

**Paxton Park District  
Coady Park Pavilion  
Rental Rules & Guidelines**

- The Coady Park pavilion is available to rent on a first-call, first-serve basis.
- Renting out the pavilion is free of charge. Reservations can be made by calling the Park District at 217-379-4203.
- Pavilion is located in a public park that is open to anyone/everyone to use. Others must yield the use of the pavilion to the group who has made the reservation through the Park District office, and whose name is on the reserved sign.
- Renting out the pavilion is just that: renting out the pavilion only. You are not renting out the entire park. Other groups or individuals may be attending other events that may be taking place around the pavilion, including the playground, civic center, pool, or sports fields, at the time of your event.
- When not reserved, pavilion is available to the general public on a first-come, first-serve basis.
- The use of, or possession of alcoholic beverages or illegal drugs shall be strictly prohibited at Coady Park.
- Decorations shall not be fastened to the pavilion walls, posts, or rafters with metal fasteners such as nails, screws, staples, tacks, etc. Tape is the only fastener allowed and must be removed at the conclusion of the event.
- Driving through the grass to unload at or near the pavilion is prohibited.
- Rearranging tables and benches inside and/or around the pavilion is permitted, however, please attempt to move them back to their original location at the conclusion of the event.
- Fire is permitted in grills provided and brought by the rentee. Grills cannot be used inside/underneath the pavilion as well as on the sidewalk around the pavilion. Grills can only be used outside of 10 feet from the pavilion.
- At conclusion of the event, all garbage and refuse shall be disposed of in the garbage cans located around the pavilion and park. If necessary, trash can also be transported to the dumpster at the north end of the parking lot. Rentees do not need to dump garbage cans into the dumpster.