

ORDINANCE NO. 88

AN ORDINANCE OF THE CITY OF DOVER, A MUNICIPAL CORPORATION OF THE STATE OF IDAHO, REQUIRING AN IDAHO CONTRACTOR'S REGISTRATION NUMBER PRIOR TO ISSUANCE OF A BUILDING PERMIT; PROVIDING EXCEPTIONS; PROVIDING FOR SEVERABILITY; REPEALING CONFLICTING ORDINANCES AND PROVIDING AN EFFECTIVE DATE.

WHEREAS, the Mayor and City Council have deemed in the public interest to require that construction work done in the City by contractors be done by contractors who have registered with the State of Idaho as required by Idaho Code Title 54 Chapter 52.

NOW THEREFORE BE IT ORDAINED BY THE MAYOR AND CITY COUNCIL OF THE CITY OF DOVER, IDAHO AS FOLLOWS:

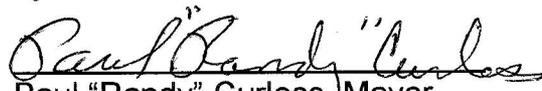
Section 1. Registration number required and exemption. No building permit will be issued without the contractor's presentation of his Idaho contractor's registration number except when the permit applicant provides evidence to the satisfaction of the City that the applicant is exempt from the registration requirements pursuant of Title 54, Chapter 52 of the Idaho Code. Landowners and General Contractors are responsible for confirming all project subcontractors have complied with state registration requirements.

Section 2. Severability. This ordinance is hereby declared to be severable. Should any portion of this ordinance be declared invalid by a court of competent jurisdiction, the remaining provisions shall continue in full force and effect and shall be read to carry out the purpose(s) of the ordinance before the declaration of partial invalidity.

Section 3. Repeal of Conflicting Provisions. All provisions of the current ordinances of the City of Dover which conflict with the provisions of this ordinance are hereby repealed to the extent of such conflict.

Section 4. Effective Date. This ordinance shall be effective upon its passage and publication as provided by law.

Enacted under suspension of the rules by the City Council as an ordinance of the City of Dover on 11 of May, 2006.


Paul "Randy" Curless, Mayor

ATTEST:


Ruth Guthrie, City Clerk