TOWN OF EATONIA

BYLAW NO. 10/13

A BYLAW OF THE TOWN OF EATONIA TO PROHIBIT THE DISCHARGE OF GUNS OR ANY OTHER FIREARMS

The Council of the Town of Eatonia, in the Province of Saskatchewan, enacts as follows:

1. That the discharge of guns and other firearms, air-guns, B.B. guns and spring guns, or any class or type thereof, or the discharge of bow and arrow, is expressly prohibited within the

2. The provisions of Section 1 do not apply to a person who is:

limits of the Town of Eatonia.

- a) A police officer in performance of his or her duties;
- b) An employee of the Town for the purpose of controlling pests;
- c) A pest control officer appointed by resolution of Council;
- d) Any person authorized by the Council of the municipality;
- e) Persons participating in Council approved sporting events, such as turkey shoots, or similar events, upon such terms and conditions as Council stipulates.
- 3. Any person who contravenes any provisions of this bylaw is guilty of an offense and liable on summary conviction:
 - a) For the first offense, a fine of not less than Fifty Dollars (\$50.00) and not more than Five Hundred Dollars (\$500.00) and in default of payment to imprisonment for a term not exceeding thirty (30) days;
 - b) For the second and any subsequent offense, a fine of not less than One Hundred Dollars (\$100.00) and not more than One Thousand Dollars (\$1,000.00) and in default of payment to imprisonment for a term not exceeding thirty (30) days;
 - c) Where damage is done to property by an unlawful act under this Bylaw, the presiding Justice of the Magistrate's Court or the Justice of the Peace may adjudge payment of all damages occasioned by the unlawful act and the same shall be applied for the reparation and reconstruction of the property damaged.
- 4. This bylaw shall come into force and take effect on the date of final passing.

STOPPALL STATCHENAND

Certified a true copy of Bylaw No. 10/13 adopted by resolution of Council on the 9th day of July, 2013.

Cheryl Baley
Administrator

Mayor

Administrator