ATTACHMENT "H"

Town of Jarratt Administrative – Resolution Additions to Definitions						
SECTION: Administration – Code Enforcement				Resolution #: 2018-018		
POLICY: Addition to definitions – inoperable vehicles						
DATE ADOPTED:		REVISED DATE: None	D DATE: None COVERAGE:		PAGE #: Page _1_ of _2_	
8-14-18	Sec.	¢.	Coc	le Enforcement		

**WHEREAS**, there has been confusion in regards to the wordage of the Jarratt Property Maintenance Code; and

**WHEREAS**, the Jarratt Town Council intents to have all residents be able to read and understand all of the Town's regulations; and

**WHEREAS,** the Code of Virginia 15.2-904, entitles the Town of Jarratt to restrict the keeping of inoperable motor vehicles; and

**WHEREAS**, the Jarratt Town Council voted and passed a Property Maintenance Code on March 11, 2014 restricting inoperable vehicles.

**NOW, THEREFORE BE IT RESOLVED** by the Jarratt Town Council in an attempt to clarify the definition of an inoperable vehicle for all residents to understand. An inoperable vehicle is the following:

- 1. Any motor vehicle which is not in operating condition;
- 2. Any motor vehicle which for a period of 60 days or longer has been partially or totally disassembled by the removal of tires and wheels, the engine, or other essential parts required for operation of the vehicles; or
- 3. Any motor vehicle that does not have a valid license plate decal or inspection sticker.

**BE IT FURTHER RESOLVED** by the Jarratt Town Council that the above definition shall not apply to a licensed business which on June 26, 1970, is regularly engaged in business as an automobile dealer, salvage dealer or scrap processor, in accordance with the Code of Virginia. It shall also not apply to farm use vehicles, as they are not required by Virginia State Law to have an inspection sticker, you must actually own a farm to legally use a "Farm Use" tag.

Melanie Wilson, Mayor

Acting Clerk of the Council Sudy Houchins

Anne Brown Amie Peavy A P

Omar Smith <u>IVA Y</u>Roderic Tuell <u>RUF</u>

