

The Mayor shall have such other powers and perform such other duties as may be prescribed by this charter or as may be required of him by the Council, not inconsistent with this charter.

ARTICLE IV

GENERAL POWERS

Enumeration:

341-23. *The City of Glen Burnie shall have the power:*

A. *(Amusements.) To provide in the interest of the public welfare for the licensing, regulating, or restraining of theatrical or other public amusements.*

B. *(Buildings.) To make reasonable regulations in regard to buildings and signs to be erected, constructed, or reconstructed in the city, and to grant building permits for the same; to formulate a building code and a plumbing code and an electrical code and to appoint a building inspector, and a plumbing inspector and an electrical inspector, and to require reasonable charges for permits and inspections; to authorize and require the inspection of all buildings and structures and to require that all buildings within the city be maintained in a safe condition or be taken down.*

C. *(Codification.) To provide for the codification of all ordinances which have been or may be hereafter passed.*

D. *(Cooperative Activities.) To make agreements with other municipalities, counties, districts, bureaus, commissions, and governmental authorities for the joint performance of or for cooperation in the performance of any governmental functions.*

E. *(Dogs.) To regulate the keeping of dogs in the town and to provide for the licensing and taxing of the same; to provide for the disposition of homeless dogs and dogs on which no license fee or taxes are paid.*

F. *(Explosives.) To regulate or prevent the storage of gunpowder, oil, or any other explosive or combustible material, to regulate or prevent the use of firearms, fireworks, explosives, or any other similar things which may endanger persons or property.*

G. *(Finance.) To levy, assess, and collect ad valorem property taxes; to borrow money within the limits provided by this charter; to expend municipal funds for any public*