



Allouez Village Hall • 1900 Libal Street • Green Bay, WI 54301-2453 • (920) 448-2800 • Fax (920) 448-2850

www.villageofallouez.com

BLOCK PARTY REQUEST FORM

Applicant Information

Name			
Address		Email Address	
Phone Number		Number of people	
Date of Block Party		Barricades Requested?	Yes No
Time of Party	From: A.M./P.M.	To: A.M./P.M.	

Name of street(s) to be blocked off: _____

I, the undersigned, have read and agree to abide by the stipulations listed below:

- All block parties must end before dusk or 9:00 p.m.
- All streets must be reopened to traffic by dusk or 9:00 p.m.
- A 10 foot wide lane must be kept open at all times during the block party for emergency vehicles to pass
- Comply with all chapters of the Village of Allouez ordinances & assumes all responsibility for any claim(s) of damage against the Village caused by such obstruction. (ie. Chapter 31 offenses against public peace, safety and morals).
- All local & state laws regarding intoxicants must be strictly adhered to.
- The applicant is responsible for the road, terrace, and sidewalk to be cleared and cleaned of all debris.
- All requests are subject to approval by the Village Administrator.

Signature of Applicant: _____

Date: _____

Department Heads- Please initial your approval below. If you have a specific problem with the request please write next to your name.

Administrator: _____ DEO Officer: _____

Public Works Director: _____ Assistant Fire Chief: _____

Date Approval given: _____

Street barricades are available at the Village of Allouez, 1900 Libal Street upon request. Barricades must be picked up before 2:00 p.m. the day before the block party. (If the block party is on Saturday or Sunday, the barricades must be picked up the Friday before the date of the block party). Barricades must be returned by 2:00 p.m. the day after the block party. (Monday if the block party is on a Friday or Saturday). **A \$100.00 refundable deposit is required.

OFFICE USE ONLY: Deposit Paid: _____ Receipt #: _____ Deposit Returned: _____