

- 1. YOU ARE LIMITED TO 4 PEOPLE, 1 VEHICLE AND RV OR TENT PER SITE, UNLESS YOUR RECEIPT INDICATES OTHERWISE, YOU MUST OCCUPY THE SITE YOUR ASSIGNED TO YOU.
- 2. VISITORS MUST REGISTER IN THE PARK OFFICE. ALL VISITORS MUST LEAVE THE PARK BY 10 PM. THERE IS A LIMIT OF NO MORE THAN 2 VISITORS AT A TIME.
- 3. LIGHTING AND ELECTRICAL WIRES ARE NOT PERMITTED ON TREES AND BUSHES, IT IS LIMITED TO TRAILERS, FENCES AND WALKWAYS.
- 4. PAVILION AND PLAYGROUND AREAS ARE OFF LIMITS AFTER 9 PM, UNLESS ORGANIZED PARK ACTIVITIES ARE IN PROGRESS IN THOSE ARES.
- 5. THERE IS A 10 PM CURFEW FOR ALL CHILDREN UNDER 18 YEARS OF AGE.
  CHILDREN MUST BE AT THEIR CAMPSITES AT THAT TIME UNLESS THEY ARE
  ACCOMPANIED BY A PARENT.
- 6. NO BIKE RIDING AFTER DARK.
- 7 DO NOT DISMANTLE OR MAKE ANY NEW FIRE RINGS. CAMPFIRES MUST BE SENSIBLE AND SAFE.
- S. HELP US MAINTAIN THE AESTHETICS OF THE CAMPGROUND IN A NEAT AND SANITARY CONDITION.
- 9. FIRE ARMS OR (WEAPONS) FIREWORKS, CHAIN SAWS, POWER TOOLS PORTABLE ELECTRIC HEATERS AND WASHING MACHINES ARE NOT PERMITTED IN THE CAMPGROUND.
- 10. PETS ARE PERMITTED BUT MUST BE KEPT ON A LEASH; PLEASE CLEAN UP AFTER YOUR DOG AND KEEP FROM EXCESSIVE BARKING-ESPECIALLY AT NIGHT.
- 11. THE CONSTRUCTION OF UNSIGHTLY STRUCTURES IS PROHIRITED.
- 12. NO MINI BIKES OR ATV'S ARE ALLOWED IN THE PARK
- 13. WHEN YOU LEAVE YOUR SITE FOR ANY PERIOD OF TIME OR RETIRE FOR THE NIGHT. FIRES MUST BE EXTINGUISHED.
- 14. TAKE EXTRA CARE NOT TO INJURE ANY TREES, DEFACE OR MISUSE THE PARK FACILITIES.
- 15. INSUBORDINATE BEHAVIOR WILL NOT BE TOLERATED AND MAY RESULT IN DISMISSAL FROM THE PARK AND/OR PROSECUTION BY THE LOCAL AUTHORITIES.
- 16. ANYTHING AND EVERYTHING YOU BRING INTO YOUR CAMPSITE MUST BE TAKEN WITH YOU WHEN YOU LEAVE.
- 17. OBSERVE ALL POSTED SPEED LIMITS AND SIGNS.
- 18. THERE WILL BE NO REFUNDS.

ANY VIOLATION OF THE ABOVE RULES AND REGULATIONS WILL RESULT IN THE

TERMINATION OF YOUR PRIVILEGE TO THE CAMP IN OUR PARK, WITH OUT REFUNDS
OF ANY FEES, BY ORDER OF THE TOWN BOARD OF THE TOWN OF FALLSBURG

