

**CITY OF SALINE
WASHTENAW COUNTY, MICHIGAN**

ORDINANCE NO. 774

**AN ORDINANCE TO AMEND SECTION 74-3 OF THE CODE OF ORDINANCES, CITY
OF SALINE, MICHIGAN, TO PROVIDE STANDARDS FOR RIGHT-OF-WAY
CONSTRUCTION PERMITS**

The City of Saline Ordains:

Section 1. Amendment. Section 74-3 of the Code of Ordinances, City of Saline, Michigan, is amended to read as follows:

Sec. 74-3. Construction permits.

- (a) No person shall have the right to commence construction of any facility or structure in public rights-of-way or other public places without first obtaining a construction permit from the city superintendent.
- (b) Permits for construction in the rights-of-way may impose conditions on the work to be performed, including requirements for traffic control and submission of as-built drawings upon completion.
- (c) The city superintendent may deny a permit application for any of the following reasons:
 - (1) The applicant does not have a franchise or license authorizing use of the right-of-way where the proposed facility or structure is to be located.
 - (2) The applicant has failed to comply with a permit issued by the city under this section within the last 2 years.
 - (3) The proposed facility or structure would interfere with a present or future use of the right-of-way.
 - (4) The proposed facility or structure would impair clear vision or otherwise create a traffic hazard.
 - (5) The proposed facility does not comply with construction or installation standards established by the department of public works.

Section 2. Effective Date. This ordinance shall become effective 20 days after its adoption or upon its publication, whichever occurs later.

YEAS: TerHaar, Sibb-Koenig, Roth, Girbach, Dillon, Marl

NAYS:

ABSTAIN:

ABSENT: Rhoads

CERTIFICATION

This is a true and complete copy of Ordinance No. 774 adopted at a regular meeting of the Saline City Council held on August 17, 2015.

Brian Marl, Mayor

Terri Royal, City Clerk

Adopted: August 17, 2015
Published: August 23, 2015
Effective: September 3, 2015