

MUNICIPALITY OF THE COUNTY OF INVERNESS

TIPPING FEES

KENLOCH WASTE MANAGEMENT FACILITY

LEGISLATIVE AUTHORITY:

Municipal Government Act
Section 49((1)(b))

SUBJECT: CONSTRUCTION AND DEMOLITION MATERIAL

PREAMBLE: It shall be the policy of the Municipality of the County of Inverness to retain control over who may dispose of waste at the Kenloch Waste Management Facility and to levy a tipping fee to those individuals, companies, organizations or groups who are authorized to dispose of construction and demolition material at the site.

It shall also be the policy of the Municipality of the County of Inverness to ensure that all waste generated within the Municipality and disposed of at the Kenloch Waste Management Facility is acceptable under the operating policies of the Municipality.

- TERMS:**
1. It shall be the policy of the Municipality of the County of Inverness to charge a tipping fee of \$30.00 per metric tonne for construction and demolition material delivered to the Kenloch Waste Management Facility. The weight of the materials subject to the disposal fee shall be determined by the Weigh Scale.
 2. Waste which is delivered to the Kenloch Waste Management Facility shall be delivered to the Site by the Owner or Contractor or his/her agent and must be sorted and placed in the designated zones for each particular type of material by the hauler or owner/hauler.
 3. Waste which is delivered to the Kenloch Waste Management Facility and which is not delivered in accordance with the terms set out in Paragraph 2 shall be subject to a minimum fee of \$75.00 per metric tonne., effective May 1, 2006.
 4. Payment of tipping fees shall be made to the Municipality of the County of Inverness with thirty days from delivery of waste.

Approval:	This is to certify that the above policy was approved by Municipal Council on the 10th day of April, AD, 2006. <i>Kate Beaton</i> Chief Administrative Officer
Policy Committee Review: April 3, 2006	
Council - 7 day Notice: April 3, 2006	
Council Approval: April 10, 2006	