

**RESOLUTION R-2020-01
LUZERNE COUNTY COUNCIL**

***A Resolution by the Luzerne County Council Appointing a County Council Member
to the Wilkes-Barre/Scranton International Airport Bi-County Board***

WHEREAS, Section 8.07 of the Luzerne County Home Rule Charter provides that until such time the agreement between Luzerne and Lackawanna Counties is amended or renegotiated, Luzerne County's representatives on the Joint Airport Bi-County Board for the administration of the Wilkes-Barre/Scranton International Airport shall consist of the County Manager, the Chair of Council or his/her designee from Council's other members, and a member of Council appointed by Resolution by affirmative vote of at least a majority of Luzerne County Council's current members; and

WHEREAS, Section 8.07 of the Charter provides that the member of County Council, selected by Resolution adopted by an affirmative vote of at least a majority of its current members, shall serve for a term of four years; and

WHEREAS, the County Council wishes to appoint a member of County Council, selected by resolution adopted by an affirmative vote of at least a majority of its current members, consistent with Section 8.07 of the Charter.

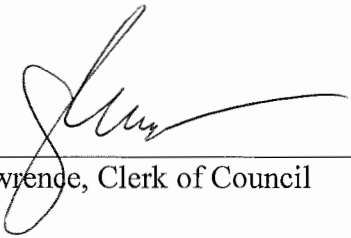
NOW, THEREFORE, BE IT RESOLVED, that the County Council wishes to appoint Lee Ann McDermott, a member of County Council, to the Wilkes-Barre/Scranton International Bi-County Airport Board, such appointment to remain effective for a term of four years, or until the appointment is declared vacant by County Council pursuant to Section 11.06 of the Charter.

This Resolution shall become effective upon adoption.

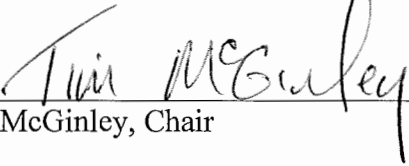
ADOPTED at a meeting of the Luzerne County Council held on January 14, 2020.

ROLL CALL VOTE (11-0)

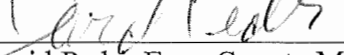
YES: Griffith, Haas, Houck, McDermott, McGinley, Perry, Radle, Saidman, Schnee, SJ Urban, and Vough

Attest: 
Sharon Lawrence, Clerk of Council

LUZERNE COUNTY COUNCIL

By: 
Tim McGinley, Chair

LUZERNE COUNTY MANAGER

By: 
C. David Pedri, Esq., County Manager