Fort Wayne Parks & Recreation

Run/Walk Special Event Application

*All run/walk events require a pavilion reservation (See Back for	or more infor	rmation)
Today's Date		
Responsible Contact Person/Event Coordinator:		
Name (print)		
Address		
Email		
Phone #alt. phone #		
Organization Producing Event (if applicable)		
Name		
Address		
Phone #alt. phone#		
Name (Type) of Event:		
Requested Location of Event:		
Date and Times of Event:		
Projected Attendance:		
PAYMENT MUST ACCOMPANY SUBMITTED APPLICATION TO	OFFICIALLY	RESERVE PARK
Accepted Payment Methods: Cash/Check/Money Order made out to	"Board of Pa	rk Commissioners
Cradit Card (Vica/MC/Discover) #	EVD	CVV (on back)

Run/Walk Special Event Requirements & Guidelines

- Reservation of one or more park pavilions. (Two may be required depending on size of event). To reserve a pavilion please contact FWPRD at (260) 427-6000.
- Run/Walk Permit- \$50 (1-4 hour event), \$100 (5+ hours)
- A run/walk permit does not give your event exclusive rights to the park. It gives your event permission to use the park.
- > Traffic Control/Security to ensure safety of event participants and other park patrons.
- Removal of trash/event signs/course markings etc. from park grounds.
- ➤ If any items are being sold a Parks & Recreation vending permit is required (\$35/daily, \$280/annual).
- ➤ If any tents will be setup please contact the FWPRD Special Events Coordinator at (260) 427-6003 as a tent permit may be required.
- Depending on event size, extra restrooms & trash removal may be required at the responsibility of the event organizer.
- > Electricity may be available depending on park location. However, it is not guaranteed.
- ➤ If there are any maintenance gates blocking parts of your course please contact the FWPRD Special Events Coordinator to arrange key pickup.

** If you have questions please contact the Fort Wayne Parks & Recreation Special Events Coordin	atoı
at (260) 427-6003**	

*I acknowledge I have read and agree to above requirements/guidelines.	
Signature:	