

**MUNICIPAL ORDER**

A MUNICIPAL ORDER PURSUANT TO KRS 83A.010 AND KRS 83A.060, ENSURING THE *SOMERSET POLICE DEPARTMENT* WILL HAVE A MANUAL SETTING FORTH STANDARDS OF PROCEDURE AND POLICIES, SUCH TO BE PREPARED, AMENDED, AND USED INTERNALLY AT THE DIRECTION OF THE DEPARTMENT HEAD AND/OR THE MAYOR PURSUANT TO THE MAYOR-COUNCIL FORM OF GOVERNMENT, AND ALL OTHER APPLICABLE LAW;

WHEREAS, pursuant to KRS Chapter 83A, the City of Somerset, by and through the City Council, may enact Municipal Orders as official acts of the City Council, binding on all City Officers and employees to the extent permitted under the Mayor-Council form of Government and as set forth in KRS and all other applicable law; and

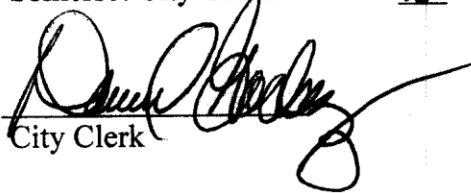
WHEREAS, the Mayor has the sole authority to delegate executive duties and responsibilities to Department Heads, including but not limited to, the authority to create and enforce internal regulations, procedures, and policies, and has done so in regards to the Police Department Policy and Procedures Manual by way of an Executive Order issued May 5, 2011; and

WHEREAS, pursuant to KRS 83A.130 the Mayor and Council herein agree that the Mayor may promulgate procedures, *subject to Council disapproval*, to ensure the orderly functioning of government and compliance with the law; and that the Executive Order referred to above will ensure that the Somerset Police Department shall not create internal regulations, procedures, and policies which are already covered or are in contradiction to those set forth in the Employee Handbook referenced above;

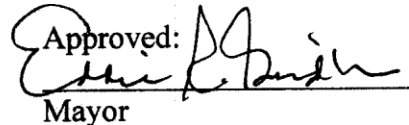
NOW THEREFORE, BE IT ORDAINED BY THE COMMON COUNCIL OF THE CITY OF SOMERSET, KENTUCKY:

That the City of Somerset, by and through the City Council, does hereby adopt this Municipal Order requiring Somerset Police Department to establish internal regulations, procedures, and policies as stated above. This Municipal Order enacted by vote of the Somerset City Council on the 10 day of October 2011.

ATTEST:

  
City Clerk

Approved:

  
Mayor