

RESOLUTION NO. 10 FOR 2005

A RESOLUTION DECLARING THE SWEET HOME SKATE/BMX PARK AS AN OUTDOOR RECREATIONAL USE FACILITY PER THE PROVISIONS OF ORS 105.682, AND ESTABLISHING RULES FOR ITS USE.

WHEREAS, the City of Sweet Home in conjunction with Community Service organizations and the Sweet Home School District have developed a Skate/BMX Park Facility located at 1920 Long Street, Assessor's Map 13-1E-32BC, Tax Lot 400; and

WHEREAS, the City of Sweet Home has determined this facility will be added to the City's current inventory of parks and recreation facilities; and

WHEREAS, the City has established the following rules for use of the facility:

SKATE/BMX PARK RULES
City of Sweet Home

OPEN DAILY – 8:00 AM TO DUSK or 9:00 PM, whichever is earlier

1. Skate/ride at your own risk.
2. This is YOUR Skate/BMX park, please take care of it. Do not tag it.
3. The use of protective equipment, including HELMETS, KNEE and ELBOW PADS, and WRIST GUARDS, is STRONGLY recommended for all users of this facility. NOTE: State law REQUIRES all skate boarders, in-line skaters and scooter riders under 16 years of age on highways or premises open to the public to wear approved protective headgear (ORS 814.600).
4. Skate/ride respectfully.
5. Keep the park clear of debris.
6. Be respectful of other park users.
7. Use trash containers provided.
8. Alcohol, tobacco products, drugs, and glass containers are NOT allowed.
9. Additional obstacles or other materials, like ramps and jumps, may not be used at the Skate/BMX park.
10. Do not use when surface is wet.
11. This facility is not supervised. Use at your own risk!
12. No motorized vehicles.

NOW, THEREFORE, BE IT RESOLVED that the Sweet Home City Council by this resolution declares the Sweet Home Skate/BMX Park Facility as an Outdoor Recreational Use Facility per the provisions of ORS 105.682.

This resolution shall be effective immediately upon its passage.

PASSED by the Council and approved by the Mayor this 24th day of May, 2005.

Mayor

ATTEST:

City Manager – Ex Officio City Recorder