

As the owner of a property that abuts or includes a water body or wetland in the Town of Salem NH, your municipal Conservation Commission believes you are a special custodian of a very precious resource. We're sure you share that feeling and will put the enclosed information to good use to help us protect that resource.

This brochure is meant to provide you with some basic information regarding the laws and ordinances which help regulate the types of activities and land alterations that can take place in and around the shorelands and wetlands within the town.

To assist you in obtaining more details, we've included a section about where to find information and how to get answers to your specific questions.

When you've finished reading this brochure, we invite you to save it with your other important documents. If you decide that you want to make alterations or additions in, or adjacent to, these important water resources, please refer to the brochure again before doing any work.

Thank you for your stewardship.

The Salem Conservation Commission

## Can I?

**Q:** Can I build a dock for my boat, or a deck for sunbathing?

**A:** Yes, but there are restrictions. A NHDES permit may be required.

**Q:** Can I make a new beach, or replenish the sand at my current beach?

**A:** Maybe. If eligible, a NHDES permit is required.

**Q:** Can I clear the trees and shrubs from the water front on my property?

**A:** Yes, but there are restrictions. A NHDES permit is required.

**Q:** Can I repair my lakefront wall that's falling apart?

**A:** Yes, but there are restrictions. A NHDES permit is required.

**Q:** Can I fill the large, wet area in my yard?

**A:** Maybe. Some wetland pockets were built to help drainage, and some are protected by easements. Always check with the Town's Planning Dept. before filling a wet area on your land. A NHDES permit may be required.

**Q:** Can I install a swimming pool between my house and the adjacent wetland? What about a deck or a garden shed?

**A:** Maybe. You might be in a buffer area. Always check with the Town's Planning Dept. before building anything near a wetland. A local permit is required.

## What does all this mean to me?

Under state and local laws, permits may be required if you:

- Construct a shoreline or land structure such as a dock or deck
- Alter a bank, or repair a retaining wall
- Construct or replenish a beach
- Use fertilizer (except limestone) within 25 feet of the high-water line
- Install a septic system
- Remove trees or brush within 250 feet of the water's edge
- Engage in any earth excavation or filling activity in or near wetlands or buffer areas
- Remove trees or brush from wetlands or buffer areas
- Construct pools, decks, fences, house additions, or pave or clear natural areas in

or near wetlands or buffer areas

## The Regulations

These laws and regulations govern what can or can't be done within shoreline, wetland, and buffer areas located in Salem.

### State law RSA 483-B, Comprehensive Shoreland Protection Act

Governs activity within 250 feet of certain lakes, ponds, and rivers. Included are Captains Pond, Canobie Lake, World's End Pond, Arlington Pond, Millville Pond, Shadow Lake, and the Spickett River.

### State law RSA 482-A, Fill and Dredge in Wetlands

Governs activities within defined wetlands. Wetlands are classified based on soil type, vegetation, and hydrology.

*The NHDES (Department of Environmental Services) Wetlands Bureau has jurisdiction over projects under these laws.*

### Town of Salem Zoning Regulations, Wetlands

Conservation Ordinance, Sections 309-73 to 309-81

The town regulates the development and use of wetlands and buffers. The town requires

buffers around wetlands that vary according to purpose. Significant buffers include:

- Prime wetland: 100' undisturbed buffer
- Other Wetland: 40' setback for structures
- 20' undisturbed, natural buffer to edge of lawns, driveway, etc.

*Salem's Planning Board approves applications for wetland buffer impacts.*

### **Good things to do in wetland and shoreland areas (no permits needed)**

- Protect existing vegetation in a wetland area
- Limit mowing to reduce wildlife disturbance
- Re-vegetate any disturbed areas
- Fix small erosion problems by planting deep-rooted vegetation and ground cover

### **Bad things**

- Remove trees or other vegetation from wetland or buffer areas

- Dispose of leaves, branches, and other yard waste in wetland or buffer areas
- Use fertilizers or pesticides in or around wetland or buffer areas

This brochure is provided by the Salem Conservation Commission Municipal Office Building 33 Geremonty Drive Salem, New Hampshire 03079

### **PLEASE SAVE THIS BROCHURE FOR FUTURE REFERENCE**

#### **Remember:**

Wetlands aren't always obvious to the untrained eye. Large numbers of mosquitoes may indicate a small or forested wetland is nearby.

If you have any question whether a wetland is present on your property, check before building, digging, or filling and avoid the heartache and expense of restoration costs.

Your use of this land, MAY be governed by State or local regulations which require permission before proceeding with

development activity. A State Wetlands Permit or Town permit may be required.

And, If you live on a lake, pond, or the Spicket River, a permit is required before making any changes to your shoreline including retaining wall repairs, new docks, tree cutting, and new beach sand.

**Further information, assistance, and NHDES Wetlands Bureau and local wetland applications are available at the Town Hall, Planning Dept.**

**Planning Dept.:**  
**603-890-2080**  
[www.townofsalemnh.org](http://www.townofsalemnh.org)

**NHDES Wetlands Bureau:**  
**Phone 603-271-2147**  
[www.des.state.nh/wetlands](http://www.des.state.nh/wetlands)  
**(verify)**

## **SALEM, NH**

## **SHORELANDS & WETLANDS**

### **REGULATIONS GOVERNING, AND FREQUENTLY ASKED QUESTIONS ABOUT:**

- PROPERTIES THAT ABUT A LAKE, POND, OR THE SPICKET RIVER
- PROPERTIES THAT INCLUDE A STREAM, SWAMP, DRAINAGE DITCH, OR 'MUCKY' AREA
- PROPERTIES WITH STANDING WATER AT ANY TIME DURING THE YEAR