ARTICLE II. - HERITAGE COMMISSION

Sec. 66-26. - Created; members; terms; appointments.

There is hereby established a commission to be known as the New Braunfels Heritage Commission. Such commission shall be composed of seven citizens of the city who are interested in historic preservation and heritage activities, which shall not include any current paid employees or board members of any organization that requests funding from the New Braunfels Heritage Commission. Such commission shall consist of seven members, no more than three of whom shall be chosen from a list of names submitted by the New Braunfels Historic Museums Association, Inc., with appointments being made by the city council so that the term of each member of such commission shall be for three years, staggered so that no more than three members shall be appointed each year.

(Code 1961, § 2-41.45; Ord. No. 2009-25, § 2, 5-11-09; Ord. No. 2013-39, § II, 7-22-13)

Sec. 66-27. - Qualifications for appointment.

In determining the criteria for appointment to the heritage commission, the city council shall consider qualified individuals who have shown an interest in the heritage activities of the city.

(Code 1961, § 2-41.46)

Sec. 66-28. - Officers.

The heritage commission shall elect such officers as the members deem necessary to conduct their business affairs.

(Code 1961, § 2-41.47)

Sec. 66-29. - Powers and duties.

The heritage commission appointed by the city council shall serve in an advisory capacity to the city council on matters relating to heritage and historic preservation activities, events and projects that will benefit the citizens of the city. The commission shall advise the city council on uses of any funding that may be available from private

and/or public sources that will benefit any local heritage activity, project or organization serving the citizens of the city; such advice and/or recommendations on uses of funds shall not be restricted in any manner except by law.

(Code 1961, § 2-41.48)

Secs. 66-30—66-50. - Reserved.