

**PASCO COUNTY ANCLOTE RIVER PARK**  
1119 Baillie's Bluff Road, Holiday, Florida 34691  
(727) 938-2598

**Parking Regulations**

**ALL VEHICLES UTILIZING BOAT RAMP MUST PURCHASE PERMIT AT PAY STATION**

Launch permits purchased at pay station cost **\$5.00 per day** and are good for **24 hours**. Permits may be purchased for up to 7 days upon your selection. THE MACHINE ACCEPTS EXACT CHANGE ONLY. Permits are nonrefundable.

PERMIT **MUST** BE PLACED ON THE DASHBOARD OF THE VEHICLE **IN FULL VIEW**. Failure to purchase or properly display a permit will result in a **fine** or your vehicle may be **towed**, per County ordinance.

- Vehicles with trailers must park in designated parking spaces only.
- **Vehicles without trailers accompanying boaters must park in the gravel lot.**
- Vehicles and their trailers may not exceed 45 feet in total length. Oversize trailers should be parked in the overflow grassy lot at the entrance of the park.
- Vehicles with boats are allowed to exit the park at any time.
- Secure all valuables. The County is not responsible for theft or damage.

Permit parking is for the use of the boat ramp **ONLY**. All other facilities are closed. Anyone found inside the County Park may be arrested for trespassing.

A **YEARLY LAUNCH PERMIT** may be purchased at the J. Ben Harrill Recreation Complex or at Veterans Memorial Park.

A yearly permit does not guarantee a space at the boat launch area. If all parking spaces are full, the holder of a permit must wait for a space to become available. Parking during the day is on a **FIRST COME, FIRST SERVED** basis.

J. Ben Harrill Recreation Complex is located at 2830 Gulf Trace Boulevard, Holiday, (727) 942-7439

Veterans Memorial Park is located at 14333 Hick Road, Hudson, (727) 861-3033

Hours of Operation:

J. Ben Harrill Recreation Complex

Monday-Friday: 9:00 a.m.-9:00 p.m.  
Saturday: 9:30 a.m.-6:00 p.m.  
Sunday: CLOSED

Veterans Memorial Park

Monday-Friday: 9:00 a.m.-9:00 p.m.  
Saturday and Sunday: CLOSED

# RECREATION COMPLEX

## LOCATION MAP

