

Town of Columbia 2023 Launch Access COLUMBIA LAKE



Complete and mail or drop off to: Parks and Recreation 323 Route 87, Columbia CT 06237

Include: \$50 Check made payable to the Town of Columbia, copies of registration and safe boating certificate, and education certificate. **Key must be returned at the completion of the boating season** \$25 refund issued upon return of key

NAME:			
ADDRESS:			
PHONE NUMBER	(home)		(cell)
Email:			
BOAT INFORMATION			
TYPE (motorb	oat, sailboat, etc.):	MAKE:	COLOR:
LENGTH: ENGINE SIZE/TYPE (horsepower, I/O or outboard): ENGINE SERIAL #:			
TRAILER PLATE #:			
VEHICLE PLATE #:			
REGISTRATION (include copy) #: Hull ID #:			
REGISTRATION (<i>include copy</i>) #:Hull ID #:			
SAFE BOATING CERTIFICATE: YES (<i>include copies of both</i>) CERTIFICATION OF SELF STUDY: YES			
No person shall operate on the waters of Columbia Lake, a boat with an outboard engine whose horsepower exceeds 80, or a boat with an inboard engine whose horsepower exceeds 150.			
Connecticut law requires that all boats with motors, regardless of size, and sailboats powered by sail alone, 19 ½ feet or longer in length, be registered and numbered before launching.			
On or after October 1, 1997, no resident of the state, person owning real property in the state or person owning a vessel in the state, shall operate on the waters of the state a vessel which is required to be registered or numbered in the state unless such person has obtained a Safe Boating Certificate.			
FOR OFFICE USE ONLY			
RESIDENCY VERIFICATION:			
KEY NUMBER			
\$50 FEE PAID) CHE	CK #	

Launch Access Application Continued

Before a key is issued, the boat must go through our inspection guidelines used for all vessels entering Columbia Lake.

Applicant acknowledges that to the best of his/her knowledge all information submitted on this form is true and correct and that submission of incorrect information, whether intentional or unintentional, may result in forfeiture of the assigned mooring.

PRINT

<mark>SIGNATURE</mark>

DATE