SCHEDULE

Regulation 3(4)

"SCHEDULE

Regulation 6

Charges in relation to the removal and retention of a motor vehicle

PART 1
Removal of a motor vehicle

Column 1	Column 2	Column 3	Column 4	Column 5
Vehicle type, position and condition	Vehicle equal to or less than 3.5 tonnes MAM	Vehicle exceeding 3.5 tonnes MAM and equal to or less than 7.5 tonnes MAM	Vehicle exceeding 7.5 tonnes MAM and equal to or less than 18 tonnes MAM	Vehicle exceeding 18 tonnes MAM
Any two-wheeled vehicle whatever its condition or position on or off road	£190	_	_	_
Any other vehicle, on road, which is upright and is not significantly damaged	£190	£250	£440	£440
Any other unladen vehicle on road which is not upright or is significantly damaged	£315	£820	£2525	£3790
Any other laden vehicle on road which is not upright or is significantly damaged	£315	£820	£3790	£5680
Any other unladen vehicle off road, which is upright and is not significantly damaged	£250	£505	£1260	£1890
Any other laden vehicle off road, which is upright		£505	£1890	£2525

1

Column 1	Column 2	Column 3	Column 4	Column 5
Vehicle type,	Vehicle equal	Vehicle	Vehicle	Vehicle
position and	to or less than	exceeding 3.5	exceeding 7.5	exceeding 18
condition	3.5 tonnes MAM	tonnes MAM	tonnes MAM	tonnes MAM
		and equal to or	and equal to	
		less than 7.5	or less than 18	
		tonnes MAM	tonnes MAM	
and is not significantly damaged				
Any other unladen vehicle off road which is not upright or is significantly damaged	£380	£1075	£3790	£5680
Any other laden vehicle off road which is not upright or is significantly damaged	£380	£1075	£5680	£7570

PART 2
Retention of a motor vehicle

Column 1	Column 2		
Type and MAM of vehicle	Charge payable for each 24 hour period		
Any two wheeled vehicle	£13		
Any other vehicle, equal to or less than 3.5 tonnes MAM	£25		
Any other vehicle exceeding 3.5 tonnes MAM and equal to or less than 7.5 tonnes MAM	£32		
Any other vehicle exceeding 7.5 tonnes MAM and equal to or less than 18 tonnes MAM	£38		
Any other vehicle exceeding 18 tonnes MAM	£44"		