

CITY OF CARPINTERIA
STANDARD INDEMNIFICATION AND INSURANCE PROVISIONS
For
ENCROACHMENT PERMIT

Encroachment Type(s): Tables and Chairs Sign(s)

Planter(s) Display Items

Other: _____

Location of Encroachment: _____

Permitted Dates: _____

INDEMNIFICATION

_____ (*permit holder*), shall defend, indemnify and save harmless the CITY, its officers, agents and employees from any and all claims, demands, damages, costs, expenses (including attorney's fees), judgments or liabilities arising out of this Agreement or occasioned by the performance or attempted performance of the provisions hereof; including, but not limited to, any act or omission to act on the part of the or his agents or employees or other independent directly responsible to him; except those claims, demands, damages, costs, expenses (including attorney's fees), judgments or liabilities resulting solely from the negligence or willful misconduct of the CITY.

PERMIT HOLDER shall notify CITY immediately in the event of any accident or injury arising out of or in connection with this Agreement or Permit.

INSURANCE

Without limiting the PERMIT HOLDER/ APPLICANT indemnification of the CITY, PERMIT HOLDER shall procure the following required insurance coverage at its sole cost and expense. All insurance coverage are to be placed with insurers which (1) have a Best's rating of no less than B+: VIII, and (2) are admitted insurance companies in the State of California. All other insurers require the prior approval of the CITY. Such insurance coverage shall be maintained during the term of this Agreement. Failure to comply with the insurance requirements shall place PERMIT HOLDER in default. PERMIT HOLDER shall provide a certified copy of any insurance policy to the CITY within ten (10) working days of scheduled event or permit commencement.

General Liability Insurance. The general liability insurance shall include personal injury liability coverage, shall afford coverage for all premises and operations of PERMIT HOLDER and shall include contractual liability

