



## PIRBRIGHT PARISH COUNCIL

Proposed Event: .....

Proposed date: ..... Time: From: ..... To: .....

Name of Organiser/Organisation: .....

Address: .....

Post Code: ..... E-Mail: .....

Telephone: ..... Mobile: .....

Anticipated attendance/number of cars expected: .....

Have you informed residents of the Little Green? .....

### **About the Little Green**

The Little Green is an asset for Pirbright residents to enjoy, the area is small with limited parking. Any parking that takes place there must not diminish its character. Due consideration must always be given to the residents living nearby. Events should not be for open access by the general public under normal circumstances.

Parking on the Little Green is entirely at the user's own risk. For organised events where parking is required on the Little Green, the Organiser must accept liability for any damage howsoever caused as Pirbright Parish Council can accept no liability arising from the use of the green for this purpose.

Please follow the advice set out below:

- Parking for an event must have a named organiser
- Byelaws exist to protect the Village Green and Little Green and its users. All users of the Little Green must accept the existence of these Bye-laws and ensure that no breaches occur
- The Parish Clerk should be informed of your event at an early stage of planning
- All vehicles must enter and leave only through the security bollards
- After the event, all materials should be cleared away and the Little Green returned, as close as possible, to its previous state with the security bollards in place
- Litter bins around the main Green are for use by the general public and should not to be used by event organisers to dispose of refuse
- Where events are likely to attract many cars, the Church/Organiser may want to provide a steward to assist parking
- The Clerk reserves the right to refuse parking for an event if the condition of the Little Green is such that it would incur significant damage if cars were to use it for parking and/or become stuck