

**City of Casselton**  
**Fence Installation Guidelines**

- Fences shall be defined as artificially constructed structures of any fencing material or combination of materials, that are decay resistant and/or non-corrosive. Erected to enclose or screen areas of land.
- Fences are permitted in the buildable area and in any required yard.
- Fences along the sides and front edge of any required yard shall be a maximum height of 2 feet 6 inches.
- Fences along the edge of the required side or rear yards shall be a maximum height of 6 feet.
- Unless otherwise agreed to by the adjacent property owners, fences shall be constructed so that the finished side is oriented toward the adjoining lots or the public.
- Fences are allowed to be constructed up to the property line. Be advised the owner of the fence must maintain and keep the fence in good condition without encroaching onto the neighboring property. Also, if the fence is set back away from the property line the area between the property line and fence must be maintained.
- No fence shall be constructed or maintained with electrified wire, barbed wire, or other spiked materials which may pose injurious to public health and safety.
- Fences shall not be installed back to back. There must be a minimum of 30” between fences for the property owner to adequately maintain grass height and fence panels if required.
- **It shall be the property owner’s responsibility to verify and locate the property corner pins prior to installing any fence. If the location of the fence, in relation to the property lines, comes into question, it will be the property owner’s responsibility to have their property corner pins located by a registered professional land surveyor.**
- The property owner may put a fence on any utility easement provided they sign a fence application form that states if any fence is erected on any utility easement, the property owner is liable for all costs pertaining to the fence if the owners of the utilities or their contractors need to access the area.