

**ORDINANCE NO. 22.03**

**AN ORDINANCE OF THE VILLAGE OF FOUR SEASONS, MISSOURI ADDING  
CHAPTER 6 – ANIMALS ARTICLE 1. – IN GENERAL, SECTION 6-2 – DEER AND  
WILD ANIMAL HUNTING REGULATIONS.**

**WHEREAS**, after due and proper consideration, the Trustees of the Village of Four Seasons, Missouri finds that adding Section 6-2. – Deer Hunting Regulations to the Four Seasons Village Code as herein provided is in the best interests of the residents of the Village and is desirable for the welfare of the Village’s government and affairs.

**NOW THEREFORE, BE IT ORDAINED BY THE TRUSTEES OF THE VILLAGE OF  
FOUR SEASONS, MISSOURI, THAT CHAPTER 6 – ANIMALS, ARTICLE 1. - IN  
GENERAL, SECTION 6-2. – DEER AND WILD ANIMAL HUNTING REGULATIONS  
SHALL BE ADDED AND READ AS FOLLOWS:**

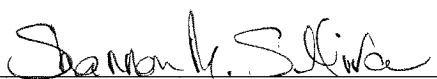
Section 6 - 2. Deer and Wild Animal Hunting Regulations.


- (a) All hunters must obey and comply with all state games laws.
- (b) Archery hunting only.
- (c) No feeding or baiting of deer or wild animals within the Village.
- (d) Unless a hunter has a condition (as one present at birth or caused by injury) that interferes with or limits their ability to engage in certain physical or mental tasks or actions (disability), he/she must hunt from a temporary tree stand with minimum height of 15’ at all times. No hunting from the ground.
- (e) No nails or spikes are to be driven into any trees to affix any temporary tree stand.
- (f) No campfires or camping allowed.
- (g) No littering.
- (h) If deer or wild animals are field dressed, remains are to be removed from the field daily.
- (i) Any person who violates this chapter commits an offence punishable by a fine in accordance with Section 479.353 RSMo or by a fine or not more than current state statutes allow.

That this new and additional Ordinance shall be in full force and effect from and after its passage.

PASSED AND APPROVED, after two (2) readings this 12th day of October 2022.

ATTEST:

  
Shannon Sullivan, Clerk

  
James T. Holcomb, Chairman  
Board of Trustees