SPECIAL PURPOSES PERMIT APPLICATION FORM



1.	Name of Applican	t (Use name of registered con	mpany or partners	hip if appropriate).			
2.	Address (use regis	tered business address if appi Town:	opriate)	Postondo			
Ph	ione:	Mobile:		Postcode: Email:			
3.	Contact Person	`	Phone:				
4.	4. Type of Activity (e.g. 4WD/mountain bike/horse endurance riding, rallying, etc)						
5.	Location and/or R	oute (attach a map showing t	he proposed route	where appropriate)			
6.	6. Date of event (and/or frequency if appropriate - Daily, Weekly, Monthly, etc)						
7.	How many vehicle	s /participants will be invol	ved?				
8.	Special Conditions	Requested:					

9. For commercial operations, please provide evidence of Workers Compensation Insurance and Comprehensive Motor Vehicle Insurance for associated vehicles.

10. For commercial activities please psupervisors of the activity.	provid	le evidence of accredi n	tation of trainers, assessors and/or
11. For all activities, please provide Agreement' indemnifying Fores			ty Insurance or a 'Hold Harmless
Public liability Insurance Details:			
Company:		Policy No:	Expiry Date:
Signed:	_	Position:	
12. For all activities, please complete	e med	ical evacuation and en	nergency plan
13. I/we acknowledge that the forestry Purposes Permit) may be declared <i>Control Act 2002</i> , in which event	l publi	ic land for hunting pure	suant to the Game and Feral Animal
NOTE: For all dangerous activities, a waive each participant and a risk warning Liability Act 2002.	r and prov	indemnity form may ided in accordance w	y be required to be completed by vith the provisions of the Civil
I/we hereby declare that the information		vided is correct to the	best of my/our understanding.
Signature:			
Date:	_		
OFFICE USE	1000		
Recommend that activity be issued wit	ıh		
(i) Special Purposes Permit; or		(cross out	t which
(ii) Letter of Authority.		is not ap	pplicable)
Fee Structure Proposed:			
1. Admin fee:	4.	Supervision fee:	
2. Usage fee:	5.		it:
3. Inspection fee:	6.		\$):
Approved:			
Date:			