



# SUMMER SEASONAL SITE APPLICATION

Available only to members of Lake Wildwood Association

This application and the initial deposit are due by March 31, 2017.

## MEMBER INFORMATION

Member Name: \_\_\_\_\_ Lot Number(s): \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_ Phone Number: \_\_\_\_\_

Camping Unit: \_\_\_\_\_

## SITE AND LOTTERY DETAILS

COST	RENTAL PERIOD
\$525 for Summer Seasonal Camping. \$50 deposit due with this application and the remaining \$475 by May 1st to maintain the site.	Campers may move in May 1st and must vacate the site by the weekend of the Annual Meeting (November).

- The lottery will be held on April 8th at 8:00 a.m. at the Lake Wildwood Association Lodge.
- Applicants are required to sign in and sign out at the Guardhouse in order to document daily usage. A usage log will be maintained to monitor eligibility for Same Site Camping. See Redbook section I. 7. for more information.

## CAMPING SITE SELECTION

Number your site selection below beginning with 1 (first choice).

\_\_\_\_\_                      \_\_\_\_\_                      \_\_\_\_\_                      \_\_\_\_\_

**8    14    75    76**

## RULES AND REGULATIONS

By submission of this application, the undersigned agrees to abide by the Lake Wildwood Association, Inc. Rules & Regulations (Section I. Camping and Picnicking Regulations). Failure to abide by these rules will cause the member to forfeit the right to apply for a seasonal site or same site camping the following year.

I have read the Lake Wildwood Association, Inc. Rules & Regulations governing "Camping and Picnicking Regulations" and agree to abide by them.

Signature: \_\_\_\_\_ Date: \_\_\_\_\_

*Note: Please include the \$50.00 deposit with the submission of this application.*

## SECTION BELOW FOR LAKE WILDWOOD USE

Deposit & Application Received: \_\_\_\_\_ Date: \_\_\_\_\_ Initials: \_\_\_\_\_

#	Seasonal Electric Site
# DE	Daily Electric Site
#	Daily Primitive Site
#	Seasonal Primitive Site

Lake Wildwood Campground Map

