

CHAPTER 163

CITIES AND TOWNS

AN ACT to amend section five thousand six hundred and sixty-three (5663) code, 1927, relating to city and town councils, and to authorize the providing of uniforms and equipment for members of police and fire departments.

Be it enacted by the General Assembly of the State of Iowa:

- 1 SECTION 1. That section five thousand six hundred and sixty-three
- 2 (5663), code 1927, be and the same is hereby amended by adding
- 3 thereto as subdivision 17 the following, viz:
- 4 Cities under the commission form of government, having a popu-
- 5 lation of twenty thousand (20,000) to thirty thousand (30,000) in-
- 6 habitants, may provide for the use of the members of the fire and
- 7 police departments, uniforms and suitable equipment.

House File No. 291. Approved March 27, A. D. 1929.

CHAPTER 164

CITIES AND TOWNS. REFUSE AND JUNK

AN ACT to amend the law as it appears in section fifty-seven hundred forty-four (5744) of the code, 1927, with reference to the power of cities and towns and to authorize cities and towns to restrain and prohibit the deposit and removal of refuse and junk.

Be it enacted by the General Assembly of the State of Iowa:

- 1 SECTION 1. That section fifty-seven hundred forty-four (5744)
- 2 of the code, 1927, be amended by inserting after the word "of" in
- 3 line two (2) of subsection three (3) the following:
- 4 "refuse, junk,".

House File No. 392. Approved April 16, A. D. 1929.

CHAPTER 165

CITIES AND TOWNS. SWIMMING POOLS

AN ACT authorizing cities and towns to build or purchase, establish, maintain, and operate swimming pools.

Be it enacted by the General Assembly of the State of Iowa:

- 1 SECTION 1. That section fifty-seven hundred forty-six (5746) of
- 2 the code, 1927, is hereby amended by inserting at the end thereof as
- 3 subsection four (4) the following:
- 4 "Swimming pools and to build or to purchase the same."

- 1 SEC. 2. This act being deemed of immediate importance shall take
- 2 effect and be in force from and after its publication in the Daily