

Gazette dated the 18th January, 1985

Any person who contravenes any of the provisions of these By-laws shall be liable to a fine not exceeding one hundred kwacha or to imprisonment for a period not exceeding three months or to both such

Offences and penalties

GOVERNMENT OF ZAMBIA
STATUTORY INSTRUMENT NO. 5 OF 1985
The Local Administration Act, 1980 (Act No. 15 of 1980)

The Kabwe Rural District Council (Fish Levy) By-laws, 1985

IN EXERCISE of the powers contained in sections fifty-two and fifty-nine of the Local Administration Act, 1980, the following By-laws are hereby made:

1. These By-laws may be cited as the Kabwe Rural District Council (Fish Levy) By-laws, 1985.

Title

2. In these By-laws, unless the context otherwise requires—
"area" means the area under the jurisdiction of the Council;

Interpretation

"check-point" means any place within the area designated by the Council for the weighing of fish by officers or employees of the Council;

"collector" means any officer of the Council authorised to collect revenue for the Council;

"Council" means Kabwe Rural District Council;

"fish" means any dead vertebrate fish and part thereof whether or not preserved in any form.

3. Every person who sells fish within the area or exports fish from the area shall pay to the Council a fish levy at the rate of four ngwee for every kilogram of dried fish and two ngwee for every kilogram of fresh fish.

Imposition of fish levy

4. No person shall sell or export from the area, any fish which has not been weighed at a check-point and in respect of which fish levy has not been paid.

No sale or export of fish before weighing and payment of fish levy

5. (1) Fish levy shall become payable as soon as the fish has been weighed at a check-point.

Place of payment and collection of fish levy

(2) Payment of fish levy in respect of any weight of fish shall be made at the check-point at which the fish is weighed and shall be received by a collector who shall immediately issue an official receipt for each such payment.