

The Council of the Kincolith Band of
Indians at a meeting held at Kincolith, B.C. on the third day of February, 1961
makes the following bylaw pursuant to paragraph (a) and (r) of section 80
of The Indian Act:

Bylaw No. 5

A bylaw to provide for the disposal of garbage and waste on the
Kincolith Indian Reserve, in the Province of British Columbia.

- (a) No person shall accumulate or permit to be accumulated upon lands in his possession or deposit or accumulate on the lands in possession of another person anything which is or may become offensive or injurious to health.
- (b) No person shall deposit any dead animal, offal, fish, manure, garbage, fruit, vegetables, night-soil, filth, liquid waste, or anything of a nature which is or may become offensive or prejudicial to health upon or into any highway, street, road, alley, lane, lot, ditch, wharf, dock, lake, pond, river, stream, well, or sewer, or into any land or premises within the reserve and any such deposit shall be deemed a nuisance, provided, however, that the provisions of this paragraph shall not apply to the deposit and proper disposal of any such material into or at a place within the reserve approved by the council for that purpose.
- (c) The council may arrange for the regular removal of garbage and waste from any premises within the reserve.
- (d) In the spring of each year as soon as the melting of snow permits the person in possession of any premises within the reserve shall collect all waste matter lying thereon including tin cans, bottles, paper and animal manure.
- (e) All such waste matter shall be disposed of in such a manner as will prevent any nuisance or offence as the fouling of wells and water supply.
- (f) Any person who violates any of the provisions of this bylaw shall be guilty of an offence and shall be liable on summary conviction to a fine not exceeding ten dollars or imprisonment for a term not exceeding seven days, or both fine and imprisonment.

94 Solomon Is. Indian
Charles S. Barton

W. S. Stealy
R. Burnett
Samuel