



Department of Natural Resources

24 Perry Avenue - Room 102
Buzzards Bay, MA 02532-3441
508-759-0600

www.townofbourne.com



Application & FEE Received:

OUTHAUL Mooring Permit Application

DNR DATE STAMP

\$15.00 Application Fee (Check or Money Order made payable to: The Town of Bourne)

DOCUMENTATION INDICATING AUTHORIZED ACCESS TO WATERFRONT PROPERTY REQUIRED

May include, but not limited to copies of the following: Assessors Property Card & GIS Map, Waterfront Property Owner Notice Of Permission, Trust, etc.

1. MOORING AREA _____
2. Name (Last, First, M.I.) _____
3. Mailing Street _____
4. Mailing Town, State, Zip _____
5. Local Residence Address _____
6. Email Address (Confidential) _____
7. Winter Phone (____) _____ 8. Summer Phone (____) _____ 9. Cell Phone (____) _____
10. PHYSICAL LOCATION OF OUTHAUL POST (If different from Local Residence Address):

BOAT INFO: (Must be <14') **LENGTH** _____ **DRAFT** _____

Upon approval, "proof of boat ownership is required as follows:

- | | |
|--|---|
| <input type="checkbox"/> For a Registered Boat : | A copy of a current boat registration , |
| <input type="checkbox"/> For a USCG Documented Boat : | A copy of a current USCG documentation papers, |
| <input type="checkbox"/> For a vessel with no motor : | A PHOTO (duplicate not required if current photo on file)
accompanied by a completed & signed
"Statement of Ownership Form". (AVAILABLE ON REVERSE SIDE) |

(CIRCLE ONE) **POWER** **SAIL** **BRAND:**

**Upon signing this application I understand my responsibility as a MOORING PERMIT applicant,
and agree to abide by all Town by-laws, rules and regulations regarding moorings and waterways.**

SIGNATURE OF APPLICANT

Applicant – Do Not Write Below This Line

Mooring ID# _____

Cove Master _____

Control (BILL) # _____

Date Entered Into Computer:

CLERK INITIALS

MS /USCG Doc # _____

Harbor Master
Christopher Southwood – Acting Director

White: DNR Original
Yellow: Cove Master Work Sheet
Pink: Assessors Dept
Gold: **APPLICANT COPY**

Form: MA-2006.02.21