



Temporary Events

Is a permit required for a temporary event?

Yes, if you are holding a temporary event on public property, and it will be open to the public, a temporary event permit is required. The permit is reviewed by city staff to verify there will be adequate fire access, fire lanes are unobstructed, adequate parking, the event is related to the allowed building use, maximum number of events a year has not been exceeded, food vendors are properly licensed, and compliance with the International Fire Code (2018 IFC) and Unified Development Code (UDC).

How do I apply for my permit?

Permits can be applied for using our permitting software, [Etrakit](#). Using a Public Account, click on apply / new permit on the right-hand side, drop down EVENT in permit type box, permit subtype select Temporary Activity. Enter a short description and all requested event information. Search and drop in address information where event will take place. Select your role (owner or contractor) for the event. Upload plans, verify information is correct, click submit.

Plan set requirements are:

- Site plan with the location of tents/booths, entrances, exits, inflatables, games and parking.

What fees will be due for my permit?

Temporary Event fees: \$50.00 permit fee and \$25.00 processing fee

Temporary food establishment annual application: \$225.00 permit, \$25.00 processing fees.

When will my permit be issued?

Event permits have a review time of 3-5 business days. Once the reviews are approved, you will receive an email requesting payment.

For food vendors who are having food and/or food trucks at your event?

Fill out the following form [Temporary Food Establishment Application](#).

Food trucks with a city issued medallion are allowed with an approved Temporary Event permit.

If you are a new food truck in the City of Pearland, please check out our [Mobile Food Unit Information Packet](#) to obtain your city issued medallion

If you have any questions, please contact 281-652-1638 or permits@pearlandtx.gov.

