

BEFORE THE BOARD OF COUNTY COMMISSIONERS
OF MULTNOMAH COUNTY, OREGON
ORDINANCE NO. 135

An ordinance amending Ordinance No. 83 as amended by Ordinance No. 97; relating to the definition of Sworn Law Enforcement Officer; making provision for retroactivity; and declaring an emergency.

Multnomah County ordains as follows:

Section 1. Amendment. Section 2.A.17 of Ordinance No. 83 is amended to read:

"17. Sworn Law Enforcement Officer: An employee of Multnomah County assigned to the Department of Justice Services, Division of Public Safety, who (a) holds a position in one of the following job classifications in the classified service of Multnomah County:

1. Captain;
2. Lieutenant;
3. Sergeant/Detective;
4. Identification Technician;
5. Deputy Sheriff (Patrolman);
6. Deputy Sheriff (Trainee); and

(b) holds a position with the County which normally requires more than 600 hours of service per year; provided that Sworn Law Enforcement Officer does not include any person classified by the County as a volunteer or reserved deputy sheriff, regardless of the number of hours of service he may perform per year."

Section 2. Any person who, while holding the job classification of Deputy Sheriff (Trainee) prior to the effective date of this amending ordinance, shall be deemed to have been eligible to participate as a member of the Sworn Law Enforcement Officer Retirement System from the commencement of sworn service as a Deputy Sheriff (Trainee).

Section 3. This Ordinance being necessary for the immediate preservation of the public peace, health and safety, an emergency is declared to exist and this Ordinance shall take effect upon its passage.

ADOPTED this 7th day of December, 1976,
being the date of its first reading before the Board of
County Commissioners of Multnomah County, Oregon.

BOARD OF COUNTY COMMISSIONERS
MULTNOMAH COUNTY, OREGON

By

Alice Corbett
Vice- Chairman

APPROVED AS TO FORM:

GEORGE M. JOSEPH
County Counsel for
Multnomah County, Oregon

By

Paul G. Mackey
Paul G. Mackey
Deputy County Counsel