

Pacific Cascade Region PO Box 280 601 Bond Road Castle Rock, WA 98611 (360) 577-2025 pcfirewood@dnr.wa.gov REQUIREMENTS & CONDITIONS

✤ LIMIT 6 CORDS ANNUALLY

- First Come, First Serve Basis.
- For personal use only.
- ✤ NO RESALE.
- ✤ NO CEDAR MAY BE CUT OR REMOVED.
- Vehicles must stay on the Roads – DO NOT block roads.
- Keep all ditches, roads & landing free of debris.
- Be careful of newly planted seedlings.
- No cutting live trees, standing snags, or blue painted trees.
- Mechanical yarding <u>NOT</u> permitted.

ADDITIONAL CONDITIONS FOR

FIRE SEASON (April 15 to October 15)

Power saw operators must have a:

- Shovel and fire extinguisher on-site <u>AND</u> an approved spark arrester on <u>ALL</u> chain saws.
- Cutting allowed on <u>PRECAUTION LEVEL 1</u> days only.
- Fire extinguisher must be minimum 2 ½ pounds.
- A fire watch is required for one hour following shut-down of chain saws.
- Call 1-800-527-3305 or for fire Season information.

FIRE SHUTDOWN ZONE: __

IN ORDER TO PROTECT WILDLIFE HABITAT, WATER **QUALITY, STREAMBANK INTEGRITY & MAINTAIN** RIPARIAN FUNCTION, NO FIREWOOD CUTTING OR REMOVALS ARE ALLOWED INSIDE THE MARKED BOUNDARY OF RIPARIAN MANAGEMENT ZONES. NO TREES MARKED WITH PAINT, (WHETHER STANDING OR DOWN), SHALL BE REMOVED FROM THE FIREWOOD AREA. NO FIREWOOD CUTTING WILL BE ALLOWED INSIDE ANY MARKED OR TAGGED LEAVE TREE CLUMPS.

Free Firewood Permit *with* Unit Map & Conditions

PERMITTEE NAME: _____

ADDRESS:

TELEPHONE NO.

Gathering Dates (each cell = $\frac{1}{2}$ cord):

A Discover Pass is required to access DNR recreation lands. For information on how to purchase the pass, visit <u>www.discoverpass.wa.gov</u> or call 1-866-320-9933. Find out where you'll need a Discover Pass on DNR-managed state trust lands at <u>www.dnr.wa.gov/recreation</u>.

SALE NAME:

Permittee Signature:

THIS FIREWOOD PERMIT MUST BE DISPLAYED IN THEWINDSHIELD OF YOUR VEHICLE AT ALL TIMES WHENCUTTING AND/OR HAULING OF ρ ANY AND ALL FIREWOOD MATERIAL.

This unit opened ______ and will close on _____