

UNITED STATES DEPARTMENT OF AGRICULTURE
FOREST SERVICE
BOISE NATIONAL FOREST

OCCUPANCY AND USE

PROHIBITIONS:

Pursuant to 16 USC § 551 and 36 CFR 261.50(a), the following is prohibited on all National Forest System (NFS) lands within the Boise National Forest described below and shown on the attached map incorporated into this Order as Exhibit A:

1. Camping within the same 25-mile radius for more than 14 days during any 30-day period between April 1 to August 31. **36 CFR 261.58(a)**
2. Camping within the same 5-mile radius for more than 14 days during any 30-day period between September 1 to March 31. **36 CFR 261.58(a)**

EXEMPTIONS:

Pursuant to 36 CFR 261.50(e), the following persons are exempt from this Order:

1. Persons with a special use authorization or other Forest Service authorization specifically exempting them from the effect of this Order.
2. Any Federal, State, or local officer, or member of an organized rescue or fire fighting force in the performance of an official duty.
3. Forest Service administrative personnel in the performance of an official duty.
4. Tribal members in possession of a Tribal membership card from the Nez Perce, Shoshone-Bannock, or Shoshone-Paiute Tribes under existing agreements between the Tribe and Forest or at the discretion of the District Ranger.

IMPLEMENTATION

1. This Order will be in effect on July 31, 2022, and shall remain in effect through July 31, 2027, or until rescinded.
2. A map identifying the Described Areas is attached as Exhibit A.
3. A violation of these prohibitions is punishable by fine of not more than \$5,000 for an individual or \$10,000 for an organization, imprisonment for not more than six months, or both. [16 USC § 551, 18 USC §§ 3559, 3571, 3581].
4. Further information regarding this Order may be obtained at the Boise National Forest Supervisor's Office (208-373-4007) in Boise, ID.
5. This Order supersedes Order #0402-00-06.

Done at Boise, Idaho, this ____ day of July 2022.

TAWNIA BRUMMETT
Forest Supervisor
Boise National Forest