

LOCAL LAW
INTRODUCTORY NUMBER 6-09
CHAUTAUQUA COUNTY

A LOCAL LAW AMENDING LOCAL LAW 2-08 OF THE COUNTY OF CHAUTAUQUA
IMPOSING A TAX ON THE OCCUPANCY OF HOTEL OR MOTEL ROOMS

BE IT ENACTED, by the County Legislature of the County of Chautauqua, New York, as follows:

Section 1. Purpose. Pursuant to a home rule request by the Chautauqua County Legislature, the New York State Legislature adopted Chapter 130 of the Laws of 2009 authorizing the County of Chautauqua to continue a 5% tax on the occupancy of hotel or motel rooms through November 30, 2011. This local law amends Local Law 2-08 of the County of Chautauqua to confirm the extension of the 5% occupancy tax through November 30, 2011.

Section 2. Amendments.

a. Section 3(2) of Local Law 2-08 of the County of Chautauqua entitled Imposition of Tax is hereby amended to provide that the occupancy tax of five percent (5%) shall continue to be imposed until November 30, 2011. Thereafter, the occupancy tax imposed shall continue to be the percentage amount authorized by the New York State Legislature.

b. Section 3(12) of Local Law 2-08 of the County of Chautauqua entitled Disposition of Revenues is hereby amended to provide that all revenues resulting from the imposition of the occupancy tax of five percent (5%) shall continue to be allocated until November 30, 2011 in the manner authorized by Chapter 686 of the Laws of 2007 of the State of New York and such resolutions as may be adopted by the County Legislature. Thereafter, all revenues resulting from the imposition of the occupancy tax shall continue to be allocated in the manner authorized by the New York State Legislature and such resolutions as may be adopted by the County Legislature.

All other provisions of Local Law 2-08 of the County of Chautauqua shall remain in full force and effect.

Section 3. Effective Date. This Local Law shall take effect upon filing with the Secretary of State.

Adopted by Legislature: 12/16/09 (Letter of Necessity in Effect)

Public Hearing: 12/28/09

Adopted as LL 6-09