

CITY OF SANTA CLARITA – SANTA CLARITA FILM OFFICE 23920 VALENCIA BLVD., SUITE 100 SANTA CLARITA, CA 91355 (661) 284-1425 phone, (661) 286-4001 fax FILMSANTACLARITA.COM

FILM PERMIT APPLICATION

Santa Clarita

SUBMITTAL DATE:

PRODUCTION INFORMATION:

PRODUCTION COMPANY/APPLICANT NAME	::		
ADDRESS:	CITY:	STATE	:: ZIP:
PHONE:FA	K:APPLICA	NT E-MAIL:	
PRODUCTION TITLE:	EPISODE #	/TITLE:	
DIRECTOR:	PRODUCTIO	DN MGR.:	
LOCATION MGR.:	CELL:	E-MAIL:	
Secondary contact:	CELL:	E-MAIL:	
PERMIT AGENCY:	PHONE:		_ FAX:
PERMIT AGENCY REP:	REP EMA	AL:	
	V-REALITY TV MOW TV PILOT		
VEHICLE & CAST/CREW INFO (ENTER # OF)			
LARGE TRUCKS: CUBE TRUCK	S: GENERATORS: MOTOF	Homes: Vans:	CAMERA CARS:
PICTURE VEHICLES: DRC	NE / UAS: CAST/CREW CARS:	CAST: CREW	/: EXTRAS:
IF ANY OF THE #S ENTERED ABOVE AF	RE DIFFERENT FOR ANY LOCATION, PLEASE I	NOTE CHANGES UNDER LOC	CATION'S SCENE DESCRIPTION
Budget range (mark one):			
\$0 - \$10,000: \$10,	001 - \$50,000: \$50,001 - \$100),000: \$100,001	- \$1,000,000:
\$1,000,001 - \$5,000,000): \$5,000,001 - \$10,000,000: _	\$10,000,001 - \$3	0,000,000:
\$30,000,001 - \$50,000	,000: \$50,000,001 - \$100,000	,000: OVER \$100),000,000:

BY FILING THIS APPLICATION, PRODUCTION COMPANY/APPLICANT AGREES TO ABIDE BY ALL LOCAL, COUNTY AND STATE RULES, REGULATIONS AND LAWS REGARDING FILMING IN THE CITY OF SANTA CLARITA, INCLUDING BUT NOT LIMITED TO OBTAINING PROPER PERMITS, GETTING PROPERTY OWNER PERMISSION AND ADHERING TO THE GENERAL FILMING RULES, THE SANTA CLARITA FILMING ORDINANCE AND FILM PERMIT CONDITIONS. PRODUCTION COMPANY/APPLICANT AGREES TO PAY ALL APPLICABLE PERMIT FEES. PAYMENT, INSURANCE AND ENDORSEMENT MUST BE SUBMITTED PRIOR TO ISSUANCE OF PERMIT. THIS APPLICATION/REQUEST DOES NOT CONSTITUTE A PERMIT. NO MORE THAN 10 LOCATIONS WITHIN 14 CONSECUTIVE CALENDAR DAYS ALLOWED PER PERMIT.

LOCATION INFORMATION:

OCATION #1			
ADDRESS:	LOC	ATION NAME/DESCRIPTION:	
FILM DATES:	Film times:	PREP DATES:	STRIKE DATES:
CAST/CREW PARKING LOCATIO	ON:	BASECAMP LOCATION:	
	T. DIALOGUE 🔲 EXT. DIALOGUE 🔲 MI SIDEWALK 🔲 CAMERA ON CURBLANE		
EXTERIOR LIGHTS DESCRIPTION:			
SPECIAL EFFECTS/PYRO DESCR	JIBS EXPLOSION FIRE SPA		
	DL (ENTER STREET NAME, WHICH DIRECTION		•
•	STREET NAME, WHICH LANES & FROM WHEF		TIME FRAME:
POSTING NO PARKING (ENTER S	STREET NAME, WHICH SIDE OF STREET & FRC	M WHERE TO WHERE):	
STREET INFO:		DATE:	TIME FRAME:
STREET INFO:		DATE:	TIME FRAME:
STREET INFO:		DATE:	TIME FRAME:
<u>OCATION #2</u> ADDRESS:	LOC	ATION NAME/DESCRIPTION:	
FILM DATES:	Film times:	PREP DATES:	STRIKE DATES:
DESCRIPTION OF SCENE:			
CAST/CREW PARKING LOCATIO	ON:	BASECAMP LOCATION:	
	T. DIALOGUE 🔲 EXT. DIALOGUE 🔲 M CAMERA ON CURBLANE 🔲 DRIVE		
EXTERIOR LIGHTS DESCRIPTION:			
SPECIAL EFFECTS/PYRO DESCR	JIBS 🗖 EXPLOSION 🗖 FIRE 🗖 SPA		
GUNFIRE (TYPE & LOAD):			
	DL (ENTER STREET NAME, WHICH DIRECTION		,
ROAD/LANE CLOSURE (ENTER S	STREET NAME WHICH LANES & FROM WHE		
			TIME FRAME:
POSTING NO PARKING (ENTER		DATE:	TIME FRAME:
•	STREET NAME, WHICH SIDE OF STREET & FRC	DATE: M WHERE TO WHERE):	
STREET INFO:		DATE: M WHERE TO WHERE): DATE:	TIME FRAME:

ADDRESS:		LOCATION NAME/DESCRIPTION:	
FILM DATES:	FILM TIMES:	PREP DATES:	STRIKE DATES:
DESCRIPTION OF SCENE:			
CAST/CREW PARKING LOCAT	ION:	BASECAMP LOCATION:	
		□ MUSIC PLAYBACK □ ANIMALS □ DRIVE W/TRAFFIC □ DRIVE UP/AV	
EXTERIOR LIGHTS DESCRIPTION	1:		
SPECIAL EFFECTS/PYRO: 🗖 SC	2UIBS 🗖 EXPLOSION 🗖 FIRE 🛛	🗆 spark 🗖 smoke 🗖 rain 🛛	OTHER
PECIAL EFFECTS/PYRO DESCI	RIPTION:		
		TION OF TRAFFIC & FROM WHERE TO WI	
	•	DATE:	
	STREET NAME, WHICH LANES & FROM		
•		DATE:	TIME FRAME:
•	STREET NAME, WHICH SIDE OF STREET	DATE:	
		DATE:	
SIREET INFO.		DATE:	
OCATION #4			
		LOCATION NAME/DESCRIPTION:	
		PREP DATES:	
CAST/CREW PARKING LOCAT	ION:	BASECAMP LOCATION:	
CHECK ALL THAT APPLY:	NT. DIALOGUE		□ EXTERIOR LIGHTS □ DRONE / U
CAMERA ON	SIDEWALK CAMERA ON CURBLA	ANE DRIVE W/TRAFFIC DRIV	E UP/AWAY
EXTERIOR LIGHTS DESCRIPTION	l:		
			•
	2UIBS EXPLOSION FIRE		OTHER
GUNFIRE (TYPE & LOAD):			
		TION OF TRAFFIC & FROM WHERE TO WI	
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	STREET NAME, WHICH LANES & FROM	WHERE TO WHERE):	
TREET INFO:		DATE:	TIME FRAME:
POSTING NO PARKING (ENTER	STREET NAME, WHICH SIDE OF STREET	& FROM WHERE TO WHERE):	
		DATE:	TIME FRAME:
		DATE:	
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ADDRESS:	L	OCATION NAME/DESCRIPTION:	
FILM DATES:	Film times:	PREP DATES:	STRIKE DATES:
DESCRIPTION OF SCENE:			
CAST/CREW PARKING LOCAT	ION:	BASECAMP LOCATION:	
		MUSIC PLAYBACK ANIMALS RIVE W/TRAFFIC DRIVE UP/AWAY	
EXTERIOR LIGHTS DESCRIPTION	J:		
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		DATE:	
		DATE:	
<u>DCATION #6</u> ADDRESS:	L	OCATION NAME/DESCRIPTION:	
		PREP DATES:	
CAST/CREW PARKING LOCAT	ION:	BASECAMP LOCATION:	
		MUSIC PLAYBACK ANIMALS E CORIVE W/TRAFFIC CORIVE UF	
EXTERIOR LIGHTS DESCRIPTION	1:		
		Spark 🗖 Smoke 🗖 Rain 🗖 O	
	•	DN OF TRAFFIC & FROM WHERE TO WHER	
	STREET NAME, WHICH LANES & FROM W	HERE TO WHERE): DATE:	TIME FRAME:
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FILM DATES:	Film times:	PREP DATES:	STRIKE DATES:
DESCRIPTION OF SCENE:			
CAST/CREW PARKING LOCATIC	DN:	BASECAMP LOCATION:	
] MUSIC PLAYBACK □ ANIMALS □ E E □ DRIVE W/TRAFFIC □ DRIVE U	
Exterior lights description:			
SPECIAL EFFECTS/PYRO DESCRIF	PTION:	SPARK 🗖 SMOKE 🗖 RAIN 🗖 C	
		DN OF TRAFFIC & FROM WHERE TO WHEF	
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POSTING NO PARKING (ENTER S	STREET NAME, WHICH SIDE OF STREET & F	FROM WHERE TO WHERE):	
STREET INFO:		DATE:	TIME FRAME:
STREET INFO:		DATE:	TIME FRAME:
STREET INFO:		DATE:	TIME FRAME:
OCATION #8		OCATION NAME/DESCRIPTION:	
		PREP DATES	
)N'	BASECAMP LOCATION	
CHECK ALL THAT APPLY:	T. DIALOGUE 🗖 EXT. DIALOGUE 🗖	BASECAMP LOCATION:] MUSIC PLAYBACK	exterior lights Drone / U/
CHECK ALL THAT APPLY: IN INT CAMERA ON SI	T. DIALOGUE 🔲 EXT. DIALOGUE 🗖 IDEWALK 🔲 CAMERA ON CURBLANI	MUSIC PLAYBACK CANIMALS C E CORIVE W/TRAFFIC CORIVE U	exterior lights Drone / UA
CHECK ALL THAT APPLY: CAMERA ON SI EXTERIOR LIGHTS DESCRIPTION: SPECIAL EFFECTS/PYRO: SQU	T. DIALOGUE CEXT. DIALOGUE CI IDEWALK CAMERA ON CURBLANI JIBS EXPLOSION FIRE	MUSIC PLAYBACK ANIMALS E DRIVE W/TRAFFIC DRIVE U SPARK SMOKE RAIN C	exterior lights Drone / U/ p/away Dwet down Dther
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FILM DATES:	FILM TIMES:	PREP D	ATES:	STRIKE DATES:
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CAST/CREW PARKING LOCAT	ION:	BASECAMP LOC	ATION:	
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DESCRIPTION OF SCENE: CAST/CREW PARKING LOCAT CHECK ALL THAT APPLY: 0	ion: INT. dialogue 🗖 ext. dialogue	BASECAMP LOC MUSIC PLAYBACK ANE DRIVE W/TRAF	ATION: ANIMALS FIC DRIVE UP	:xterior lights □ Drone / U
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