

**Park Fees: Payments required prior to reservation in all cases.**

## **2018-2019 - DISTRICT PARK**

### **NEW COMMUNITY BUILDING**

<b>Monday-Thursday Hourly:</b>	\$75/hour (minimum 4 hours)
<b>Friday-Saturday-Sunday Hourly:</b>	\$100/hour (minimum & maximum of 4 hours)
<b>Hourly Refundable Cleaning Fee:</b>	\$250
<b>Daily NonRefundable Cleaning Fee:</b>	\$350
<b>Friday-Saturday-Sunday Daily:</b>	\$1000/day (more than 4 hours determines daily)
<b>Security May Be Required:</b>	To Be Determined by Oakboro Police Department (\$25/hour)

All fees due at time of rental for reservation to be made.

Refund for cleaning (if applicable) will be made after the facility is inspected.

### **Shelters- Pond/Playground Picnic Shelters**

\$40 to reserve for all Day

\$25 to reserve for ½ Day (Times Dawn to 1pm and 1:30 to Dusk)

### **Gazebo Reservation**

No Charge

### **Amphitheater**

Must complete Special Event Permit Application and provide proof of insurance in most cases.

**For Profit Events-** \$100- In town rate, \$150- outside Town rates

**All other Events-** \$40 including Non-Profits (Local Churches and Schools and other Non-Profits may submit a request for no fee on Organization letterhead)

### **Ball Fields**

All responsible parties renting the field must agree to follow safety procedures.

### **Youth Tournaments/Non-Profit/Benefits/All other Games and Practice**

Practice-\$10 per hour (Oakboro Youth League exempt)

### **Benefit Tournaments (with proof of revenue going to charity cause)**

\$25 per field per day + \$10 per hour for lights

\*Proof of insurance is required in most cases

### **League Tournaments (Proof of insurance required)**

\$125 per field per day + \$10 per hour for lights

## **Long St Park/Community Building**

### **Ball Fields No charge, reservations limited**

### **Community Building**

**In Town-** \$100 deposit \$50 fee- total due upon reservation, deposit refunded after event

**Outside Town-** \$100 Deposit, \$100 Fee- total due upon reservation, deposit refunded after event