Camping Application Form

Clatsop County Fair & Expo Center Camping

Where to camp?

Clatsop County Fair & Expo Center: 92937 Walluski Loop, Astoria, OR 97103. Use Gate 6 to access the gravel camping lot. Maximum stay is 14 days.





- RV camping: \$35.00 per night + 10.5% transient room tax.
- Tent camping: \$10 per night + 10.5% transient room tax.

What kind of camping?

- RV's
- Travel trailers
- Tent camping

What's included?

- Power
- Water

What's NOT included?

• Septic services

How do I camp?

- 1. Fill out an application below. Your application does not guarantee a reservation.
- 2. Call us at (503) 325-4600.
- 3. Email us at fair [at] clatsopcounty.gov
- 4. Contact the Clatsop County Fair & Expo Center to confirm availability.

VERY IMPORTANT. Camping is restricted in this lot on the following dates due to special events:

- **April 25 28, 2024:** Astoria Warrenton Crab, Seafood Wine Festival. If you are a festival vendor interested in camping, contact the Event Organizer, not the Clatsop County Fair & Expo.
- June 20 23, 2024: Scandinavian Midsummer Festival. If you are a festival vendor interested in camping, contact the Event Organizer, not the Clatsop County Fair & Expo.
- July 24 August 5, 2024: Clatsop County Fair (camping in this lot is available for Fair vendors and contractors ONLY).
- August 7 11, 2024: Cascadia Coastal Cup. If you are involved with this special event, you need to make reservations through the Event Organizer, not the Clatsop County Fair & Expo.

For questions about camping, please contact us via phone or email fair [at] clatsopcounty.gov

Supporting Documents

Facility Rental Pricing 193.75 KB

You must have JavaScript enabled to use this form.

Name
First
Last
Phone Number
Email
Camping Type - None -
If other, please explain
Length of Trailer/RV
Hook Ups
L Power
🗆 Water
□ None
Arrival Date
Departure Date
This site is protected by reCAPTCHA and the Google Privacy Policy and Terms of Service apply.
Submit
Address

92937 Walluski Loop Astoria, OR 97103 United States