



Event Fees & Charges*

Description of Fees	Rate	Notes
Application Processing Fee	\$25 per event	A one-time fee per application; due upon submittal to the Event Specialist.
Public Parks	\$1,500/Residents/per day \$2,000/Non-residents/per day	In order to hold a large event in City Parks the entire park must be reserved, whether the client intends to use all rentable sites or not. This will insure that parking and restroom facilities are able to handle the demands of the event. This rate includes up to 8 hours of usage, along with two staff members to handle event needs. Additional event hours will be billed at \$200 per hour.
Staffing by City Employees	Per hour charge/per staff	Events that require the services of police, fire, parks and public works staff will be charged an agreed upon rate.
Damage to property or equipment	Actual cost of repair	Damage to be documented at conclusion of event by Event Specialist or designee.
Excessive clean up fees	\$100/staff member/per hour	Excessive clean up defined as that which takes more than one hour after completion of event.
City of Clayton and Public Parks Security/Damage Deposit	\$500/per day	Deposits are refunded within three weeks after completion of the event.
Storage Fee	Per day/per area	For large events only; payment for storage based upon duration and area utilized. Fees to be set prior to the event by Department Head(s) or their designee. In most cases it will be the regular rental charge for the area.
Parades (large)	\$100	Any large parade that requires street closure(s).
Block Parties	N/A	Residents who would like to close a street in a residential area for a party will not be charged a fee. Items such as 90 gallon trash receptacles, recycle containers and barrels will be provided by the City.
Open Flames	Fees vary (visit the city website for more information)	Fees are charged based on request, including but not limited to, open flames, bonfires, fireworks.

*Additional fees may apply based upon the need for separate permits (i.e. ROW Work Permit, Fire Permit, etc.)