

ORDER FORM

NAME		
FONTANA ADDRESS		
MAILING ADDRESS		
TAX PARCEL #		
PHONE		
EMAIL		
Check desired ite	m(s) and quantity (see chart for co	st)
Boat Launch Pass: (see next page)	Quantity:	Cost:
Dog License (see next page)	Quantity:	Cost:
Beach Tag (see next page)	Quantity:	Cost:
Parking Sticker (see next page)	Quantity:	Cost:
	Total (Cost:
Payment Options:		
Payment can be made by cash, check, credit/deb **Service Fee of 2.35% or \$2.00 minimum to ma echeck.**	it card or at <u>www.certifiedpaym</u> ke a payment using a card and \$	tents.net (Bureau Code 7658002) 11.25 to make a payment using an
Credit/Debit Card #		
Exp. Date		
CVV (3 digit code on back of card)		

If you are requesting a boat launch pass, we will need an unexpired copy of your current boat registration.

Season Pass Resident	Non-motorized or non-trailered	\$85.00
	Boat less than 20' in length	\$117.50
	Boat 20' but less than 26'	\$142.50
	Boat 26' but, less than 30'	\$170.00
Season Pass Non-resident	Non-motorized or non-trailered	\$85.00
	Boat less than 20' in length	\$117.50
	Boat 20' but less than 26'	\$212.50
	Boat 26' but, less than 30'	\$252.50

If you are requesting beach tags, 12 per parcel owned is the maximum. The first 6 are \$5.00/ea., next 6 are \$10.00/ea.

Resident	6 per Tax Parcel Owned	\$5.00
	Next six	\$10.00
BFHS District	Children 5 and under	Free
	Children 6 to 11	\$60.00
	Adults 12 and over	\$75.00
Non-Resident	Children 5 and under	Free
	Children 6 to 11	\$120
	Adults 12 and over	\$120

If you are requesting parking stickers, 4 per parcel owned is the maximum at \$25.00 each.

Season Pass Reside	nt Free Parking – All Lots	\$25.00	Limit 4 per parcel - No info needed for boats
	and Meters		

If you are requesting a new dog license, we require current vaccine information including serial number and expiration date, name of dog, breed, and whether spayed or neutered. We require only updated vaccine information for renewal dog licenses.

Dog License	Neutered Male / Spayed Female	\$17.00
	Non-Neutered / Non-Spayed	\$35.00