

AMADOR TOWNSHIP

Town Hall Rental Agreement

The Amador Town Hall was built in 1890 and used as a school for twenty years before it was moved from the corner of Maple Lane and Park Trail to the present location.

Please observe the following town hall use policies:

- 1) This is a public building, there is a no smoking policy.
- 2) Please clean up after you are finished and sweep all floors.
- 3) Bag up all garbage. Garbage bags are located under the kitchen sink. Leave garbage inside by the handicap door.
- 4) The telephone may be used for local calls only.
- 5) The basement is used for storage only.
- 6) Please put all tables and chairs back where you found them. Do not drag tables or chairs across the floor.
- 7) Bathroom supplies are found in the bathroom vanities.
- 8) No candles with open flames are allowed on the premises.
- 9) Leave the kitchen as clean as you found it. Wash and put away all dishes, coffee pots, etc. that have been used. Items left in the refrigerator are not for use by your group or organization unless otherwise agreed upon.
- 10) Please do not use tape, staples, nails or tacks on the walls or doors. There are bulletin boards at the rear of the building for posting notices and/or pictures.
- 11) No alcohol is allowed on the premises without town board approval.
- 12) No pets are allowed in the building.

We appreciate your help and cooperation. If there are problems or questions, please contact a township supervisor or the clerk.

Fees:	\$40 per event for current Amador Township residents (Check #)
-	\$25 per event deposit required (Check #)
	\$110 per event for non-residents (Check #)
	\$50 per event deposit required (Check #)
	sit will returned to you if there is no damage to the premises. If there are substantial damages, you will esponsible for actual cost of repairs.
I agree to	the terms listed above:
Renter Na	ame (Print)
Address (Print)
City, Stat	e, Zip Code (Print)
Phone No	oEmail
Renter Si	gnatureDate
Date of E	vent Hours of Event
Amador	Fownship Clerk Signature
Date	