WAC 246-360-230 Rustic resorts. (1) If the transient accommodation is a rustic resort, the licensee must ensure the transient accommodation meets the requirements of: (a) The administrative regulations specified in: (i) WAC 246-360-020 Licensure; (ii) WAC 246-360-030 Responsibilities and rights-Licensee and department; (iii) WAC 246-360-500 Exemptions; and (iv) WAC 246-360-990 Fees. (b) The environmental regulations specified in: (i) WAC 246-360-040 Water supply and temperature control; (ii) WAC 246-360-050 Sewage and liquid waste disposal; (iii) WAC 246-360-070 (1), (4), (5), (6) and (7) Refuse and vectors; (iv) WAC 246-360-100 (1) through (10) and (14) Bathrooms, water closets, and handwashing sinks; (c) The transient accommodation regulations specified in: (i) WAC 246-360-080 Construction and maintenance; and (ii) WAC 246-360-090 Lodging units; (d) Safety related regulations specified in: (i) WAC 246-360-200 Safety, chemical and physical hazards; and (ii) WAC 246-360-220 Fire safety. (2) If the licensee provides the amenities and services addressed in all or part of the following sections, the licensee must also meet the requirements as specified in the sections: (a) WAC 246-360-100 (11), (12) and (13) Bathrooms, water closets, and handwashing sinks; (b) WAC 246-360-110 Lodging unit kitchens; (c) WAC 246-360-120 Heating and cooling; (d) WAC 246-360-150 Beds and bedding; (e) WAC 246-360-160 Food and beverage services; (f) WAC 246-360-180 Laundry; (g) WAC 246-360-130 Lighting; and (h) WAC 246-360-140 Ventilation. (3) If the licensee does not provide the services and amenities

(3) If the licensee does not provide the services and amenities addressed in subsection (2) of this section, the licensee must adopt the decision as written policy and upon request must make the policy available to the surveyor.

(4) A licensee may not advertise as providing services that are not provided at the rustic resort.

[Statutory Authority: Chapter 70.62 RCW. WSR 04-24-002, § 246-360-230, filed 11/18/04, effective 4/1/05.]