



350 COURT ST #8

FRIDAY HARBOR WA
98250

(360) 378-8420

fax (360) 378-2075

e-mail

Parks@sanjuanco.com

[www.sanjuanco.com/
parks/](http://www.sanjuanco.com/parks/)

Commercial Use Permit Program

Thank you for your interest in San Juan County Parks. If you plan to use any San Juan County park for a business-related purpose, you'll need to obtain a permit from the Parks, Recreation and Fair Director first. Commercial & tour groups apply each calendar year for a permit. Your permit will be issued for specified activities; some activities are not allowed without prior written approval of the Director.

To secure your Commercial Use Permit:

1. Obtain a Commercial Use Permit application by calling 360-378-8420 or e-mailing parks@sanjuanco.com.
2. Submit your signed Commercial Use Permit application and required insurance documents at least 14 days prior to your first planned use. Permit will not be issued without current proof of insurance.
3. Pay the \$100 permit application fee. Checks are made out to "San Juan County Parks" and mailed with your application or paid by cash at the Parks Administration office in Friday Harbor. Permit will not be issued without payment.
4. Pay applicable use fees, based on type and frequency of use, number of people and park/parks to be used.
5. Sign and return Commercial Use Permit to the Parks Administration office. An approved copy will be returned to you.
6. Have a valid permit copy available for park staff review any time the holder operates in a park.
7. If insurance policy expires during term of permit, immediately provide current Certificate of insurance at renewal.

Park use without a valid permit is grounds for immediate denial of use privileges. *You may not transfer your permit to someone else.* (Commercial use is governed by SJC Code 12.08).

For more information, contact Jennifer Allen at 360-378-8420 or jennifera@sanjuanco.com, or stop by the office at 105 Second Street in Friday Harbor.

We look forward to partnering with you and your business this year.