STATE OF WYOMING

HOUSE BILL NO. HB0075

Counties-rural property addresses.

Sponsored by: Representative(s) Gilmore and Lockhart

A BILL

for

- 1 AN ACT relating to counties; requiring the display of
- 2 physical address numbers as specified; providing a penalty;
- 3 providing for enforcement by injunction, mandamus or
- 4 abatement; specifying legislative intent; and providing for
- 5 an effective date.

6

7 Be It Enacted by the Legislature of the State of Wyoming:

8

9 **Section 1.** W.S. 18-5-209 is created to read:

10

- 11 18-5-209. Physical addresses for certain permanent
- 12 structures; assignment by board; display required; penalty
- 13 for violation; enforcement by injunction, mandamus or
- 14 abatement.

15

- 16 (a) Each board of county commissioners shall in all
- 17 unincorporated areas of the county assign and require the

1 HB0075

1 display of the number of the physical address for any

2 permanent structure designed or used for human habitation

3 whether occupied or not.

4

5 (b) Whoever refuses to display the number of his

6 physical address in violation of any resolution or

7 ordinance passed by the board pursuant to subsection (a) of

8 this section shall be fined not more than fifteen dollars

9 (\$15.00), provided that the fine shall be waived by the

10 court upon receipt of proof by the court that the person,

11 after the offense occurred, has complied with the

12 resolution or ordinance and is displaying the number of his

13 physical address.

14

15 (c) Any resolution or ordinance passed by the board

16 pursuant to subsection (a) of this section is enforceable

17 in addition to other remedies provided by law by

18 injunction, mandamus or abatement.

19

20 **Section 2.** The intent of this act is to provide

21 emergency responders and utility providers with the address

22 information needed to provide essential services to county

2

23 residents.

24

HB0075

STATE OF WYOMING 04LSO-0017

Section 3. This act is effective July 1, 2004.

2

2004

3 (END)

3 HB0075