

RESOLUTION 2026-05-XXX (R)

A RESOLUTION OF THE CITY COUNCIL OF THE CITY OF MCKINNEY, TEXAS, APPOINTING CANDACE CARLSEN AS PRESIDING MUNICIPAL COURT JUDGE, PETER GRAHAM AS ASSOCIATE MUNICIPAL COURT JUDGE, AND ANTHONETTE AYITEY-ADJIN AS CONTRACT MUNICIPAL COURT JUDGE, EACH FOR TWO-YEAR TERMS; AND PROVIDING FOR AN EFFECTIVE DATE

WHEREAS, the City Council of the City of McKinney, Texas, desires to appoint Candace Carlsen as Presiding Municipal Court Judge, Peter Graham as Associate Municipal Court Judge, and Anthonette Ayitey-Adjin as Contract Municipal Court Judge, each for two-year terms in accordance with state law; and

WHEREAS, the City Attorney recommends the appointment of Candace Carlsen as Presiding Municipal Court Judge, Peter Graham as Associate Municipal Court Judge, and Anthonette Ayitey-Adjin as Contract Municipal Court Judge, each for two-year terms in accordance with state law.

NOW, THEREFORE, BE IT RESOLVED BY THE CITY COUNCIL OF THE CITY OF MCKINNEY, TEXAS, THAT:

Section 1. The City Council of the City of McKinney, Texas, hereby appoints Candace Carlsen as Presiding Municipal Court Judge and Peter Graham as Associate Municipal Court Judge for two-year terms pursuant to state law, the Home Rule Charter, and Ordinance No. 2019-06-047.

Section 2. The City Council of the City of McKinney, Texas, hereby appoints Anthonette Ayitey-Adjin as Contract Municipal Court Judge pursuant to the terms of an independent contractor agreement for a two-year term and pursuant to state law, the Home Rule Charter and Ordinance No. 2019-06-047.

Section 3. This Resolution shall become effective immediately upon passage.

DULY PASSED AND APPROVED BY THE CITY COUNCIL OF THE CITY OF MCKINNEY, TEXAS, ON THE 5th DAY OF MAY 2026.

CITY OF MCKINNEY, TEXAS

BILL COX, Mayor
GERÉ FELTUS, Mayor Pro Tem

ATTEST:

EMPRESS DRANE, City Secretary
TENITRUS PARCHMAN, Deputy City Secretary

APPROVED AS TO FORM:

MARK S. HOUSER, City Attorney
BENJAMIN SAMPLES, First Assistant City Attorney
ALAN LATHROM, Assistant City Attorney