**Terms and Conditions for Party Hire at Scout Hall. 80 Margaret Rd.**

**1. Booking and Payment**

1.1. A booking is confirmed once the booking form is completed, and £100 deposit is received.

1.2. Full payment must be made at least14 days prior to the hire date.

1.3. Payments can be made via BACS transfer to 1st and 3rd New Barnet Scout Group . SC: 20-95-61. AC/No:60027081

**2. Hire Period**

2.1. The standard hire period is for a min of 3 hours, inclusive of set-up and pack-down time.

2.2. Additional time beyond the agreed hire period will incur extra charges.

2.3 The hall cannot be hired for parties after 6pm ( pack down time can be booked after this time i.e 6.30pm)

**3. Cancellation and Refunds**

3.1. Cancellations made 7 days or more before the hire date will receive a full refund.

3.2. Cancellations made within 7 days of the hire date will forfeit the full hire fee.

3.3. If the hall becomes unavailable due to unforeseen circumstances, the hirer will receive a full refund or be given the option to reschedule.

**4. Use of the Venue**

4.1. The hall is hired for parties and events only. It must not be used for illegal activities or purposes that may cause harm or disturbance.

4.2. The hirer is responsible for ensuring the hall is left clean and tidy after use.

4.3. Decorations may be used but must not cause damage to the property. No nails, staples, or adhesive materials that leave marks are permitted.

4.4. Music and noise must be kept at a reasonable level, respecting neighbors and local noise regulations.

**5. Security and Supervision**

5.1. The hirer is responsible for the behavior of all attendees and ensuring proper supervision of children.

5.2. The hall will be opened for the hirer and secured and locked at the end of the hire period by someone linked to the Scout Group and identified by the Hall Hire co ordinator

**6. Damage and Liability**

6.1. The hirer is liable for any damage to the hall or its contents during the hire period.

6.2. A damage deposit of £100 is required prior to the hire, which will be refunded within 7 days after the event, provided no damage is incurred.

6.3. The scout hall is not responsible for any injuries, accidents, or loss of personal property during the hire period.

**7. Alcohol and Smoking**

7.1. No alcohol is to be sold or consumed on the premises without prior permission.

7.2. Smoking is strictly prohibited inside the hall and in any adjoining areas.

**8. Health and Safety**

8.1. The hirer is responsible for ensuring the health and safety of all attendees.

8.2. Fire exits must be kept clear at all times.

8.3. In the event of a fire or emergency, all attendees must evacuate the building immediately and call emergency services.

**9. Insurance**

9.1. The hirer is responsible for obtaining any additional insurance they may require for their event.

9.2. The scout hall does not provide insurance coverage for personal property or third-party liability during the hire period.

**10. Termination of Hire**

10.1. The scout hall reserves the right to terminate the hire agreement without refund if the terms and conditions are breached.

10.2. The scout hall reserves the right to refuse any future bookings from the hirer if terms and conditions are not adhered to.

By signing the booking form, the hirer acknowledges they have read, understood, and agree to these terms and conditions.