

§ 60-910 Private Sales

A. Purpose

The purpose of this Section is to continue to allow private citizens, civic groups and neighborhood groups to conduct private sale events known variously as garage sales, yard sales, tag sales, driveway sales, and moving sales (collectively referred to herein as "Private Sales"), so long as they are carried out in conformity with the Town's bylaws and are respectful of neighbors. Neighboring residents' willingness to tolerate these sales cheerfully can be expected only if they take place infrequently.

B. Application

(1) Any person or group intending to hold a Private Sale shall obtain a permit therefor from the Town Clerk. No more than three permits per calendar year may be issued for Private Sales at a single address. Copies of the issued permit shall be sent by the Town Clerk to the Police Department.

(2) Any person or group holding a Private Sale shall take appropriate steps to avoid creating traffic congestion, unsafe parking conditions, unreasonable noise or other neighborhood nuisance.

(3) A single Private Sale may be held over the course of a Saturday and Sunday in a single weekend. Sale hours shall not commence before 8:30 a.m. and shall end each day by 5:30 p.m. All unsold items or objects from the sale shall be stored out of public view by 6:00 p.m.

(4) All signs erected or posted in connection with a Private Sale shall be promptly removed at the end of the sale.

(5) If it is substantiated that a person or group is holding a Private Sale without a permit issued pursuant to this Section the Belmont Police are authorized to order the sale to cease immediately. Thereafter, any person or group attempting to reestablish a Private Sale at the same address during the calendar year without a permit shall be subject to a fine of \$300 for each violation.

(6) The Belmont Police are authorized to enforce this Section by issuing non-criminal citations as provided in M.G.L. c. 40, § 21D. The penalty for any violation of this Section shall be \$50 for each offense.