

Buchanan Westerner's Camping Rules

Your designated campsite includes water and electricity, during the show season.

The Camping Rules include:

- Campers must be in good repair. (Ie. No broken windows, doors that lock, etc)
- Campsite must be clean and clear of clutter. (Ie. hoses, toys, dog leashes, trash, chairs, etc.)
- Weed eating the site by Friday at 5:00pm before shows.
- Using a fire ring for campfires and putting out each night.
- Burning only wood or paper items, no trash, metal, glass items.
- Any pets camping must be leashed and their feces must be cleaned up and disposed of daily.

Campsites must be cleaned before and after each show. There will be a \$20 minimum clean up charge per instance, if campsites are not maintained and must be cleaned by Buchanan Westerners. Failure to comply will result in forfeiture of your campsite and/or revocation of membership privileges.

Buchanan Westerners Riding Club Inc., is not responsible for vehicles, trailers or any personal belongings or the like, parked or left on Buchanan Westerners show grounds and/or at a campsite.

The erecting of structures or pens in or around your campsite or hitching posts, or on the grounds are not permitted!

Optional pump outs at the owner's expense, you must sign up and prepay, \$25, each instance, at the entry booths.

Prior year campsite renters have first rights to their site #. They have until February 28th to pay for their campsite. There can be no site # changes until March 1st.

On March 1st the campsites will then be assigned on a first come first served basis until all 16 sites are assigned.

*Buchanan Westerners Riding Club Inc., reserves the right to adjust the campground fee as necessary to maintain the campsite areas.

**Campsites may be used from April 1, 2018 until October 31, 2018. Campers MUST be removed from the show grounds on or before November 1, 2018. After that time, campers and/or vehicles may and can be removed at the owner's expense per Buchanan Westerner's discretion and Township ordinances.