INCORPORATED VILLAGE OF PLANDOME MANOR BOARD OF TRUSTEES

LOCAL LAW NO. 1 OF 2021 ESTABLISH PROVISIONS RELATING TO THE VILLAGE JUSTICE

Authority.

This chapter is enacted pursuant to and consistent with the authority provided under § 3-301 of the Village Law of the State of New York and Articles 2 and 3 of the Municipal Home Rule Law.

Legislative intent.

The Board of Trustees of the Village of Plandome Manor has determined that it has been difficult to find village residents that are willing to serve as the Village Justice to preside over local traffic, criminal and building and zoning matters. To address this concern, the Board of Trustees resolved to amend the residency requirements of New York State Village Law.

Number of Justices. As set forth in Village Law § 3-301(2)(a), the Village of Plandome Manor shall have one elected Village Justice. The Mayor shall appoint, subject to Board approval, a person to act as Acting Village Justice in the absence or inability of the elected Village Justice.

Term of office. The office of Village Justice shall be filled at election for a four-year term in accordance with § 3-302, Subdivision 3, of the Village Law. The Acting Village Justice position shall be appointed at the annual meeting of the Board of Trustees following the yearly Village elections and be for a term of office of one year.

Qualifications for office. All Village Justices for the Village of Plandome Manor shall be required to meet all eligibility requirements of § 3-300 of the Village Law, the Election Law, the Uniform Justice Court Act, rules of the Office of Court Administration, the Public Officers Law, Chapter 119 of the Laws of 2010, and any other law, rule or regulation of the State of New York pertaining to the office. The Village Justice of the Village of Plandome Manor shall be resident of Nassau County.

Compensation. Compensation for the Village Justice and Acting Village Justice shall be established from time to time by the Board of Trustees of the Village of Plandome Manor during its budget process.