

Welcome to San Miguel County. We hope you enjoy your stay, and that you return to enjoy the splendor that is the Colorado experience. The home you have rented for your stay is located within a residential community and we ask that you take a few moments to read this information to ensure that your experience and enjoyment do not have a negative impact on the neighboring properties.

The owner of this property has been given approval by San Miguel County to rent this home as a Short-Term Rental property. In doing so, the owner has agreed to several conditions which are in place to ensure that the local residents are not adversely impacted by your stay. The following is a list of these conditions and other helpful hints for your stay.

BEING A GOOD NEIGHBOR			
	<p>Parking All parking associated with your rental must be on-site. Please do not park in any location other than the parking spaces provided on-site.</p>		<p>Outdoor Fires Using charcoal or wood for fuel is expressly prohibited. Most properties are located in a high fire danger area. Only gas grills provided may be used.</p>
	<p>Occupancy This home has been approved for no more than two persons per sleeping room. Under no condition shall the occupancy of this home exceed 10 people.</p>		<p>Roads County roads can be very narrow and steep, and many have tight corners. Most roads are not well lit and may not be maintained by the County. Please obey the posted speed limits. When in doubt, slow down.</p>
	<p>Consideration of Neighbors Please be considerate of the neighbors. Sound can travel a long distance and can disrupt adjoining properties. Noise can also disturb wildlife.</p>		<p>Wildlife Please be aware and watchful of wildlife crossing roads. Help protect our deer, elk, bears, and other small wildlife.</p>

*The San Miguel County Short-Term Rental Permit authorizes Short-Term Rental of a Primary Residence but the County is not responsible for the Short-Term Rental.
Any concerns should be addressed to the Local Contact person or property owner.*

