



Rates for 2018 – Effective June 1st, 2017

Facility Rentals Rate Sheet

All events require a deposit to reserve the event date and secure the Fair against damages or additional costs. Deposits are refunded within 30 days after event.

All rentals are for 12 hours use of facility area/building.

<u>Facility</u>	<u>Size</u>	<u>Capacity</u>	<u>Rate</u>	<u>Deposit</u>
Building #1 (includes kitchen)	140' x 59'	500 Banquet	\$900	\$1000
Building #2	140' x 59'	500 Banquet	\$650	\$1000
Building #3	140' x 59'	500 Banquet	\$550	\$1000
Front Park	1 Acre	1,000	\$500	\$500
Family Lawn Area			\$300	\$500
Fiesta Field	150' x 300'		\$300	\$500
Small Carnival Field	210' x 330'		\$400	\$500
Large Carnival Field	270' x 480'		\$600	\$500
Covered Barn	200' x 70'		\$400	\$500
Midway			\$300	\$500
Poultry Barn			\$300	\$500
Pavilion Stage (includes dressing room)			\$600	\$500
RV Park with full hook ups (no wifi)			\$30 per day	
				\$25 Good Sam/Escapee
RV Dump Only			\$10 per dump	
West Dirt Lot			Ask for Quote	
Board / Meeting / Training Rooms			Ask for Quote	

Equipment & Staffing Rates

<u>Equipment</u>	<u>Size</u>	<u>Rate</u>
Stage	12X22	\$150
Bar		\$50
Ticket Booth		\$65
Park Benches		\$6 Each
Banquet Tables	8' Rectangle seats 8	\$5 Each
Round Tables	72" Round seats 8	\$8 Each
Picnic Tables	8 feet long	\$10 Each (single)
	16 feet long	\$15 Each (double)
Chairs (White or Black)		\$2 Each
Risers	4'x8'x1'	\$15 Each
Bleachers	3 Rows (30ppl)	\$40 Each
	5 Rows (50ppl)	\$60 Each
	7 Rows (75ppl)	\$100 Each
Drink Trough	2 Total	\$15 Each
Friday Set Up		\$150 (8am-4pm)
Utilities		\$50 Per Area per day of use
Event Staff		\$240 For the first 12 hours
		\$25 Each additional Hour
Security		\$30 per hour per guard at
		1 For Every 50pp w/Alcohol.
		1 For Every 100pp w/out Alcohol
Equipment with Event Staff Operator		Ask for quote

- For any additional questions, please contact the Event Coordinator at (925) 757-4400
- For Heritage Alcohol Services please schedule appointments with Robert at services@ccheritage.net or (925) 470-6549