ORDINANCE NO. 429

AN ORDINANCE OF THE CITY OF MESQUITE, TEXAS, AMENDING ORDINANCE NO. 409 DULY PASSED BY THE CITY COUNCIL OF THE CITY OF MESQUITE ON THE 5TH DAY OF FEBRUARY, 1962, BY AMENDING PARAGRAPH NO. 11
AND PARAGRAPH NO. 12 OF SECTION 2 OF SAID ORDINANCE SO AS TO PROVIDE FOR SOLID SCREENING FOR OPEN STORAGE OF WRECKED AND TOWED VEHICLES; AND SO AS TO PROVIDE THAT ALL REPAIR WORK AND DISMANTLING OPERATIONS SHALL BE WITHIN THE BUILDING; PROVIDING FOR A PENALTY NOT TO EXCEED TWO HUNDRED (\$200.00) DOLLARS FOR EACH OFFENSE; AND DECLARING AN EMERGENCY.

BE IT ORDAINED BY THE CITY COUNCIL OF THE CITY OF MESQUITE, TEXAS:

SECTION 1. That Ordinance No. 409 duly passed by the City Council of the City of Mesquite, Texas, on February 5, 1962, be, and the same is, hereby amended by amending paragraphs 11 and 12 of Section 2 of said ordinance, so as to read as follows, to-wit:

"SECTION 2.

- (11) That solid screening shall be provided for in an area 60 feet by 100 feet for opening storage of wrecked and towed in vehicles.
- (12) That all repair work and dismantling operations shall be carried on within the building."

SECTION 2. That any person, firm or corporation violating any of the terms and provisions of this ordinance shall be subject to a fine not to exceed \$200.00 for each offense, and each day any such violation shall continue shall constitute a separate offense.

SECTION 3. Whereas, it appears that the property described in Ordinance No. 409 is to be used under a special permit for the construction and operation of an auto repair garage, and that certain conditions contained in Ordinance No. 409 need to be amended creates an emergency and an urgency and in the preservation of the public safety and welfare requires that this ordinance shall take effect immediately from and after its passage as the law and charter in such cases provides.

DULY PASSED BY THE CITY COUNCIL OF THE CITY OF MESQUITE, TEXAS, this the 18th day of June, 1962.

ATTEST:

Norma G. McGaughy

City Secretary

B. W. Cruce, Jr.

Mayor