

GARAGE SALE APPLICATION FORM

City of Rio Vista
Planning Department
One Main Street – Rio Vista – CA – 94571
Phone: (707) 374-2205 Fax: (707) 374-5531

The City of Rio Vista has adopted an ordinance to regulate Garage Sales within the City. [Chapter 5.24 of the Rio Vista Municipal Code](#) defines the conduction of indoor or outdoor sale of miscellaneous items of personal property to the general public on residential property by the occupant as a “Garage Sale”. Prior to holding a garage sale, a permit must be first obtained by the applicant. The following rules cover the holding of a garage sale:

- 1) Only individual living at the current location can hold a garage sale.
- 2) Only one garage sale may be held every six months at the same location by the same individual.
- 3) Garage sale may be held for no more than two (2) days in a row.
- 4) Garage sale shall not be held before 8:00 am or after 6:00 pm. Items for sale shall be displayed only during the specified hours.
- 5) No off site signs are allowed (**no signs on telephone poles, traffic signs, vacant property, ect.**). Signs are limited to thirty-two square feet and shall only be displayed during the garage sale.
- 6) The permit shall be displayed at a prominent location where the sale is being conducted.
- 7) Issuance of Permit, upon receipt of application properly completed to the satisfaction of the city clerk, and payment of a fee of **one dollar (\$1.00)**.

Violation of the s rules may result in the issuance of an infraction citation (ticket) by the Rio Vista Police Department.

I have read the regulations stated above and fully understand them as written:

Name: _____ Date: _____ Permit No. _____

Address: _____ Date of sale from: _____ to _____

Name printed: _____ Telephone No.: _____

Signature: _____ Alternate Phone: _____

Email address: _____

Do not write below this line for OFFICE USE ONLY

Approved by: _____ Denied by: _____

Approval date: _____ Denial date: _____ Reason for Denial: _____

Additional Conditions of approval: _____