



Hold Harmless Agreement

Newsrack

The following is a duplication of Section 12.36.040 of the Glendale Municipal Code relating to newsracks. It contains the language that must be agreed to by each newsrack vendor prior to the placement of any newsrack(s) on public property in Glendale.

12.36.040 Registration

B. Every person or other entity submitting a registration application for a newsrack on a public right-of-way in the city shall also file a written statement with the director of community development satisfactory to the city attorney whereby he, she or it agrees to indemnify and hold harmless the city, its officers, agents and employees, from any loss, liability or damage, including expenses and costs for bodily or personal injury, and for property damage sustained by any person as a result of the installation, use or maintenance of a newsrack within the city. This written statement in which the applicant agrees to hold harmless and indemnify the city for any newsrack(s) to be installed or maintained over any public right-of-way shall be submitted upon the initial registration of each newsrack in accordance with section 12.36.040, and shall be updated and resubmitted to the director of community development, or his or her designee, on an annual basis.

I / We _____ hereby expressly agree to indemnify and hold harmless the City of Glendale, its officers, agents and employees, from and against any and all claims, loss, liability, damages, costs or attorney's fees, for property damage or bodily or personal injury, where same are sustained by any individual as a result of the installation, use or maintenance of a newsrack on public property, within the city of Glendale.

I HAVE READ THIS **HOLD HARMLESS AGREEMENT** AND UNDERSTAND THAT IT IS INTENDED TO SHIFT THE LIABILITY, IF ANY TO ME / US FOR ANY INJURIES OR PROPERTY DAMAGE SUFFERED BY MY / OUR INSTALLATION, USE, OR MAINTENANCE OF A NEWSRACK IN THE CITY OF GLENDALE.

Dated this _____ day of _____, 20_____ .

Distributor / Publication

Signature

Printed Name