## GENERAL ASSEMBLY OF NORTH CAROLINA SESSION 2005

## SESSION LAW 2005-54 HOUSE BILL 1028

## AN ACT AMENDING THE CHARTER OF THE CITY OF HIGH POINT TO ALLOW THE CITY COUNCIL TO ELECT A MAYOR PRO TEMPORE FROM ITS FULL MEMBERSHIP AND REPEALING CERTAIN ELECTION PROCEDURES TO ALLOW THE GENERAL LAW ON ELECTIONS TO APPLY AND AMENDING THE CHARTER OF THE TOWN OF CLAREMONT TO PROVIDE FOUR-YEAR TERMS FOR THE OFFICE OF MAYOR.

The General Assembly of North Carolina enacts:

**SECTION 1.(a)** Section 2.4 of the Charter of the City of High Point, being Chapter 501 of the 1979 Session Laws, as amended by Chapter 223 of the 1987 Session Laws, reads as rewritten:

"Sec. 2.4. Mayor Pro Tempore. At its organizational meeting, the council shall elect from among the two candidates elected to the council at largeits membership a mayor pro tempore to exercise the functions of mayor whenever the mayor is absent, disabled or unable to discharge the duties of the office of mayor."

**SECTION 1.(b)** Sections 3.2 through 3.7 of Article III of the Charter of the City of High Point, being Chapter 501 of the 1979 Session Laws, as amended, are repealed.

**SECTION 1.(c)** This section applies only to the City of High Point.

**SECTION 2.(a)** Section 2 of Chapter 76 of the Session Laws of 1961 reads as rewritten:

"Sec. 2. The mayor to be elected in May 1961, shall serve for a term of two years or until his successor is duly elected and qualified. The mayor to be elected in 2005 shall serve for a term of four years or until a successor is duly elected and qualified. Thereafter, a mayor shall be elected biennially every four years in the odd-numbered years and his the term of office shall be two-four years."

**SECTION 2.(b)** This section applies only to the Town of Claremont.

**SECTION 3.** This act is effective when it becomes law.

In the General Assembly read three times and ratified this the 19<sup>th</sup> day of May, 2005.

s/ Beverly E. Perdue President of the Senate

s/ James B. Black Speaker of the House of Representatives