



City of Chula Vista

Legislation Details

File #: 16-0322 **Name:**

Type: Action Item **Status:** Filed

In control: City Council

On agenda: 6/21/2016 **Final action:** 6/21/2016

Title: CONSIDERATION OF CALLING A SPECIAL MUNICIPAL ELECTION TO BE HELD NOVEMBER 8, 2016; SUBMITTING TO THE QUALIFIED ELECTORS OF THE CITY A MEASURE RELATING TO THE ESTABLISHMENT OF A GENERAL TRANSACTIONS AND USE (SALES) TAX; APPROVING AN ADVISORY MEASURE REGARDING THE USE OF THE SALES TAX PROCEEDS; APPROVING OTHER REQUIRED MEASURES TO CONSOLIDATE AND CARRY OUT NECESSARY PROCEDURES FOR THE ELECTION; AND APPROVING AN ORDINANCE TO ADD CHULA VISTA MUNICIPAL CODE CHAPTER 3.33, TITLED "LOCAL FUNDING FOR SAFETY, REPAIRS, AND IMPROVEMENTS"

A. ORDINANCE OF THE CITY OF CHULA VISTA ADDING CHAPTER 3.33 TO TITLE 3 OF THE CHULA VISTA MUNICIPAL CODE TO ESTABLISH A GENERAL TRANSACTIONS AND USE TAX TO BE ADMINISTERED BY THE STATE BOARD OF EQUALIZATION (FIRST READING) (4/5 VOTE REQUIRED)

B. RESOLUTION OF THE CITY COUNCIL OF THE CITY OF CHULA VISTA CALLING AND GIVING NOTICE OF A SPECIAL MUNICIPAL ELECTION TO BE HELD NOVEMBER 8, 2016 FOR THE PURPOSE OF SUBMITTING TO THE QUALIFIED ELECTORS OF THE CITY A MEASURE RELATING TO THE ESTABLISHMENT OF A GENERAL TRANSACTIONS AND USE (SALES) TAX, AND AN ADVISORY MEASURE REGARDING THE USE OF THE SALES TAX PROCEEDS; CONSOLIDATING THE ELECTION WITH THE STATEWIDE ELECTION; REQUESTING THE BOARD OF SUPERVISORS OF THE COUNTY OF SAN DIEGO TO PERMIT THE REGISTRAR OF VOTERS TO CONDUCT SUCH ELECTION; AUTHORIZING THE CITY CLERK OR HER DULY AUTHORIZED AGENTS TO CARRY OUT THE NECESSARY PROCEDURES FOR SUCH ELECTION; AUTHORIZING THE MAYOR TO SUBMIT BALLOT ARGUMENTS IN FAVOR OF THE MEASURES; AND DIRECTING THE CITY ATTORNEY TO PREPARE AN IMPARTIAL ANALYSIS OF EACH MEASURE (4/5 VOTE REQUIRED)

Sponsors:

Indexes:

Code sections:

Attachments: 1. Item 8 - Resolution, 2. Item 8 - Ordinance, 3. Item 8 - Attachment 1, 4. Item 8 - Attachment 2, 5. Item 8 - Presentation

Date	Ver.	Action By	Action	Result
6/21/2016	1	City Council	continue	Pass