## GENERAL ASSEMBLY OF NORTH CAROLINA 1985 SESSION

## CHAPTER 343 SENATE BILL 187

## AN ACT AMENDING THE CHARTER OF THE CITY OF CHARLOTTE CONCERNING THE POWERS OF THE CITY MANAGER.

The General Assembly of North Carolina enacts:

Section 1. The Charter of the City of Charlotte, Chapter 713, Session Laws of 1965, as amended, is further amended by adding a new Section 4.25 to Chapter IV, Subchapter B, to read:

"Section 4.25. The City Manager may:

- (1) Approve the acquisition by the City of real property having a value of ten thousand dollars
  - (\$10,000) or less.
- (2) Approve certain contracts as provided in Section 9.82 of the Charter.
- (3) Approve agreements permitting encroachments into setbacks and rights-of-way.
- (4) Accept dedicated streets for City maintenance."
- Sec. 2. Section 6.207 of the Charter of the City of Charlotte is amended by rewriting subdivision (3) to read:
  - "(3) unless such street be accepted as a public street by the City Manager."
- Sec. 3. Section 9.22 of the Charter of the City of Charlotte as amended by Chapter 92, Session Laws of 1983, is amended by deleting the words and figures "three thousand dollars (\$3,000)" in the last paragraph of that section and substituting the words and figures "ten thousand dollars (\$10,000)."
- Sec. 4. Section 9.82 of the Charter of the City of Charlotte as rewritten by Chapter 391, Session Laws of 1979, and as amended by Chapter 1140, Session Laws of 1981, is amended by deleting the words and figures "twenty thousand dollars (\$20,000)" and substituting the words and figures "thirty thousand dollars (\$30,000)" and by adding the following at the end of the section: "In addition, the City Manager is authorized to approve and execute amendments to contracts, including contracts initially approved by the City Council, when the amount in question does not exceed thirty thousand dollars (\$30,000)."
  - Sec. 5. This act is effective upon ratification.

In the General Assembly read three times and ratified, this the 7th day of June, 1985.