

Republic of the Philippines PROVINCE OF PANGASINAN

Lingayen www.pangasinan.gov.ph

OFFICE OF THE SANGGUNIANG PANLALAWIGAN SECRETARY

CERTIFICATION

TO WHOM IT MAY CONCERN:

THIS IS TO CERTIFY that at the regular session duly constituted of the Sangguniang Panlalawigan, Province of Pangasinan, held on December 9, 2024, at the Session Hall, Capitol Building, Lingayen, Pangasinan the following resolution was approved:

Sponsored by SP Members Noel C. Bince and Salvador S. Perez, Jr. and cosponsored by SP Members Carolyn D. Sison, Joyce D. Fernandez and Raul R. Sabangan

RESOLUTION NO. 1138-2024

DECLARING MUNICIPAL ORDINANCE NO. 2024-014 OF THE SANGGUNIANG BAYAN OF TAYUG, PANGASINAN, ENTITLED "AN ORDINANCE CREATING THE POSITION OF NURSE II IN THE LOCAL GOVERNMENT UNIT OF TAYUG, PANGASINAN, AND APPROPRIATING FUNDS THEREFOR" AS WITHIN THE CONFERRED POWERS OF THE SANGGUNIAN TO ENACT

WHEREAS, the Sangguniang Bayan of Tayug, Pangasinan submitted its Municipal Ordinance No. 2024-014 to the Sangguniang Panlalawigan for review and evaluation pursuant to Section 56 of Republic Act No. 7160, otherwise known as the Local Government Code of 1991;

WHEREAS, the Committee on Laws and Ordinances of the Sangguniang Panlalawigan with the technical assistance of the Local Finance Committee of the Province conducted initial review and study on said ordinance and found out that the same was enacted in accordance with Sections 76 and 447 (a) (1) (viii) of R.A. No. 7160;

WHEREFORE, in view of the foregoing, on motion of SP Members Noel C. Bince and Salvador S. Perez, Jr. and co-sponsored by SP Members Carolyn D. Sison, Joyce D. Fernandez and Raul R. Sabangan, duly seconded, it was—

RESOLVED, by the Sangguniang Panlalawigan in session assembled, to declare Municipal Ordinance No. 2024-014 of the Sangguniang Bayan of Tayug, Pangasinan, entitled "An Ordinance creating the position of Nurse II in the Local Government Unit of Tayug, Pangasinan, and appropriating funds therefor" as within the conferred powers of the Sangguniang Bayan to enact;

