

AN ORDINANCE PRESCRIBING PENALTIES FOR
THROWING DEBRIS OR WADING IN THE BAKER PARK
POND WITHIN THE CITY OF CAMMACK VILLAGE,
ARKANSAS; DECLARING AN EMERGENCY AND FOR OTHER
PURPOSES

Section 1: It has come to the attention of the City Council of Cammack Village that persons have been throwing debris into the Baker Park pond. In some instances, persons have allowed children to throw debris into the pond. Additionally, it has come to the attention of the City Council that children are being permitted to wade in the pond. The intention of this ordinance is to prohibit any person from wading or throwing prohibited debris into the Baker Park pond. Parents will be in violation of this ordinance if they permit their children to throw debris in the pond or wade in the pond.

Section 2: It shall be unlawful for persons to throw debris, or any item, in the Baker Park pond. It is also unlawful for persons to wade in said pond. Any parents who permit their children to throw debris or wade into the Baker Park pond shall be in violation of this ordinance with respect to conduct engaged in by their children.

Section 3: Violations/Penalties. Each violation of this ordinance shall be an unclassified misdemeanor and subject to a fine of up to \$100 per violation.

Section 4: Emergency Clause. Throwing debris and wading in the Baker Park pond is causing damage and unnecessary repair costs to the pond and may pose a danger for those children wading in the pond. Accordingly the City Council for the City of Cammack Village finds and determines an emergency exists and this ordinance is essential for the orderly administration and operation of the City of Cammack Village. An emergency is declared to exist, and this ordinance being necessary for the preservation of the public peace, health and safety shall be in full force and effect on or after the _____ day of November, 2002.

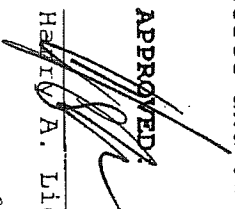
ADOPTED:

DATE: 11/2/02

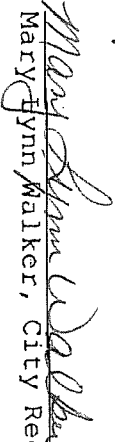
ATTEST:

DATE: 11/2/02

APPROVED:



Harry A. Light, Mayor



Mary Lynn Walker, City Recorder