

PRIVATE LAWS  
OF THE  
TERRITORY OF KANSAS,

PASSED AT THE SPECIAL SESSION

OF THE  
LEGISLATIVE ASSEMBLY OF 1860:

BEGUN AT THE

CITY OF LECOMPTON,

JANUARY 19, 1860, AND HELD AND CONCLUDED

AT THE

CITY OF LAWRENCE.

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PUBLISHED BY AUTHORITY.

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S. A. MEDARY, PRINTER.

see that the laws of the territory and the ordinances of the city, for the preservation of peace, morality and good order, are observed and enforced in the city; he shall superintend the watchmen in the discharge of their duties, and shall observe and obey the orders and directions of the mayor and city council, in the preservation of peace, morality and good order.

Powers of councilmen.

SEC. 22. Every member of the city council shall have the power, and it shall be his duty, without warrant, to arrest or cause to be arrested any person engaged in his presence in disturbing the public peace or violating any law of the territory or ordinance of the city for the preservation thereof, or of good order or morality; and to bring, or cause such persons to be brought, before a justice of the peace, for trial.

### TITLE III.

#### *Of the Powers of the City Council.*

Stated meetings.

SEC. 23. The city council shall hold stated meetings, at times to be determined by it from time to time, and special meetings whenever called by the mayor, or by any two councilmen by notice to each member thereof, to be served personally, or by leaving the same at his place of abode. A majority of its members shall constitute a quorum for the transaction of business; but a less number may adjourn from time to time and compel the attendance of absent members. It may determine its rules of proceedings and enforce the same, and may expel any member by a vote of two-thirds of all the members of the council.

President, clerk, engineer, to be appointed.

SEC. 24. The city council shall, at the first meeting, on or after the first Monday in May of each year, elect one of their number president of the council, who shall preside when the mayor is not present, and shall appoint the clerk, the chief engineer, and so many clerks of markets, sextons to have charge of burial grounds belonging to the city, and messengers to attend upon its meetings as it may deem necessary, and all other officers not made elective by this act or by ordinance. Such officers shall hold their offices during the pleasure of the city council.

Council to have charge of city property.

SEC. 25. The city council shall have the care, management and control of the city and its finances; it shall have power to ordain, alter, modify and repeal ordinances not repugnant to the organic act and laws of this territory, such as it shall deem

expedient for the good government of the city, the preservation of peace and good order, the suppression of vice and immorality, the benefit of trade and commerce, and the health of the inhabitants thereof, and such other ordinances, rules and regulations as may be necessary to carry such power into effect. It is also particularly authorized to enact ordinances for the following purposes: 1. To preserve peace and good order, and to restrain and prevent vice, immorality and every kind of fraudulent device and practice. 2. To restrain and punish vagrants, mendicants, street beggars and persons soliciting alms, keepers of houses of ill-fame, common prostitutes, bawds and disorderly persons, and to prevent and punish drunkenness and disorderly or immoral conduct in public places and streets. 4. To prevent any riot, noise or public disturbance, and all disorderly assemblies. 5. To regulate auction sales, and to prohibit hawking and peddling in the streets. 6. To prevent the selling or giving away, with intent to evade the excise laws, any strong or spirituous liquors, by any store-keeper, trader or grocer, to be drank in any shop, store, grocery, house, out house, yard or garden, owned, occupied or controlled by the person selling or giving away of any strong or spirituous liquors to any child, apprentice or servant, without the consent of his or her parent, guardian, master or mistress. 7. To regulate the keeping and conveying of gun powder and other combustible and dangerous materials, and the use of candles and lights in barns and stables. 8. To regulate the place of exposing for sale, wood, coal, hay and lime, in the streets of the city. 9. To restrain and regulate the soliciting of passengers for any means of public conveyance, and of guests for taverns or public boarding houses, and the ringing of bells. 10. To license and regulate cartmen, porters and drivers of hackney carriages, and baggage or other wagons or vehicles used to carry passengers or baggage for hire, and to limit their compensation. 11. To restrain and regulate all exhibitions of natural or artificial curiosities or animals, all theatrical or other shows, exhibitions or performances for money. 12. To appoint a sealer and examiner of weights and measures in the city. 13. To direct and require the keeping and returning of bills of mortality, and to impose penalties on physicians, sextons and others for default therein. 14. To regulate or prevent the running at large of dogs, and to destroy them, and to impose a tax upon

Good order.

Vagrants.

Riots:

Auctions:

Spirituous  
liquors.

Gunpowder.

Wood, coal, &amp;c.

Runners.

Cartmen.

Shows.

Sealer.

Bills of mortal-  
ity.

Dogs.

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| Cattle.       | the owners or possessors of dogs. 15. To restrain the running at large of cattle, horses, sheep, swine and geese in said city, and to cause such as may be running at large to be impounded and sold to discharge the penalty for the violation of the ordinance, and the expenses of impounding and sale. 16.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| Pounds.       | To establish and regulate public pounds, and to appoint masters thereof from time to time. 17. To determine what are nuisances, and to prevent, abate and remove them. 18. To prevent and punish horse racing and immoderate riding or driving in the streets or highways, and every game, practice or amusement in the streets or elsewhere, having a tendency to frighten teams or horses, or to annoy persons passing in or along the streets or highways, or to endanger property. 19.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| Nuisances.    | To prevent and punish the discharge of firearms, rockets, gunpowder and fireworks in the streets of the city or in the vicinity of any building. 20. To light the streets of the city. 21. To establish, make and regulate public wells, aqueducts and reservoirs of water for the convenience of the inhabitants of the city and its protection against fires, and to prevent the unnecessary waste of water. 22. To compel all persons to remove the snow, ice and dirt from the sidewalks in front of the premises occupied or owned by them, and to keep the streets swept in front of such premises, and to punish the incumbering of streets and sidewalks with carriages, carts, sleds, sleighs, wheelbarrows, boxes, wood, lumber, timber, or other substance or material whatsoever. 23. To ascertain, establish and settle the boundaries of the city and all streets, alleys and highways therein, and to remove and prevent all encroachments thereon. 24. To prescribe the duties of the marshal, policemen, watchmen, chief engineer and the members of the fire department, and the duties of citizens upon occasions of fires. 25. To require the occupants of buildings to provide themselves with fire buckets, and to prescribe the manner in which they shall be marked and kept, and to regulate their use at fires. 26. To establish and regulate public markets, and restrain and regulate the sale of fresh meat and vegetables in the city, and to license butchers, and, for cause shown, to revoke their licenses. 27. |
| Horse racing. | To regulate the construction of chimneys, and to compel their sweeping and cleaning. 28. To prevent the dangerous construction or condition of chimneys, fireplaces, hearths, [stoves,] stove pipes, ovens, boilers and apparatus used in any building or manufactory, and to cause the same to be removed or placed                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| Fire-arms.    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| Lights.       |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| Water.        |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| Side-walks.   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| Streets.      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| Marshal, &c.  |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| Fire Buckets. |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| Markets.      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| Chimneys.     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| Fire places.  |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |