

## **JUNKYARD ORDINANCE**

### **4-301**

It shall be unlawful for any person, partnership, or corporation to establish any junkyard within the limits of the City of Calais without first obtaining a permit from the Municipal Officers of said City.

### **4-302**

Application for said permit shall be filed in writing with the City Clerk who shall cause notice of the application to be printed in a local newspaper of general circulation at least one week prior to the date set for a hearing on said application by the Municipal Officer of said City. The cost of publication of said notice must be paid in advance by the applicant for said permit.

### **4-303**

A public hearing on said application will be held by the City Council which may then or at a later date reject or approve the application subject to any reasonable restrictions, conditions, or limitations, and if approved, the City Council will then direct the City Clerk to issue said permit upon payment of a \$10.00 fee therefor by the applicant.

### **4-304**

Permits issued under this ordinance shall expire on the last day of the calendar year during which they are issued.

### **4-305**

Renewal of said permits shall be accomplished yearly after the same notice by publication and hearing as required for the establishment of such a junk yard in the first instance; provided however that the fee for renewal of said permits will be \$5.00 plus the cost of publishing the notice.

### **4-306**

For the purposes of this ordinance, "junkyards" are defined as places where discarded materials, to wit: metals, old rope, old bags, wastepaper, rags, rubber, glass, bottles, and all articles are kept for storage and sale in the usual course of business by dealers in such commodities.

### **4-307**

Any person found guilty of a violation of this ordinance shall be punished by a fine not to exceed \$100.00. Each day of operation and maintenance of such a junk yard in violation of this ordinance shall constitute a separate and distinct offense.

Adopted:

Amended:

Repealed: