## CITY OF LONG BEACH, DEPARTMENT OF PARKS, RECREATION AND MARINE FACILITY FEE WAIVER REQUEST FORM

Name of Organization:		
Mailing Address of Organization:		
Telephone Number:	Email:	
Facility/Park:	Type of Function:	
Date of Function: Tir	ne: No.	In Attendance:
Please check appropriate boxes:		
☐ Activity Room ☐ Reserved Picnic Area	Baseball/Softball Field	
☐ Social Hall ☐ Open Space	☐ Soccer Field ☐ Other (P	lease Specify)
Is this function a fundraiser? $\ \square$ YES $\ \square$ NO		
Has your organization requested any other fe	e waivers this calendar year? 🗌 Y	ES 🗌 NO
Have you or your organization contributed mo	ore than \$250 to a City Officer in th	e last 12 months? 🗌 YES 🗌 NO
If yes, please fill out the Levine Act Disclosure	e Statement	
(The Mayor, Councilmembers, and Commissioners are prohibited their representative during a proceeding and for 12 months follow Justification for Fee Waiver:		ution of more than \$250 from a party, participant, or
I have read and understand the conditions of the F the Long Beach to bill the group for the full or part may disqualify the group from being granted future Commission in the event of the denial of the Fee W the agenda the following month. Staff charges can	ial amount of the fees waived. In addit e fee waivers. Applicant must attend th /aiver request. Applications must be re	ion, non-compliance of the conditions ne Commission meeting and testify to the
Name of Contact Person (print):		Title:
Signature of Contact Person:		
FOR DEPARTMENT USE ONLY:		
The following fee charge(s) is/are being request		Weiter d Observes
Facility Rental Fee: Permit Fee: Special Use Fee: Bounce House Fee: Other Charges:	Fees       # of Hrs./Each         \$       X       =         \$       X       =	\$\$ \$\$ \$\$ \$\$ \$
Total Waived Charges		\$
Non-Waivable Charge(s):	Fees # of Hrs./Each	Charges
Security Deposit: Staff Fee: Maintenance Fee: Other Charges:	\$ = \$ X = \$ X = \$ X =	\$ \$ \$ \$
Total Non-Waivable Charges		\$
APPROVAL:		
Approved Denied	Recreation Commission	Date: