

ORDINANCE NO. 1583

AN ORDINANCE REGULATING THE DESIGN, CONSTRUCTION AND LOCATION OF BUILDINGS IN THE CITY OF BURLINGAME, KANSAS.

BE IT ORDAINED BY THE GOVERNING BODY OF THE CITY OF BURLINGAME, KANSAS:

Section I. There is hereby incorporated by reference for the purpose of regulating the design, construction, alteration, quality of materials, use and location of all buildings and structures in Burlingame, Kansas, that certain standard building code known as the "Uniform Building Code, Edition 1982", together with any amendments thereto. Not less than three (3) copies of said code shall be marked or stamped "Official Copy" as adopted by ordinance with any section intended to be changed or deleted clearly marked, and shall be filed with the City Clerk and open to inspection and available to the public at all reasonable hours. The building inspector, City Clerk and any other City employee or agent charged with enforcement of this ordinance shall be supplied a copy of the code.

Section II. The construction, reconstruction or location of any building or structure in the main business area of City located on Santa Fe Avenue from Dacotah Street to Delaware Street and on Topeka Avenue from Fremont Street to Lincoln Avenue, shall meet all construction code requirements for commercial buildings and be of a permanent construction with a foundation.

Section III. A permit from the City Clerk shall be required prior to any construction, reconstruction or location of any building within the City.

Section IV. Should any part of this ordinance be declared invalid, then such portions as shall be invalid shall not affect the remaining portions of the ordinance not declared invalid and the same shall be binding and remain in effect.

This ordinance shall take effect and be in force from and after its passage, approval and publication in the Osage County Chronicle, the official City paper of said City.

PASSED AND APPROVED this 17th day of June, 1991.

William R Kraus  
Mayor

ATTEST:

Cheryl D. Holloway  
City Clerk

(seal)