

## Armory Meeting Room Rental Agreement

Name:		Date of Event:	
		Time of Event:	
Total Fee:	\$	Signed Agreement and Fee Due to Rec. Office:	

## **Rules and Regulations:**

1. An employee from Ft. Thomas Recreation Department will open the facility. (The first 30 minutes of your rental time should be

dedicated for set-up and decoration, while, the last 30 minutes should be used for clean-up.)

\*NOTE: Admission prior to start time, or delay in exiting will result in additional fee

- 3. Decorations are not permitted to be attached to/or hung from the ceiling or any pipes.
- 4. NO piñatas, confetti, silly string, or bubbles.
- 5. Armory Gymnasium usage is NOT included in rental.
- 6. Music and Sound equipment is NOT included, music MUST be family friendly.
- 7. No Smoking inside facility.
- 8. No Alcohol.
- 9. All food and drinks must remain in rented room.
- 10. No admission fees may be charged.
- 11. All guests must remain in rented room. (Except for restroom usage)
- 12. Additional hours must be booked and paid in advance.
- 13. Renter shall comply with all posted rules.
- 14. Renter shall be in attendance at all times.
- 15. Minimum of 3 hour rental (\$80.00) each additional hour (\$25.00) No half hour rentals.
- 16. You will be responsible for any damages, including replacement costs for broken equipment.
- 17. GAME ROOM ONLY: includes dance area in rear of room.

\*The Ft. Thomas Armory Gymnasium is a public recreation facility. The Ft. Thomas Recreation department is not responsible for noise or disruption of your event during the normal operation of this facility.

I \_\_\_\_\_\_have read and understand the rental agreement. By signing below, I agree to follow the rules listed above, as well as the rules posted in the facility. I understand that failure to abide by the rules and regulations may result in the loss of my rental privileges of future rentals and incur additional charges.

Signature:	Date:	Date:						
For Recreation Office Use Only								
Game Room			Meeting Room					
Fee Rec'd:		Cash:		Check #:				