

ARTICLE III. ANTI-BLIGHT REGULATIONS (RESIDENTIAL AREAS)

Sec. 17-52. Causes, factors enumerated.

(a) It is hereby determined that the following uses, structures and activities are causes of blight or blighting factors which, if allowed to exist, will tend to result in blighted and undesirable neighborhoods. No person shall maintain or permit to be maintained any of these causes of blight or blighting factors upon any property in the city owned, leased, rented or occupied by such person.

(1) In any area zoned for residential purposes, the storage upon any property of junk automobiles, except in a completely enclosed building. For the purpose of this article the term "junk automobiles" shall include any motor vehicle which is not licensed for use upon the highways of the state for a period in excess of thirty (30) days and shall also include whether so licensed or not any motor vehicle which is inoperative for any reason for any period in excess of thirty (30) days.

(2) In any area zoned for residential purposes, the storage upon any property of unlicensed recreational equipment, except in a completely enclosed building. For the purpose of this subsection, the term "recreational equipment" shall include any travel trailers, pickup campers or coaches, motorized dwellings, tent trailers, boat and boat trailers, snowmobiles, horse trailers, dune buggies and other similar equipment. Recreational equipment for which a six-month license is available may be stored while unlicensed for a period of no more than six (6) months.

(3) In any area zoned for residential purposes, the storage upon any property of building materials unless there is in force a valid building permit issued by the city for construction upon the property and the materials are intended for use in connection with such construction. Building materials shall include but shall not be limited to lumber, bricks, concrete or cinder blocks, plumbing materials, electrical wiring or equipment, heating ducts or equipment, shingles, mortar, concrete or cement, nails, screws or any other materials used in constructing any structure.

(4) In any area zoned for residential purposes, the storage or accumulation of junk, trash, rubbish or refuse of any kind, except domestic refuse stored in such a manner as not to create a nuisance for a period not to exceed thirty (30) days. The terms "junk" shall include parts of machinery or motor vehicles, unused stoves or other appliances stored in the open, remnants of wood, metal or any other material or other cast-off material of any kind whether or not the same could be put to any reasonable use.

(5) In any area the existence of any structure or part of a structure which because of fire, wind or other natural disaster or physical deterioration is no longer habitable as a dwelling nor useful for any other purpose for which it may have been intended.

Residential Blight (Cont'd)

- (6) In any area zoned for residential purposes, the existence of any vacant dwelling, garage or other outbuildings, unless such structures are kept securely locked, windows kept glazed or neatly boarded up and otherwise protected to prevent entry thereto by the elements or by unauthorized persons.
- (7) In any area the existence of any partially completed structure unless such structure is in the course of construction, in accordance with a valid and subsisting building permit issued by the city and unless such construction is completed within a reasonable time.
- (8) In any area zoned for residential purposes, the existence of a compost pile which is not maintained in compliance with section 17-80 of this chapter.
- (b) The causes of blight or blighting factors set forth above as applicable to areas zoned for residential purposes are hereby determined to be causes of blight or blighting factors and subject to the prohibitions of this article if located in areas zoned for other than residential purposes, unless such uses of property are incidental to and necessary for the carrying out of any business or occupation lawfully being carried on upon the property in question.