



# Street Closure Permit Application

## Block Parties

Applications must be filed at least fifteen (15) days before the Block Party.  
There is a twenty-five dollar (\$25.00) application fee for each event.

Date of application \_\_\_\_\_ Date of Event: \_\_\_\_\_  
Applicant Name \_\_\_\_\_ Email \_\_\_\_\_  
Address \_\_\_\_\_ Phone \_\_\_\_\_  
Organization \_\_\_\_\_ Auth. Rep. \_\_\_\_\_

Please check one:

Individual  D/B/A  Organization  Partnership  Corporation  Profit  Nonprofit

Purpose of Block Party: \_\_\_\_\_

Event location: \_\_\_\_\_

Event Coordinator \_\_\_\_\_ Phone \_\_\_\_\_

On-Site Contact On Event Day \_\_\_\_\_ Phone \_\_\_\_\_

Event set-up time \_\_\_\_\_ Event teardown time \_\_\_\_\_  
(Not earlier than 9:00 a.m.) (Completed not later than 10:00 p.m.)

**The Permit shall not be granted for longer than six (6) hours.**

Number of persons expected \_\_\_\_\_ Number of inflatable's \_\_\_\_\_

Number of BBQ pits / boilers \_\_\_\_\_ Number of motorized vehicles: \_\_\_\_\_

Parking plan: \_\_\_\_\_  
\_\_\_\_\_

Additional equipment or personnel:

Barricades: \_\_\_\_\_

Comments: \_\_\_\_\_  
\_\_\_\_\_

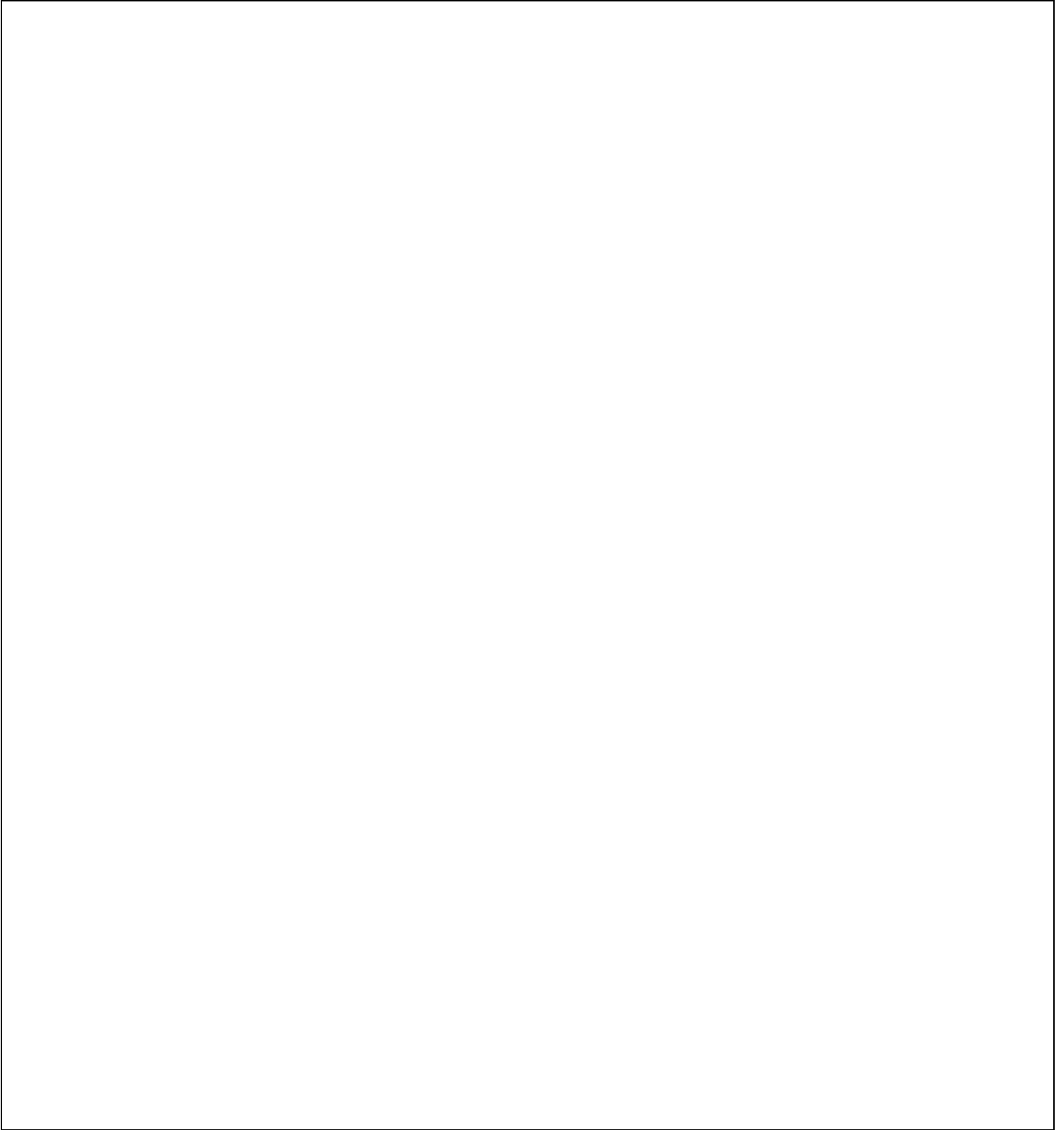
Description of Activities: \_\_\_\_\_  
\_\_\_\_\_

**I do solemnly swear (or affirm) that all the answers given and statements made on this Application are full, true and correct to the best of my knowledge and beliefs. I have been given a copy of the ordinance and have read the provisions contained therein and agree to abide by them.**

**Applicant:** \_\_\_\_\_



**PLEASE ATTACH A MAP OR SKETCH OF THE EVENT**



\*\*\*\*\*OFFICE USE ONLY\*\*\*\*\*

Application # \_\_\_\_\_ Check # \_\_\_\_\_ Cash \_\_\_\_\_

Receipt # \_\_\_\_\_

Comments: \_\_\_\_\_

\_\_\_\_\_

**ADDITIONAL EQUIPMENT OR PERSONNEL:**

Equipment: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**APPLICATION REVIEWED AND APPROVED**

**POLICE DEPARTMENT:** \_\_\_\_\_

**DATE:** \_\_\_\_\_

**FIRE DEPARTMENT:** \_\_\_\_\_

**DATE:** \_\_\_\_\_

**TRANSPORTATION DEPT:** \_\_\_\_\_

**DATE:** \_\_\_\_\_