

RESOLUTION No. 2009-08

A RESOLUTION OF THE COUNCIL OF THE CITY OF COATESVILLE, CHESTER COUNTY, PENNSYLVANIA, TO ESTABLISH MORATORIUM ON PAYMENT OF REGISTRATION FEE FOR VACANT PREMISES LOCATED IN THE CITY OF COATESVILLE

WHEREAS, the City of Coatesville is a Home Rule Charter Third Class City in the Commonwealth of Pennsylvania; and

WHEREAS, a moratorium on payment of registration fee for vacant premises under Chapter 82, Section 82-17 in the Coatesville City Code may help capture a larger share of the market for vacant buildings and also spur commercial rehabilitation by adopting a more "business-friendly" approaches to building code enforcement; and

WHEREAS, the payment of registration fee for vacant premises located with the City of Coatesville may reduce the ability of Coatesville property owners to compete successfully with surrounding areas for population and economic development; and

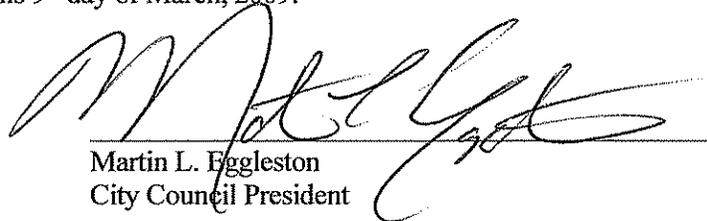
WHEREAS, the registration of vacant premises will still be required; and

WHEREAS, a moratorium on payment of registration fee for vacant premises may help capture a larger share of the market for vacant buildings and also spur commercial rehabilitation by adopting a more "business-friendly" approaches to building code enforcement.

NOW, THEREFORE, BE IT RESOLVED, that in consideration of the foregoing, the City of Coatesville does hereby act and resolve to establish moratorium on payment of registration fee for vacant premises located in the City of Coatesville indefinitely.

IN WITNESS THEREOF, the Council of the City of Coatesville hereby authorizes the execution and attestation of this resolution.

RESOLVED AND ENACTED, this 9th day of March, 2009.

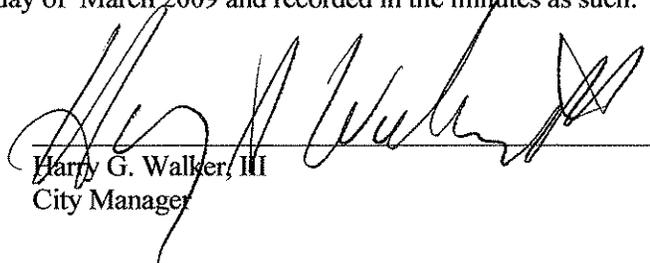


Martin L. Eggleston
City Council President

ATTEST


Harry G. Walker, III
City Manager

I HEREBY CERTIFY that the foregoing is a true and correct copy of the said Resolution duly adopted at a regular meeting of City Council held on the 9th day of March 2009 and recorded in the minutes as such.



Harry G. Walker, III
City Manager