

**ORDINANCE NO. 2013-06**

**AN ORDINANCE OF THE CITY OF UVALDE, TEXAS, CANCELING  
THE SPECIAL ELECTION CALLED FOR SATURDAY, MAY 11, 2013**

**WHEREAS**, a vacancy existed in District 5 of the City Council of the City of UVALDE, Texas (the "City") by reason of the voluntary resignation of Councilman Todd Dorris informing the City that he non-longer meets the residency requirements of his office contained in the Uvalde City Charter;

**WHEREAS**, the Texas Constitution, the Texas Election Code, and the Uvalde City Charter are applicable to said election, and in order to comply with applicable laws, a special election must be held on a Texas Uniform election date Saturday within 120 days of the vacancy to fill such vacancy;

**WHEREAS**, by Ordinance 2013-05 the City called a special election for May 11, 2013 and established the procedures therefore;

**NOW, THEREFORE, BE IT ORDAINED BY THE CITY COUNCIL OF THE CITY OF UVALDE, TEXAS THAT:**

**SECTION 1.** All interested Candidates in filling the unexpired term of Councilmember, District 5, had until 5:00 p.m., April 16, 2013 to submit their completed paperwork to the City Secretary to be placed on the ballot.

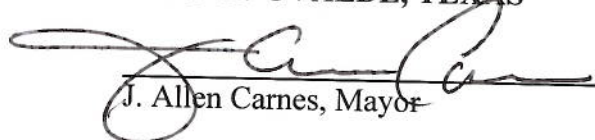
**SECTION 2.** Ernest "Chip" King, III was the only citizen to file for the vacant District 5 City Councilman position by the 5:00 p.m. deadline on April 16, 2013.

**SECTION 3.** In accordance with Section 2.053 (a) of the Texas Election Code, Ernest "Chip" King, III is certified as unopposed and is hereby elected as of May 11, 2013. The Special Election currently set for May 11, 2013 is hereby cancelled.

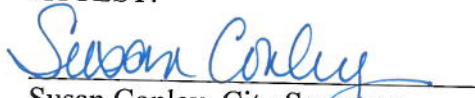
**SECTION 4.** It is hereby officially found and determined that this meeting was open to the public, and public notice of the time, District and purpose of said meeting was given, all as required by the Open Meetings Act, *Chapter 551, Texas Government Code*.

**PASSED AND APPROVED** this the 23rd day of April, 2013.

**CITY OF UVALDE, TEXAS**

  
J. Allen Carnes, Mayor

ATTEST:

  
Susan Conley, City Secretary