

# **RATE CARD PARKING LOTS**



PNE has a variety of parking lots available during your shoot or for your production team and catering. Due to the difference in clean up and security, rates differ for strictly parking and for a film shoot in a parking lot.

# LOT LOT 9B West LOT P LOT 90 P LOT 16

\*PLEASE CONTACT VANCOUVER PARKS BOARD FOR EMPIRE FIELDS LOT

## **PARKING RENTAL RATES**

Daily Parking Rate/Storage Area \$850 Lot 9C at Gate 11 \$500 Daily Filming Rate \$1.500

The costs of additional services provided by PNE including water access, power usage, trades, etc. will be charged in addition to the rental fee.

10% administration fee and applicable taxes are applied to all charges. All PNE parking lots are subject to the 24% Translink Parking Tax.

### **PARKING LOTS**

- Lot 1 Lot 8
  - Lot 10
  - Lot 4
- · Lot 9B East Lot 12 · Lot 9B West
- Lot 6

Lot 7

- Lot 9C Lot 16
  - · Amphitheatre Lot

Lot 15

### **SERVICES AVAILABLE**

Amphitheatre: Access to water and power. Please discuss with Sales Coordinator or Film Manager - Charges will apply

Water Service stations for water trucks: Please discuss with Sales Coordinator or Film Manager — Charges will apply

### **GUIDELINES**

- Spiking of stakes into the ground is NOT PERMITTED anywhere on the PNE site. If pegs are found a charge of \$1,000 will be applied.
- Occupant will be liable for any damages or alterations to PNE property. Occupant must notify PNE of any damage that has occurred.
- All cancellations 48 hours prior to reservation are non-refundable and non-transferable.
- PNE Security staff will block off lots for move in. No charge.
- Mandatory speed limit is 30k/hr

Pacific National Exhibition's objective of providing a safe, healthy, secure environment for all staff, clients and visitors to the site is top priority. Compliance with the Worker's Compensation Act, WHMIS, ACTSAFE and related legislation is the minimum standard acceptable.

Keep your crew safe with free and subsidized health and safety resources (ActSafe) www.actsafe.ca