HAMPTON TOWNSHIP ORDINANCE NO. 4-3

AMENDMENT TO THE WATER ORDINANCE OF THE CHARTER TOWNSHIP OF HAMPTON, BAY COUNTY, MICHIGAN

An Ordinance to amend the Charter Township of Hampton Water Ordinance, being the Charter Township of Hampton Ordinance No. 4, by the addition of the following sections.

THE CHARTER TOWNSHIP OF HAMPTON, BAY COUNTY, MICHIGAN ORDAINS:

Section 1. SHORT TITLE

This Ordinance shall be known as the "Water Ordinance--Regulation of Service to Multiple Unit Developments."

Section 2. WATER SERVICE TO APARTMENT BUILDINGS AND COMPLEXES, MOBILE HOME PARKS AND OTHER MULTIPLE RENTAL HOUSING UNITS

The Charter Township of Hampton shall supply water service to apartment buildings and complexes, mobile home parks and other multiple rental housing units only through a master meter which is registered in the name of the owner-landlord. Individual water meters for renter-customers in a multiple unit development shall not be allowed.

Section 3. DEFINITIONS AS USED IN THIS ORDINANCE

- A. A multiple unit development consists of a singular lot or series of lots which are under a common ownership and intended to be used or are used for a residence by more than one family or tenant. Included by way of example but not by way of limitation to this definition are duplexes, apartment houses, mobile home parks, apartment buildings and apartment complexes. Specifically excluded from this definition are single family homes occupied as a one dwelling unit.
- B. Owner-landlord as used in this ordinance means the owner of the property as maintained on the tax rolls of the Charter Township of Hampton.

Section 4. PENALTY

The penalty for violation of this ordinance shall be the same as those penalties set forth in Section 27 of the Charter Township of Hampton Water Ordinance No. 4.

Section 5. CONFLICT

All ordinances or parts of ordinances in conflict herewith are hereby repealed.

Section 6. EFFECTIVE DATE

This ordinance shall take effect on the 31st day after publication following adoption, as required by law.