



TOWN OF PICTOU STREET CLOSURE APPLICATION

APPLICATION INSTRUCTIONS

Applications are to be made on the following form and submitted to the Town Office for processing. Applications must be filed, at a minimum, three (3) weeks in advance of the proposed event date. Events cannot occur without an approval being issued by the Town of Pictou. Applications require approval of both Town Administration and the Local Traffic Authority.

FOR OFFICE USE ONLY

Do Not Write In This Space

Event: _____ Regional Traffic Supv/RCMP _____

Date: _____ Supt. Of Public Works _____

Area: _____ Fire Chief _____

Approved Yes _____ No _____ EHS (if applicable) _____

Town Staff Completing this application: _____

Applicant/Organization Name _____

Contact Person _____ Phone No _____

Mailing Address _____ Email _____

_____ Additional Contact Info. _____

_____ Daytime Phone No. _____

_____ Cell Phone No. _____

REQUESTED STREET CLOSURE(S) BY NAME/DATE:

<u>NAME</u>	<u>DATE</u>	<u>TIME</u>
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Describe the planned event/activities in detail:

The undersigned hereby agrees to hold harmless and indemnify the Town of Pictou for any and all liability for any property damage, loss or personal injury to any third party resulting from the event.

Applicant's Signature _____ Date _____

Terms and Conditions prescribed by the Town of Pictou:

Terms and Conditions prescribed by the Local Traffic Authority:

TOWN OF PICTOU (do not write in this space)	Approved <input type="checkbox"/> Denied <input type="checkbox"/>
Approved subject to the conditions set forth on the reverse of this form. <input type="checkbox"/>	
_____	_____
Chief Administrative Officer (or designate) Town of Pictou	Date

RCMP/LOCAL TRAFFIC AUTHORITY (do not write in this space)	Approved <input type="checkbox"/> Denied <input type="checkbox"/>
Approved subject to the conditions set forth on the reverse of this form. <input type="checkbox"/>	
_____	_____
Local Traffic Authority Town of Pictou	Date