



**ADMINISTRATIVE ORDER NO. 15**  
Series of 2023

**DESIGNATING MR. JULIUS LIGAWEN AS MEMBER OF THE PEOPLES LAW ENFORCEMENT BOARD OF THE MUNICIPALITY OF ITOGON IN LIEU OF MR. JESSE A. TAYABAN.**

**WHEREAS**, the Peoples Law Enforcement Board of the Municipality of Itogon was reorganized by virtue of Administrative Order No. 47, series of 2022, which members include Mr. Jesse A. Tayaban;

**WHEREAS**, in his letter dated June 26, 2023, Mr. Jesse A. Tayaban tendered his resignation as member of the PLEB citing his health condition as the main reason which in turn, could unduly impair the discharge of his duties and functions;

**WHEREAS**, a valid cause has been established hence, the need to designate a new member to fill the vacancy created by reason of the resignation of Mr. Jesse A. Tayaban in order to have a fully organized functional body;

**NOW THEREFORE**, by virtue of the powers vested in me as Municipal Mayor of Itogon, Benguet, and as the Chairman of the Municipal Peace and Order Council, I, **BERNARD S. WACLIN**, hereby ORDER As follows:

**Section 1. Designation of a New Member of the PLEB** : Mr. JULIUS D. LIGAWEN is hereby designated as member of the People's Law Enforcement Board of the Municipality of Itogon in lieu of Mr. Jesse A. Tayaban. Said Julius D. Ligawen shall serve the unexpired term of his predecessor, Mr. Jesse A. Tayaban unless his designation is sooner revoked, cancelled or terminated for reasons authorized by law.

**Section 2. Repealing Clause**. All Administrative Orders and executive issuances inconsistent with this ORDER or parts hereof are deemed repealed or modified accordingly.

**Section 3. Effectivity**. This Order shall take effect immediately.

**DONE** this 4<sup>th</sup> day of July, 2023 at Itogon, Benguet.

  
**BERNARD S. WACLIN**  
Municipal Mayor

Copy furnished:

- MR. JULIUS D. LIGAWEN - *Ch. Sec. 820*
- Virac, Itogon, Benguet
- Atty. JODEA BRENDA LYN R. ACAY-CAMUYOT - *7/4/2023*
- PLEB Chairperson
- DILG, MLGOO - *rev'd by general*
- NAPOLCOM
- file