

FOREST ORDER

**USDA FOREST SERVICE
WHITE RIVER NATIONAL FOREST**

Camping Restrictions

Pursuant to 16 United States Code (U.S.C.) § 551 and 36 Code of Federal Regulations (C.F.R.) § 261.50(a), the following act is prohibited within the White River National Forest on the Eagle/Holy Cross, Rifle, and Blanco Ranger Districts in Eagle, Routt, Pitkin, Garfield, Mesa, Moffat, and Rio Blanco counties, in the State of Colorado (the "Restricted Areas"). The Restricted Areas are depicted on the attached map hereby incorporated into this Order as Exhibit A.

This Order is necessary to protect riparian and aquatic ecosystems from damage related to camping.

PROHIBITION:

-Camping within 100 feet of any lake, stream, pond, river or other similar body of water or within 100 feet of any National Forest System trail, unless in a Forest Service developed and designated camp site. 36 C.F.R §§ 261.58(e)

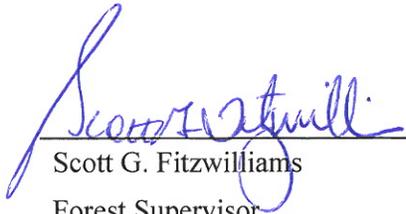
EXEMPTIONS:

Pursuant to 36 C.F.R. § 261.50(e), the following persons are exempt from this order.

1. Any person with a permit specifically authorizing the otherwise prohibited act or omission.
2. Any federal, state, or local officer, or member of an organized rescue or fire fighting force engaged in the performance of an official duty.

This Order will remain in effect until April 15, 2020, or until is rescinded, whichever event occurs first.

Done in Glenwood Springs, CO, this 24th day of April, 2015.

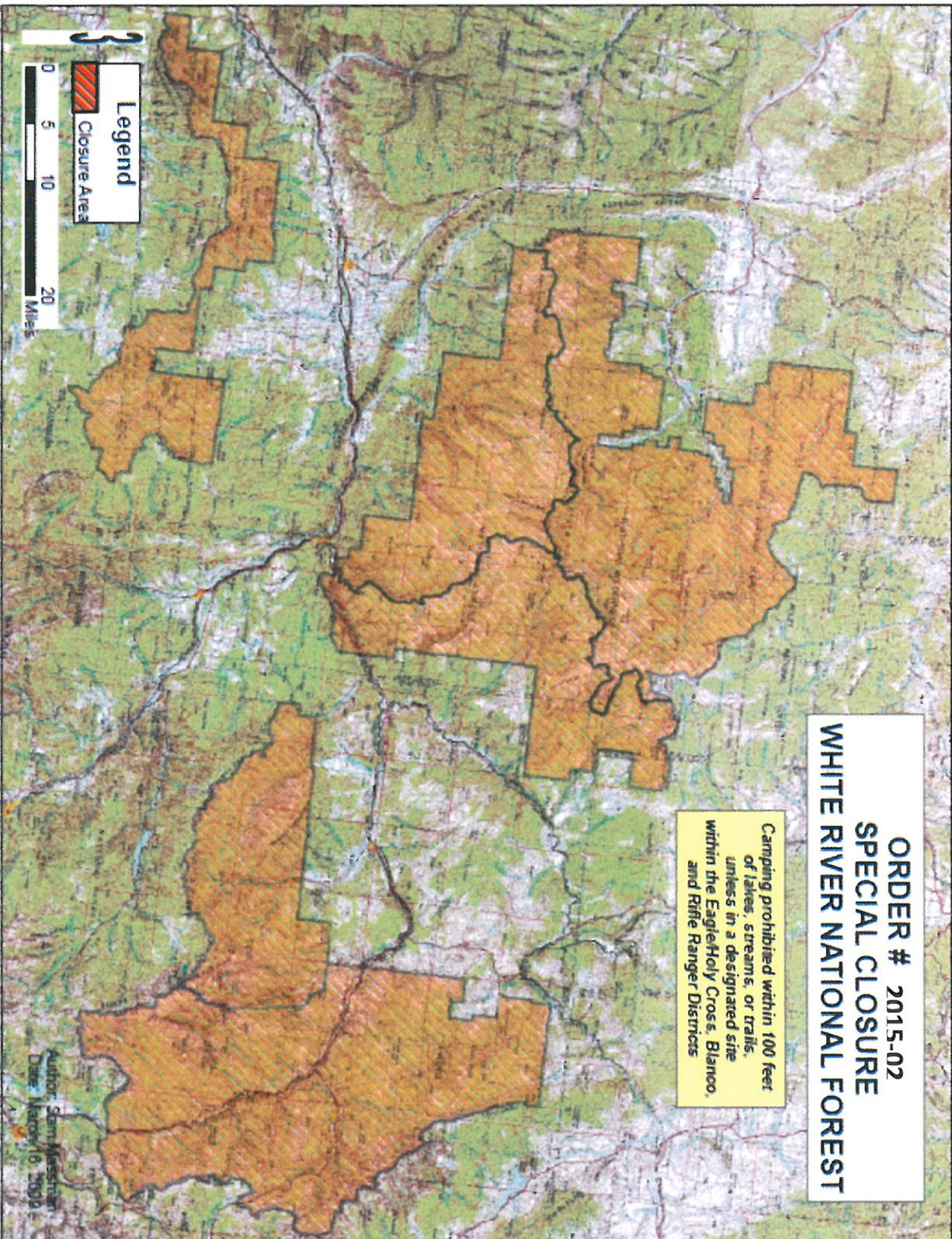


Scott G. Fitzwilliams
Forest Supervisor
White River National Forest

Violations of this prohibition is punishable as a Class B misdemeanor, by a fine of not more than \$5000 for an individual or \$10,000 for an organization, or imprisonment for not more than six (6), or both. 16 U.S.C. § 551 and 18 U.S.C. §§ 3559 and 3571

**ORDER # 2015-02
SPECIAL CLOSURE
WHITE RIVER NATIONAL FOREST**

Camping prohibited within 100 feet of lakes, streams, or trails, unless in a designated site within the Eagle, Holy Cross, Blanco, and Rifle Ranger Districts



Author: Sam Massman
Date: March 16, 2008