



APPLICATION FORM

TEMPORARY ROAD CLOSURE / BLOCK PARTY

The Department of Works & Utilities will temporarily close roads to local traffic only for the purpose of a block party under the following conditions:

- a) The block party organizing group is responsible for notifying all residents on the block of the temporary street closure.
- b) The City _____

- c) The Barricades are to be set face-down after event so City staff can pick them up the next day.
- d) Mobile fire pits are not permitted on city streets.
- e) The City will be responsible for notifying fire, ambulance and police of the closure.
- f) Organizing group must provide insurance document for event.

Further, the law provides that any person using a temporary closed street:

- a) Does so at his or her own risk;
- b) Has no right to recover damages in case of accident or injury; and
- c) Is liable for any damage or injury resulting from that use.

Name of Applicant(s): _____

Date of Event: _____

Time of Event: From: _____ To: _____

Location of Road Closure: From: _____

To: _____

Signature(s): _____

Date: _____

***The following notice is to be included in the letter to the applicant(s) granting permission of closure:*

Applicants for Temporary Street Closure:

In granting permission of your request for a temporary street/road closure, please be advised that the following notice must be included in any written notice of the closure prepared and/or circulated by the applicants and be posted in a visible area of the closed street or block at all times during the street closure.

**NOTICE TO USERS OF
CLOSED OR BLOCKED STREET/ROAD**

TAKE NOTICE THAT:

If you use this street or road at any time during its closure:

- (1) you do so at your own risk;
- (2) you have no right to recover damages if you are involved in an accident or if you get injured while using the closed street/road;
and
- (3) you are liable for any damage or injury that occurs as a result of your use of the closed street/road.

Example of Block Party Street/Road Closure:

