**BROWNTON FENCE REGULATIONS**

* All Fences will require a Zoning permit available from the City, please bring a rough sketch of your fence plan.
* Acceptable fencing material: wood, simulated wood, chain link, wrought iron or PVC –Plastic (No Barbed Wire, No Electrical Current). Fences constructed of metal or any other materials will be reviewed by the Planning Commission.
* In Front Yards, fences cannot exceed thirty (30) inches high. Fences may be located on the Front Yard property line.
* In Side Yards, Fences cannot exceed 72 inches high and walls cannot exceed 42 inches high, and hedges cannot exceed 72 inches high.
* In Rear Yards, Fences cannot exceed 72 inches high and walls cannot exceed 42 inches high, and hedges cannot exceed 72 inches high.

* Twenty Four Inch (24”) setbacks, on adjoining properties, will be required for the installation of a fence on the private property of the person, firm or corporation constructing the fence. No fence, wall, hedge or other screening device shall be permitted to encroach on any public right-of-way.
* The finished side of the fence, or that side of the fence without exposed support or posts, shall face the neighboring property or streets.
* On a corner lot, no fence, wall or other obstruction to vision above a height of 30 inches from the established street grades shall be permitted within the triangular area formed at the intersection of any street right-of-way lines by a straight line drawn between the right-of-way lines at a distance along each line of 25 feet from their point of intersection.
* Fences must be maintained so as not to endanger life or property and any fence which, through lack of repair, type of construction or otherwise, that imperils health, life or property or the well-being of a neighborhood shall be deemed a nuisance.
* You must call Gopher State One PRIOR to digging to locate your utilities, and then ask them what the required Hand Dig Zone distance is when working near unexposed, underground utilities. Gopher State One Ph# is 811.