



DUNES CITY NOISE POLICY

Dunes City establishes this Noise Policy to coincide with Chapter 91 City Code regarding Nuisances.

Using reasonable judgment

In conjunction with Ordinance No. 270 as a guide, determining what sounds are excessive still requires reasonable judgment calls in many everyday noise scenarios.

Code Enforcement should weigh the severity, frequency, time of day, and duration of questionable noises against reasonable standards.

Types of Actionable Noise Violations

Common noise violations:

- Constant use of power tools during quiet hours
- Excessive music or television volume
- Late-night parties and gatherings
- Continuous pet disturbances
- Repetitive impact noise (banging, running, jumping)
- Loud arguments

Keep in mind that not all noise counts as a violation. A noise complaint needs to be **substantial (lasting more than 5 minutes continuously)** and **unreasonable** to be valid. The noise must come from an action or failure to act. Dunes City won't consider minor inconveniences or slight discomfort as violations such as:

- Instantaneous, lasting less than 1 minute
- Short term, lasting 1 minute to 5 minutes

Noise that seems reasonable during the day might not be acceptable at night. Proof is needed to verify claims. Code Enforcement will investigate by speaking with residents, neighbors, and noise meter readings when available.

Documentation Requirements

Each noise complaint needs proper documentation to handle issues properly and be compliant. Dunes City will keep track of these vital records for every complaint:

- Date, time, and specific location of the incident
- Nature and duration of the noise disturbance
- Names of involved parties and witnesses
- Previous complaints or related incidents
- Actions taken and resolutions attempted
- Follow-up communications and outcomes



NOISE

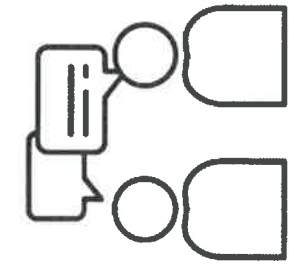
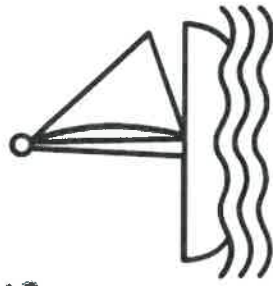
POLICY

“Should I report this?”

No, thank you.

Mobile Sources

Automobiles,
watercraft, garbage
trucks, etc



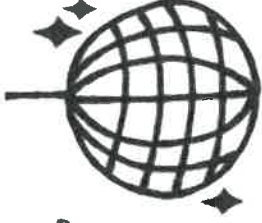
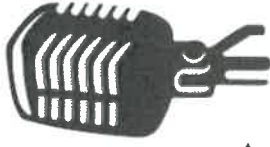
Non-amplified human voices

Children playing,
neighbors talking,

Yes!

Amplified Sounds

Concerts, music, events,
parties, and speech
projected via mics



Industrial Operations

Construction 6pm-7am

Long Term/Excessive Noise

Non-amplified noise that is longer
than 5 minutes and/or continuous.

