

ORDINANCE NUMBER 23.

An Ordinance to provide for the construction of privies and closets and providing rules and regulations governing same, together with penalties for the violation thereof.

Be it ordained by the City Council of the City of Polson.

Section 1 - Every person, firm or corporation who shall be the owner, lessee or keeper or manager of any tenement house, boarding house, loddging house, manufactory, dwelling house, residence, business house, store or tent, shall provide or cause to be provided for the accommdation thereof and for the use of the tenants, lodgers, boarders, workers, families and occupants, adequate privies or water closets, ^{cesspools etc} and the same shall be so adequately ventelated, and shall at all times be kept in such cleanly and wholesome condition as to not be offensive, or dangerous or detrimental to health, and shall be constructed so as to comply with the following requirements:-

First - House must be constructéd absolutely fly proof, with no openings, know holes, cracks or ventilating openings, except a door, unless they are covered with wire screed.

Second - The holes in the seats must be provided with hinged covers, and they are to be kept closed except while in use.

Third - The vault must be six feet deep, and a sufficient quantity of lime thrown in the said vault each week to prevent any oder arising therefrom.

Fourth - That whenever any vault shall become filled to within two feet of the top, lime shall be thrown therein and then filled with dirt. Every privy or closet which does not conform with the foregoing requirements, shall be remodeled and made to conform therewith within twenty days from the passage of this Ordinance. Any person or persons, firm or corporation, whether they be owner, lessee or agent, violating the provisions of this Ordinance shall be deemed guilty of committing a nuisance, and upon conviction whall be punished by a fine of not less than ten dollars or more than three hundred dollars.

Section 2 - All Ordinances and parts of ordinances in conflict herewith are hereby ~~repealed~~.

Section 3 - Whereas an emergency exists and it is immediately necessary for the preservation of the peace, health and safety of the inhabitants of the City of Polson, this

Ordinance shall take effect immediately upon its passage and approval as provided by law.

Passed and approved this 21st day of April, 1911.

Mayor

Attest

B. J. Tauson
City Clerk

Ayes - Dawson, McDonald, Mills and Gabb.

Noes - None.

ORDINANCE NUMBER 24.

An Ordinance providing for the excavation of streets and alleys, and providing rules and regulations governing the same.

Be it ordained by the City Council of the City of Polson.

Section 1 - It shall be unlawful for any person or corporation to make any excavation in any of the streets or alleys of this city without first having obtained the consent of the City Council or of the Street Commissioner, in writing, defining the character of the excavation to be made. Such written consent shall be in the possession of the party doing the excavating, to be shown to any officer of the city upon demand. Any person or corporation violating the provisions of this ordinance shall, upon conviction thereof, be fined in a sum not more than three hundred dollars. It is hereby made the **duty** of the Street Commissioner to make complaint before the Police Court of any violation of this Ordinance, and to prevent any such excavation without authority he shall use the entire police force of the city and deputize as many assistants as are necessary.

Section 2 - Every applicant for a license to make any excavation in any of the streets or alleys of the city shall make the same in writing, signed by the applicant, and shall set forth the dimensions of the proposed excavation, and the purpose for which it is to be used, and every such license shall provide that the excavation licensed shall not be used for any other purpose than that stated in the application, and such license may at any time be revoked by the City Council or the Street Commissioner.