

ORDINANCE NO 495

An Ordinance Amendeing Sections 4, 5, 6 and 7 of Ordinance NO. ~~492~~ and Providing for the licensing of the Operators of HISTORY QUESTION GAMES AND GAMES OF LIKE CHARACTER and Providing the Manner in which such licenses are granted and the amount of the fees therefor.

THE CITY OF MILWAUKIE DOES ORDAIN AS FOLLOWS:-

Section. 1. That sections 4, 5, 6, and 7 of Ordinance No. ~~462~~⁴⁹² be amended to read as follows;-

Section 4, Before History Question Games or Games of like Character may be operated in the City of Milwaukie, Oregon, the person, firm or corporation having such games on their premises shall obtain a license for the operation of the same from the recorder of the City of Milwaukie.

Section 5. The License fee for the operation of such games shall be \$150.00 per year, payable in advance and shall not be pro rated, but may be transfered, when the business with which they are connected is sold.

Section 6. It shall be unlawful for any person, firm or corporation to have on premises controled by he, them or it, without first obtaining a license as provided in Section 5 hereof, and the payment of the fee required therein.

Section 7. The license issued for operating History Question Games or Games of Like Character shall at all times be displayed in a conspicuous place in the premises where such games are kept.

Section 2. It hereby is adjudged and declared that existing conditions are such that this Ordinance is necessary for the immediate preservation of the public peace, health and safety; and owing to the urgent necessity of maintaining the public credit, an emergency hereby is declared to, and this Ordinance shall take effect and be in full force and effect from and after the date of its signing by the Mayor.

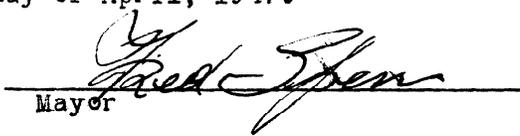
Read the first time this 14th day of April, 1947

Read the second time and passed by unanimous vote of all members of the Council this 14th day of April, 1947.

Signed by the Mayor this 16 day of April, 1947.

ATTEST

Ellen Martin
Recorder.


Mayor