## THE KINGSTON AND ST. ANDREW CORPORATION ACT

## REGULATIONS (under section 224)

THE KINGSTON AND ST. ANDREW CORPORATION (REFUSE DUMPS)
REGULATIONS, 1945

(Made by the Council of the Corporation on the 11th day of September, G.N. 210/45 1944 and approved by the Governor in Executive Council on the 25th day of February, 1945)

- 1. These Regulations may be cited as the Kingston and St. Andrew Corporation (Refuse Dumps) Regulations, 1945.
- 2. In these Regulations the word "dump" means places in such situation and of such area and butted as may from time to time by resolution of the Council be provided and/or set aside for the permanent deposit or burial or burning of sweepings and other waste matter and shall include the places described in the Schedule.

Schedule.

- 3. Every dump shall be under the control of the City Engineer and all persons employed by or in the service of the Corporation in relation to the collection, removal and disposal of sweepings, refuse and waste matter shall conform to such general or special directions as the City Engineer may from time to time give in relation to the deposit or burning thereon or burial therein of sweepings and other waste matter.
- 4. No person other than a person employed by the Council in relation to the collection, removal or disposal of sweepings, refuse and waste matter shall enter upon or be or remain on any dump.

## THE KINGSTON AND ST. ANDREW CORPORATION (REFUSE DUMPS) REGULATIONS, 1945

## SCHEDULE

(Regulation 2)

Kingston Pen dump: Comprising lands bounded

on the north by the Foreshore Road,

on the south by the sea,

on the east by the Rum Stores, on the west by Greenwich Town.

Trench Town dump: Comprising lands bounded

on the north by First Street,

on the south by the Spanish Town

Road,

on the east by Central Road, on the west by West Road,

Maxfield Park dump: Comprising lands bounded

on the north by Maxfield Park lands, on the south by Maxfield Park Burial

Ground.

on the east by Maxfield Avenue, on the west by Maxfield Park lands.