

## TERMS AND CONDITIONS OF HIRE

- You must be a member of Bayswater Bowling and Recreation Club to book and have your event confirmed. We invite you to join for membership here - <u>https://bbrcwa.helloclub.com</u>
- No BYO any drinks. BBRC is a FULLY LICENSED VENUE. Please do not bring any Alcoholic or Non-Alcoholic drinks onto the premises. Your drinks will be confiscated by a staff member and returned to you at the conclusion of your event.
- **4** Children to be always supervised.
- BBRC requires all functions to end prior to midnight on Fridays & Saturdays and 10:00pm on weekdays or as specified on your booking form.
- Venue hirer/organisers are responsible for any damage that may occur during their function. This includes, but not limited to, damage to the Bowling Greens, Buildings and BBRC property.
- **4** Decorations are permitted with prior approval.
- **4** ALL decorations are to be removed at conclusion of your event.
- ALL tables, chairs or any BBRC equipment used must be reinstated back to its original position prior to the conclusion of your function.
- Bowling Greens are OUT OF BOUNDS unless the function is inclusive of bowls.
- If your function includes bowls, only flat shoes/barefoot/socks are permitted on the Bowling Green. No dress shoes or heels.
- Smoking, drinking, eating and running are not permitted on Bowling Greens.
- BBRC Cancellation Policy 50% refund of total if cancellation is not received in writing within 7 days prior to your event
- To confirm your booking, you acknowledge that within 3 days of receiving, you must send back the signed booking form and a receipt of transfer the Total amount payable. (Bank transfer details are shown on the booking form)
- Behaviour of guests will be monitored during your function by BBRC Management & Staff and if behaviour of any guest/s of BBRC is not appropriate they will be asked to leave and your function may be shut down.
- Any of the above conditions not adhered to, may result in the event being shut down without refund of payment.