

ORDINANCE, INCLUDING THE MAXIMUM AMOUNT OF THE PRO RATA CHARGE THAT MAY BE LEVIED AGAINST PROPERTY WITHIN THE DISTRICT, AND A SUITABLE PLACE FOR THE VOTER TO INDICATE A CHOICE FOR OR AGAINST THE ORDINANCE.

~~(8)~~ (6) (I) IF A MAJORITY OF THE VOTES CAST IN THE REFERENDUM ~~AND COUNTED AS REQUIRED UNDER PARAGRAPH (2) OF THIS SUBSECTION~~ ARE IN FAVOR OF THE ORDINANCE, THE ORDINANCE SHALL BECOME EFFECTIVE ON THE 14TH DAY FOLLOWING THE REFERENDUM.

(II) IF A MAJORITY OF THE VOTES CAST IN THE REFERENDUM ~~AND COUNTED AS REQUIRED UNDER PARAGRAPH (2) OF THIS SUBSECTION~~ ARE AGAINST THE ORDINANCE, THE ORDINANCE SHALL BE OF NO FORCE AND EFFECT.

~~(J)~~ (I) (1) IF AN ORDINANCE ESTABLISHING A ROAD DISTRICT BECOMES EFFECTIVE UNDER THIS SECTION, THE BOARD OF COUNTY COMMISSIONERS MAY LEVY AGAINST THE PROPERTY WITHIN THE DISTRICT A PRO RATA CHARGE TO PAY THE COSTS, INCLUDING INTEREST, OF ROAD CONSTRUCTION WITHIN THE DISTRICT.

(2) THE PRO RATA CHARGE LEVIED AGAINST PROPERTY IN THE DISTRICT MAY NOT EXCEED THE MAXIMUM AMOUNT FOR THE CHARGE INCLUDED IN THE NOTICE OF PUBLIC HEARING UNDER ~~SUBSECTIONS (G) AND (H)~~ SUBSECTION (G) OF THIS SECTION.

(3) THE CHARGES IMPOSED UNDER THIS SECTION ARE A LIEN ON THE PROPERTY AND SHALL BE:

(I) COLLECTED IN THE SAME MANNER AS OTHER COUNTY PROPERTY TAXES; AND

(II) PAID TO THE COUNTY OVER A PERIOD OF TIME NOT TO EXCEED 10 YEARS.

~~(K)~~ (J) THE COUNTY SHALL USE THE CHARGES COLLECTED UNDER THIS SECTION TO PAY FOR THE CONSTRUCTION AND IMPROVEMENT OF ROADS WITHIN THE DISTRICT.

SECTION 2. AND BE IT FURTHER ENACTED, That if any provision of this Act or the application thereof to any person or circumstances is held invalid for any reason in a court of competent jurisdiction, the invalidity does not affect other provisions or any other application of this Act which can be given effect without the invalid provision or application, and for this purpose the provisions of this Act are declared severable.

SECTION 3. AND BE IT FURTHER ENACTED, That this Act shall take effect July 1, 1990.