

VILLAGE OF SHELL LAKE
BYLAW 6-2022

RECREATIONAL VEHICLES BYLAW

The Council of the Village of Shell Lake in the Province of Saskatchewan enacts as follows:

1. The name of this bylaw is to be known as: Recreational vehicles Bylaw 6-2022
2. "Homeowner" means a complete building or self-contained portion of a Building used by a household, containing a kitchen, living, sleeping and sanitary facilities intended as a permanent residence and having an independent entrance either from the outside of the Building or through a common area inside the Building.
3. "Recreational Vehicle" means a vehicle primarily designed as temporary living quarters for recreational camping or travelling, which either has its own motor power or that can be mounted to or drawn by another vehicle. This includes fifth wheels, conventional trailers, tent trailers, truck campers or motorhomes.
4. Homeowners storing 1 (one) only recreational vehicle on home owner's land must be able to provide proof of ownership such as bill of sale from dealer or previous owner with name, address and phone number of previous owner or registration of vehicle for insurance purposes.
5. Recreational vehicles can only be stored on property that is connected to sewer and water.
6. Visitors are allowed a two (2) week stay to be registered at the Village Office. Anything past 2 weeks, you will be charged at a rate of \$ ~~30.00~~ per night. A second visitor is allowed a two (2) week stay registered at the Village Office as long as it is different people and a different trailer.
7. Any person not abiding by this bylaw will be charged at a rate of Sixty Dollars (\$60.00) per day from date of notification. Non-compliance will result in penalties set by the General Penalty Bylaw of the Village.
8. Bylaw 13-2021 is hereby repealed



Anita d. weiser
Mayor

T. Buck
Administrator

Read a third time and adopted
this 16 day of May 2022.

T. Buck
Administrator

Certified to be a true
copy of Bylaw 6-2022
Adopted by Resolution
95-22 of Council
on the 16th of May, 2022.

T. Buck

