

TOWN OF KNIGHTDALE

950 Steeple Square Court Knightdale, NC 27545 KnightdaleNC.gov

ORDINANCE #23-09-20-001 ORDINANCE TO AMEND THE TOWN OF KNIGHTDALE CODE OF ORDINANCES

WHEREAS, N.C General Statute gives Town Council the authority to adopt, repeal, and replace ordinances; and

WHEREAS, the following language is to be incorporated into Chapter 81 to read as follows:

The Wake County Animal Control Ordinance, and subsequent amendments, are hereby adopted for use within the corporate limits of the town. The County is hereby authorized to enforce all provisions of its duly adopted Animal Control Ordinance within the corporate limits of the town and to respond to all calls for service under its ordinance.

WHEREAS, Section 81.38 of the Town of Knightdale Code of Ordinances is hereby repealed:

Sec. 81.38. - Animals at large.

- (a) No animal shall be left at large. Animals shall be under restraint at all times.
- (b) It shall be unlawful for any owner to permit an animal to be at large. Animals found to be at large will be confiscated.
- (c) An owner may lawfully permit an animal which is not dangerous to be at large in the course of a show, obedience school, tracking tests, field training, or other events sanctioned or supervised by a recognized organization. Hunting dogs may be at large in the course of hunting under the control of the owner.

WHEREAS, Section 81.42 of the Town of Knightdale Code of Ordinances is hereby repealed:

Sec. 81.42. Confinement and control of inherently dangerous mammals.

- (a) It shall be unlawful for any owner to keep an inherently dangerous mammal within the Town's corporate limits.
- (b) Exceptions: The following shall be exempt from this ordinance:
- (1) Any nonprofit institution or exhibitor or dealer, which owns or harbors inherently dangerous mammals for research, provided that such institution/facility/premises are licensed by the U.S. Department of Agriculture or Interior.
- (2) Traveling fairs, circuses and carnivals shall also be exempt from this section.
- (3) Any inherently dangerous mammal registered with the Animal Control Section prior to June 3, 1996.

WHEREAS, Section 81.43 of the Town of Knightdale Code of Ordinances is hereby amended to read as follows:

Sec. 81.43. - Permit applications.

- (a) Application for permit must state the type and number of animal(s) to be kept, where they will be kept, and the name of one adult occupant of each dwelling unit within two hundred (200) feet of such residence and the distance of each dwelling from said place.
 - (b) A fee is required for each application.
- (1) Each application must be created with the submittal guidelines and include the application fee of fifty dollars (\$50.00) or as otherwise established in the Town of Knightdale fee schedule adopted annually as part of the budget, and made payable to the Town of Knightdale.
- (c) Upon proper application and fee payment and upon finding the "keeping" of such animals will not endanger the health of any person occupying a residence within the buffer, or any other resident or inhabitant of the Town, the permit will be issued.

WHEREAS, Section 81.46 of the Knightdale Code of Ordinances is hereby repealed:

Sec. 81.46. Exemptions.

- (a) The Town Council reserves the right to waive the requirements of this ordinance on a case-by-case basis for any property annexed after November 1, 2007, into the corporate limits and which will not be subdivided.
- (b) Where property owners can demonstrate existing livestock has been kept on property within the corporate limits on October 1, 2007, the Planning Director or Town Council may grant a waiver to the requirements of this ordinance for the remainder of the life of those animals. Such waivers will be discretionary and intended for existing conditions that meet the spirit and intent of the ordinance.

NOW, THEREFORE, BE IT ORDAINED BY THE TOWN COUNCIL that the above sections of the Town of Knightdale Code of Ordinances are amended.

This the 20th day of September, 2023.

Ben McDonald, Mayor Pro Tem

ATTEST:

Heather Smith, Town Clerk