

## Oak Grove Cemetery Fees for City of Montague

**Traditional Plot Purchase:**      Resident..... \$400      Non-Resident.....\$900

**Cremation Plot Purchase:**      Resident..... \$250      Non-Resident.....\$500

Deposit (non-refundable) holds plot for 1 year .....\$100

**Foundation Installation (required):**      \$0.35 per square inch

**Cenotaph Fee**.....\$75

**Plaque Setting (foundation only)**..... \$50

<b><u>Burial Fees:</u></b>	<b>Resident</b>	<b>Non-resident</b>
Cremation (with vault add \$50)	\$250	\$400
Double Cremation (with vault add \$50)	\$300	\$475
Mausoleum/Columbarium (cremation)	\$250	\$400
Double Cremation in Mausoleum/Columbarium*	\$300	\$475
Mausoleum (traditional)*	\$350	\$550
Traditional Burial	\$500	\$800
Traditional Burial plus cremated remains	\$550	\$875
Infant Traditional Burial	\$250	\$400

(\*Includes public and private mausoleum/columbarium)

Cremation or mausoleum on weekdays after 2:30pm.....add \$100

Cremation or mausoleum on Saturdays .....add \$150

Traditional burials on weekdays after 2:30pm..... add \$200

Traditional burials on Saturdays ..... add \$250

All winter services (from Nov. 1 through March 31) ..... add \$250

(NOTE: Winter services are at the discretion of the sexton based on snow and frost conditions. Winter service fee may be waived if there is no snow or frost in the cemetery.)

Services on Sundays, Good Friday, Memorial Day, Fourth of July, Labor Day, Thanksgiving, the day after Thanksgiving, Christmas Eve Christmas, New Years' Day, New Year's Eve or other observed city holidays .....add \$300

Disinterment (including cremated remains).....Double Residential Burial Rates

Disinterment with re-interment (including cremated remains).....Triple Residential Burial Rates

### **Deed Transfer: (per plot)**

From resident to resident..... \$50

From non-resident to resident..... \$50

From non-resident to non-resident..... \$100

From resident to non-resident..... \$550 (traditional plot)

From resident to non-resident..... \$300 (cremation plot)