



Village of Saukville
OPEN BURNING PERMIT APPLICATION

Saukville Municipal Ordinance #631
(Permit Fee: \$20.00)

Village of Saukville
639 E. Green Bay Avenue
Saukville, WI 53080
Phone: (262)284-9423
Fax: (262)284-9527
www.village.saukville.wi.us

1. Name of Applicant: _____ Container: _____
2. Address of Applicant: _____ In-Ground Pit: _____
3. Location/Address of burn: _____
4. Reason for burn & materials to be burned: _____
5. **A photo or drawing of the container must be supplied, or circle best option on back of form.**
6. **Recreational in-ground fire-pit locations must be approved by the Fire Chief before installing.**

CONDITIONS OF PERMIT

Applicant agrees to abide by the following conditions of open burning:

1. No fire may be left unattended. Applicant is liable for all damages which may result.
2. A water source or fire extinguisher must be readily available at the burn site.
3. Compliance with Saukville Municipal Ordinance #631. Burning of refuse or garbage is prohibited.
4. Campfires must be in covered or approved container and must be at least ten (10) feet away from all combustibles, buildings, decks, and lot lines.
5. All fires must be immediately extinguished upon order of the Saukville Police Department or Saukville Fire Department.
6. On the day of a scheduled ceremonial campfire or bonfire, the Fire Chief or Assistant Fire Chief must be contacted for verbal consent as to weather conditions. If conditions are unfavorable, the permit may verbally be revoked or amended as to the date of burn.

Signature of Applicant: _____

Date of Application: _____ Home Telephone: _____

THE ABOVE PERMIT FOR OPEN BURNING IS APPROVED SUBJECT TO THE ABOVE STATED CONDITIONS. VIOLATION OF ONE OR MORE OF THESE CONDITIONS MAY RESULT IN FORFEITURE NOT TO EXCEED \$500, REVOCATION OF PERMIT, OR BOTH. THIS PERMIT IS NON-TRANSFERABLE.

Office Use Only:

AUTHORIZED (pit) - SKVL FIRE DEPT: By: _____ Date: _____

• Permit Revoked: By: _____ Date: _____

• Reason for Revocation: _____

cc: Fire Dept./Police Dept.

