

CITY OF CAPITOLA FEE SCHEDULE

Fees effective January 1, 2025

Category	Fee	Miscellaneous Info	
Amplified Sound Permit	\$83.00	Required for any event with amplified sound such as a loudspeaker, public address system, or sound amplification system	
Bandstand Rental - Half Day (4 hours)	\$246.00	Denosit of £1 F00 required for handstand use	
Bandstand Rental - Full Day	\$492.00	Deposit of \$1,500 required for bandstand use	
Banner Permit for Special Event		Fee included when associated with a Special Event	
Block Party	\$195.00		
Major Special Event - New Event	\$1,911.00		
Major Special Event - Recurring Event	\$632.00		
Minor Special Event	\$371.00	Fee for new and recurring events	

Parking Fees		Half Day	Full Day		
Beach & Village Parking Lots - Per Space	\$1.00		\$12.00		
Village Area - Per Space			\$24.00		
Village Closure Rates (max of 191 parking spaces at \$24 per space per day)					
Village Closure for Special Event		\$2,292.00 max	\$4,584.00 max		
Village Closure for Special Event - Nonprofit (40% reduction)		\$1,375.20 max	\$2,750.40 max		

"No Parking" signs must be posted seventy-two (72) hours prior to event start time. See Guidelines for "No Parking" Signage and Towing During Special Events document for specific public notification and posting requirements

Staff Time Hourly Rates	Regular Time	Overtime	Misc. Info		
Beach Lifeguard	\$22.00	\$33.00			
Community Service Officer	\$50.00	\$75.00			
Lifeguard Lieutenant	\$26.00	\$39.00			
Maintenance Worker I	\$32.00	\$48.00	Some events will be required		
Maintenance Worker II	\$43.00	\$65.00	to have Capitola Police Department staff, Recreation		
Maintenance Worker III	\$47.00	\$70.00	Department staff, and/or Public Works Department staff assigned and paid for at appropriate rates by applicant.		
Operations Maintenance Supervisor	\$61.00	\$91.00			
Parking Enforcement Officer	\$39.00	\$59.00			
Police Officer/Annuitant	\$70.00	\$105.00			
Police Sergeant	\$86.00	\$129.00			
Recreation Coordinator	\$47.00	\$70.00	1		
Seasonal Maintenance Worker	\$32.00	\$48.00			