

CHAPTER 2016-15

**No. 151 AN ORDINANCE AMENDING CHAPTER 16, SECTION 16-129,
ENTITLED: "FALSE ALARM ASSESSMENT SCHEDULE"**

Approved April 29, 2016

Be it ordained by the City of Providence:

SECTION 1. Chapter 16, Section 16-129, "False alarm assessment schedule," is hereby amended as follows:

Sec. 16-129. - False alarm assessment schedule.

(a) After three (3) separate security alarm system false alarms from an individual user at a single address have been placed in the file, the alarm user will be notified by the chief of police via first class mail that subsequent false alarms will cause the alarm user to be assessed monetary charges as follows: \$150.00 for each subsequent false alarm in the fiscal year (beginning July 1 through June 30).

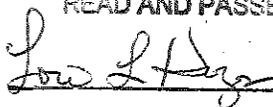
(b) All charges assessed hereunder shall be made payable to the city for deposit into the general fund.

(c) A grievance board will be formed consisting of two members of the city police department designated by the chief of police, two members of the city fire department designated by the Fire Chief, one member of the city council designated by the president of the council, and two members of the Alarm Association of Rhode Island designated by the Alarm Association, to review any appeals related to the enforcement of false alarms. If an alarm user has a grievance with the city police or fire departments, the user must have his or her alarm servicing company transmit a letter to the grievance board verifying that the alarm company is making every effort to resolve the false alarm problem. The board shall have the authority to promulgate rules and regulations as needed.

(d) The provisions of this section shall not apply to alarm systems owned and/or operated by any governmental agencies.

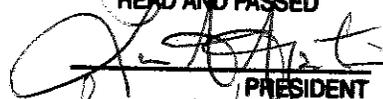
SECTION 2. This ordinance shall take effect upon passage.

IN CITY COUNCIL
APR 07 2016
FIRST READING
READ AND PASSED


CLERK

IN CITY
COUNCIL

APR 21 2016
FINAL READING
READ AND PASSED


PRESIDENT

CLERK

I HEREBY APPROVE.


Mayor
Date: 4/29/16