

# Grace Presbyterian Church Facilities Rental Information Sheet

#### KEEP THIS DOCUMENT FOR YOUR RECORDS

## MEETING LOCATION FEES FOR NON-MEMBER GROUPS

Sanctuary	\$300.00 Flat Fee
Chapel	
Social Hall	\$ 35.00/hour (2 hour minimum)
	with use of Kitchen - \$ 50.00/hour
	(2 hour minimum)
The Parlor	\$ 35.00/hour (2 hour minimum)
Custodial Service Fee	\$ 50.00
PLEASE NOTE: The Custodial Service Fee	is mandatory for all building usage.

### Other Fees:

- A \$50.00 refundable security deposit is required. Security deposits will be returned within 1 week after the event if there is no damage to the facility.
- A non-refundable hourly fee for security of \$5.00/hr for all building usage. If your group goes over time the fee increases to \$7.50/hr.

Grace Presbyterian Church reserves the right to deny any application for usage. Grace Presbyterian Church maintains a facility wide NO SMOKING policy. Weapons of any type, especially firearms are prohibited on church property. Alcoholic beverages are not permitted on church property.

## Recommended Personnel Minimums for Special Services

Pastoral Services for Weddings	\$300.00
Pastoral Services for Funerals	
Organist (Weddings/Funerals)	

Other Services/rental items for fees include: Bulletin preparation, candelabra/candles, isle runner, pew bows, pew candles, wedding hostess.

<u>METHODS OF PAYMENT</u> (Please DO NOT enclose payment with initial application for use. Fee totals will be calculated for you and upon approval of your event you will be invoiced.)

**Building use, security deposit, and other service fees:** A check made payable to <u>Grace Presbyterian Church</u> should be issued for these services.

**Pastor, Organist, Wedding Hostess, and Security Personnel:** A separate payment must be distributed to each person working with the wedding. If payment is made by checks, these must be paid NO LESS than 2 weeks prior to event. If paying in CASH or MONEY ORDER: These payments must be made prior to service being performed (for weddings at the rehearsal).