

On certain issues of licensing of activities on liquidation (destruction, disposal, dumping) and processing of released ammunition, weapons, military equipment, special means

Unofficial translation

Decree of the Government of the Republic of Kazakhstan dated December 25, 2015 No. 1059

Unofficial translation

In accordance with article 10 of the Law of the Republic of Kazakhstan dated May 16, 2014 "On Permissions and Notifications" the Government of the Republic of Kazakhstan **HEREBY DECREES:**

- 1. to determine:
- 1) the Ministry of Defense and Aerospace Industry of the Republic of Kazakhstan as the licensor for execution of licensing of the activities on liquidation (destruction, disposal, dumping) and processing of released ammunition, weapons, military equipment, special means;
- 2) The Ministry of Emergency Situations of the Republic of Kazakhstan as a state body that coordinates the issuance of a license to pursue the activities on liquidation (destruction, disposal, dumping) and processing of released ammunition, weapons, military equipment, special means, with regard to the applicant's compliance with the requirements of the legislation of the Republic of Kazakhstan.

Footnote. Paragraph 1 as amended by the decree of the Government of the Republic of Kazakhstan dated 18.06.2018 no. 356 (shall enter into force upon expiry of ten calendar days after the date of its first official publication); dated 23.10.2020 No. 701.

- 2. To recognize invalid paragraph 2 of the decree of the Government of the Republic of Kazakhstan dated May 15, 2013 no. 489 "On certain issues of licensing the activities on liquidation (destruction, disposal, dumping) and processing of released ammunition, weapons, military equipment, special means" (Collected Acts of the President and the Government of the Republic of Kazakhstan, 2013, no. 33, art. 499).
- 3. This decree shall enter into force upon expiry of twenty one calendar day after the date of its first official publication.

Prime Minister of the Republic of Kazakhstan

K. Massimov