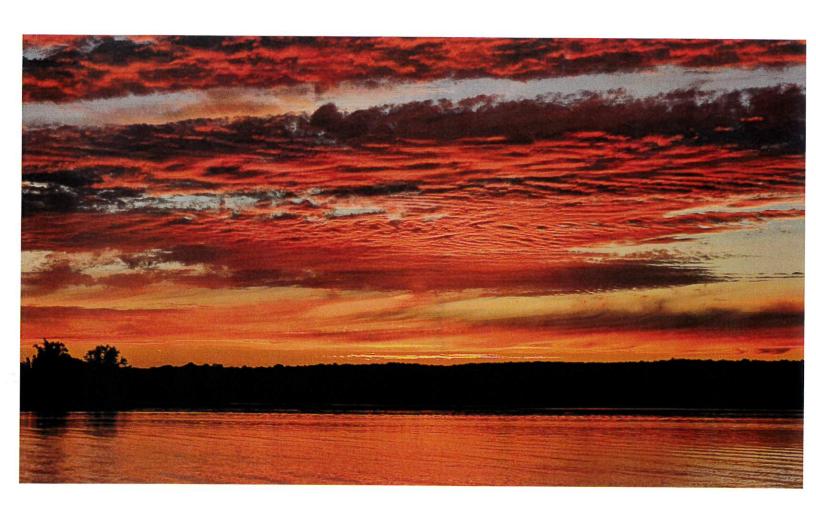
Phantom Lakes Boat Patrol 2024 Report

Members of the PLMD,

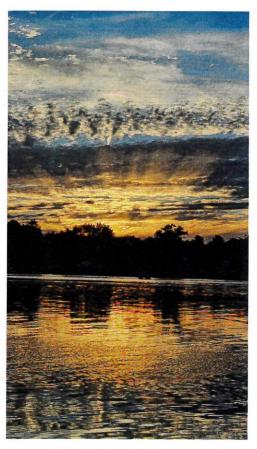
While the past several years have been extremely challenging for several reasons, including staffing levels and equipment restrictions, we continue to do our very best to provide excellent service to our lake community. We could not begin to achieve this goal without the continued partnership with the PLMD. We value the relationship we have been able to forge through our shared commitment to making Upper and Lower Phantom Lakes a safe and enjoyable recreational destination during all seasons. We appreciate your commitment and look forward to maintaining our valuable partnership into the future. We cannot say "thank you!" enough.



2024 Boat Patrol Recap (season to date)

As of the time this document was created, we are just entering the home stretch of the 2024 boating season. So far, we have had a good season. To date, we have patrolled Upper and Lower Phantom Lakes for 110.25 hours, The hours break down to 90.25 hours of patrol time, and 20 hours of administrative time, well within the 30% administrative hour threshold set by the DNR. During our patrol time, we have conducted a total of 26 boat stops, resulting in 12 citations and 26 warnings. The most common violations this season were registration violations, battery violations, and PFD violations. Overall, boating traffic seems to continue a downward trend from the very busy seasons experienced during Covid.

As we always do, I would like to invite any lake residents to contact our boat patrol to have a free inspection of their boats conducted by our lake patrol officers. The officers will do a complete safety check of the boat, in order to ensure that all boats have the proper safety equipment on board and in proper working condition.







On Behalf of Chief Czarnecki and the entire staff of the police department, I would like to thank the members of PLMD for your continued support and partnership to ensure the safety of all who use our beautiful lakes.