

TOWN OF BONE LAKE—POLK COUNTY, WISCONSIN

AMENDED ATV ORDINANCE 5-2016

The Town Board of Bone Lake, Polk County, Wisconsin, does hereby ordain as follows:

SECTION I—PURPOSE

The purpose of this ordinance is to amend Ordinance 2-2016, which designated a portion of State Highway 48 (from 95th Street east one half mile to 90th Street) for ATV traffic as an amendment to Ordinance 2-2012 which allowed the use of all-terrain vehicles on all Town roads in said Town.

SECTION II—AUTHORITY

The Town Board of Bone Lake, Polk County, Wisconsin, has the specific authority to adopt this amended All-Terrain Route Ordinance under Wisconsin Statute s. 23.33 (8)(b).

SECTION III—ADOPTION OF ORDINANCE

The Town Board of the Town of Bone Lake, Polk County, Wisconsin, by this ordinance, adopted on proper notice with a quorum present and roll call vote by a majority of the town board present and voting, provides the authority for the town to designate all-terrain vehicle routes in the town and to regulate the use of those routes and all-terrain vehicles in the town.

SECTION IV—AMENDED DESIGNATION OF ALL-TERRAIN VEHICLE ROUTES

The Town Board of Bone Lake, Polk County, Wisconsin, does hereby designate a portion of State Highway 48 from County Highway O in an westerly direction (.25 mile) to Round Lake Road, as an All-Terrain Vehicle route under Wisconsin Statute s. 23.33(8)(b). That said portion of State Highway 48 would be one quarter of a mile in length, from the intersection of County Highway O, located at the section line between S 22 and S 23, T 36 N, R 16 W, in a westerly direction to the intersection of State Highway 48

and Round Lake Road, located at the intersection of NW NE and NE NE, in Section 27 of T 36 N, R 16 W. This designation would remove the route that was described in Ordinance 1-2016, and, change the State Statute number that was listed under Ordinance 2-2016. This proposed ATV route will be open for travel from April 1 to December 1, and closed from December 1 to April 1, to coincide with the Polk County Ordinance.

SECTION V—CONDITIONS APPLICABLE OF ALL-TERRAIN VEHICLE ROUTES

All restrictions set forth in Town of Bone Lake Ordinance 2-2012 shall continue to be in effect with this amended Ordinance 5-2016.

SECTION VI—ENFORCEMENT

This ordinance may be enforced by any law enforcement officer authorized to enforce the laws of the State of Wisconsin.

SECTION VII—PENALTIES

The penalties under Wisconsin Statutes 23.33 (13)(a), are adopted by reference.

SECTION VIII—SEVERABILITY

If any provision of this ordinance or its application to any person or circumstance is held invalid, the invalidity does not affect other provisions or applications of this ordinance that can be given effect without the invalid provision or application, and to this end, the provisions of this ordinance are severable.

SECTION IX—EFFECTIVE DATE

This ordinance is effective upon the approval of Bureau of Highway Maintenance of the Wis. Department of Transportation and the Polk County

Board of Supervisors, and the publication or posting, and shall remain in effect until the Town Board of the Town of Bone Lake deems it necessary to rescind the ordinance.

Adopted, this twentieth day of October, 2016.

TOWN CHAIRMAN *Andy Bevan*

TOWN CLERK *Darrell Frandsen*

EXHIBIT -A

Access Control 86.07
SAMP Tier 3
AADT 1500 05/05/2015
Minor Arterial
Posted Speed 55 mph
Spacing Criteria-500'

Stationing based on WisDOT
Project 8820-10-2/1/71 (2004)

SW-SE
22-36-16W

MARY ANN SIMON
686 270TH AVE
FREDERIC WI 54837

SE-SE
22-36-16W

STA. 514+73

Westbound ATV's

State Hwy 48

STA. 527+88

80th St County Rd O

POLK COUNTY ROAD RIGHT OF WAY
100 POLK COUNTY PLAZA
BALSAM LAKE WI 54810

NW-NE
27-36-16W

ERIC R DUHOLM
C/O ROBERT DUHOLM
PO BOX 260
LUCK WI 54853

Round Lake Rd

2594

NE-NE
27-36-16W

TIM A & CINDY M TYLER
2594 ROUND LAKE RD
LUCK WI 54853

THOMAS R ROGERS
MARGARET A ROGERS
31299 BLOOM RD
WEBB LAKE WI 54830

2599

80th St

2584

SE-27-36-16 and NE-27-36-16

Proposed ATV Route on STH 48
Wis. Stat. 23.33(4)(d)3.b. and Wis Stat. 23.33(11)(am)3.

