

**Chapter 17
CAMPING**

§ 17-1. Camping

§ 17-2. Sanitary requirements

§ 17-3. Permit required

§ 17-4. Permit fees

§ 17-5. Penalties.

**[HISTORY: Adopted 1-20-54, effective 2-1-54. Amended 11-7-94, effective 1-1-95.
Amendment
History noted where applicable.]**

REFERENCES

Municipal infractions -- See Chapter 46.

§ 17-1. Camping.

It shall be unlawful to set up or establish for any period in excess of twenty-four (24) hours any camping site or temporary place of abode in any tent, wagon, trailer, automobile, or portable habitation without a permit from the Mayor and Council.

§ 17-2. Sanitary requirements.

No person shall allow any person or persons to use any place under his control as a camping site or temporary abode unless the lot or parcel of land, on which the same shall be established or used, is provided with suitable sewage and water facilities and can otherwise be maintained in a satisfactory condition and in conformity with all of the regulations and ordinances of the town.

§ 17-3. Permit required.

Any person desiring the use of any lot or parcel of land within the town for the purpose of setting or maintaining therein any camping site or temporary abode, as defined in § 17-1 of this chapter, for any period in excess of twenty-four (24) hours, shall apply to the Mayor and Council for a camping permit and the Mayor and Council in its discretion may authorize the issuance of such permit for tenure or occupancy not to exceed one (1) week.

§ 17-4. Permit fees.

Fees for the issuance of permits shall be as follows: for tenure of twenty-four (24) hours or less, no permit shall be required; for tenure not to exceed four (4) days, ten dollars (\$10); for tenure not to exceed one (1) week, twenty dollars (\$20).

§ 17-5. Penalties. [Added 3-6-95, effective 3-26-95.]

Violations of this chapter are municipal infractions, the penalty for which shall be fifty dollars (\$50) for each offense. Each day that a violation of any provision of this chapter continues shall constitute a separate offense.