

Special Event Regulations

A special event is any activity scheduled in downtown Decatur or the Oakhurst business district that requires the use of the square, the bandstand or Harmony Park; duration of four or more hours, impacts local businesses, and/or involve crowds of 100 or more. May involve food or alcohol sales; require cleanup services, portolets, barricades and/or fencing. Must be produced by and directly benefit a non-profit in the City of Decatur.

A walk/run involves a walk or run on city streets that requires police support and traffic control, is concluded in a relatively short time frame, and/or involves no alcohol or food sales. Must be produced by and directly benefit a non-profit in the City of Decatur.

\$50 application fee must be made at time of application.

The City of Decatur has a full schedule of events throughout the year. Special event permits will not be made the weekend before or the weekend following a city-sponsored event of more than 1,000 in attendance.

No more than one event may be scheduled for the same day, and no more than one event with attendance of more than 250.

Generally, only one walk/run may be scheduled per month.

Two routes for walk/runs are designated by the City of Decatur.

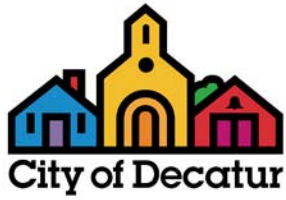
Special events will be permitted to non-profit organizations located within the City of Decatur, or those events that directly benefit a Decatur-based non-profit.

An event held entirely on private property does not require a special event permit.

A sanitation bond is required if the event organizers have not arranged to hire City of Decatur sanitation workers.

Permit fee per number of attendees:

<i>Number of attendees</i>	<i>Fee</i>	<i>Sanitation Bond</i>
1-1,000	\$200	\$200
1,000-5,000	\$300	\$300
More than 5,000	\$500	\$500



Special Event Regulations

Contacts:

Special Event Permits and Film Permits

Cheryl Burnette, 678-553-6573, cheryl.burnette@decaturga.com

Walk/Runs and Block Parties

Juanchella Francis, 678-553-6656, juanchella.francis@decaturga.com