore:

THE COUNCIL OF THE CITY OF COOKEVILLE, TENNESSEE
HEREBY ORDAINS:

Section 1. Ordinances codified. The ordinances of the city of a
general, continuing, and permanent application of a penal nature, as codified
and revised in the following "titles," namely "titles" 1 to 20, both inclusive, are
ordained and adopted as the "Cookeville Municipal Code," hereinafter referred
to as the "municipal code."

Section 2. Ordinances repealed. All ordinances of a general,
continuing, and permanent application or of a penal nature not contained in the
municipal code are hereby repealed from and after the effective date of said
code, except as hereinafter provided in Section 3 below.

Section 3. Ordinances saved from repeal. The repeal provided for
in Section 2 of this ordinance shall not affect: Any offense or act committed or
done, or any penalty or forfeiture incurred, or any contract or right established
or accruing before the effective date of the municipal code; any ordinance or
resolution promising or requiring the payment of money by or to the city or
authorizing the issuance of any bonds or other evidence of said city's
indebtedness; any appropriation ordinance or ordinance providing for the levy