



ORDINANCE 2026-____

AN ORDINANCE ENACTING A
COMPENSATION SCHEDULE FOR THE TOWN
OF DUTCH JOHN, UTAH, SETTING THE
COMPENSATION OF ELECTIVE AND
STATUTORY OFFICERS OF THE TOWN OF
DUTCH JOHN

WHEREAS, Utah State Code § 10-3-818 states that elected and statutory officers of municipalities shall receive the compensation for their services that the governing body fixes by ordinance adopting compensation or compensation schedules enacted after public hearing; and

WHEREAS, Upon its own motion the governing body may review or consider the compensation of any officer or officers of the municipality or a salary schedule applicable to any officer or officers of the Town for the purpose of determining whether or not it should be adopted, changed, or amended; and

WHEREAS, the Town Council of the Town of Dutch John has determined there is a need for such an Ordinance;

NOW, THEREFORE, BE IT ORDAINED by the Town Council of the Town of Dutch John that:

1. All previous salary or compensation ordinances regarding elected and statutory officers, if any, hereby be repealed.
2. The compensation of the elected and appointed officers shall be as follows:

MAYOR & COUNCIL	
<u>Position</u>	<u>Per Meeting Attended FY 2027</u>
Mayor	\$50
Town Councilmember	\$50
Planning Commission Member	\$50

ADMINISTRATIVE, INSPECTOR, MAINTENANCE	
<u>Position</u>	<u>Hourly Rate FY 2027</u>
Dept. Clerk	\$20

ADMINISTRATIVE, INSPECTOR, MAINTENANCE	
Treasurer	\$22.50
Building Official	Inspecting \$45.22 Travel \$22.61
Maintenance Worker	\$20.00 - \$27.00

3. The effective date of ordinance will be July 1, 2026.

PASSED AND ADOPTED by the Town Council of the Town of Dutch John, this 10th day of June 2026.

	AYE	NAY	ABSENT	ABSTAIN
Councilmember, Harriet Dickerson	_____	_____	_____	_____
Councilmember, Sandy Kunkel	_____	_____	_____	_____
Councilmember, Amy McDonald	_____	_____	_____	_____
Councilmember, Rachel Albritton	_____	_____	_____	_____
Mayor, Lester V. Johns	_____	_____	_____	_____

Lester V. Johns, Mayor

ATTEST:

Amy McDonald, Recorder

(S E A L)