Bendat Basketball Centre Basketball Court Booking Request Form 2022



Please complete all sections of the form and return it to the bookings co-ordinator via email: courtbookings@basketballwa.asn.au.

Bendat Basketball Centre - Court Booking Costs

Basketball courts are \$45.00 per hour (incl. GST). Payment is required to confirm your booking (credit card payments accepted). A floor plan of setup may be required if applicable, 7 days prior to the booking.

Contact Details				
Organisation/Individual Name:	0	rganisation Contact Person:		
Contact Number: E	Email:			
Address:		State: Postcode	:	
- I I				
Booking Details		Game Timings (If Applica	Game Timings (If Applicable)	
Number of Courts required:		Warm Up	Mins	
		Period	Mins	
Purpose of the booking (e.g. game, training)		No of periods (1, 2, 4)		
		½ Time	Mins	
Day/s and Date/s Requested:		_ ¼ Time	Mins	
Start Time: Finish Time: Es	stimated Atten	dance (players, officials and spectators)	:	
Time: Time: E	Jennacea / Recent	durice (players) officials and speciators)	'	
Single or Ongoing Booking: If ongoing	ng booking, pl	ease provide details:		
Equipment Hire	Required	Equipment Hire	Required	
Equipment nile	(please	Equipment nite	(please	
	tick)		tick)	
Female and Male Toilet/Change rooms (Included in court		PA System (show courts only)		
Ac	dditional Iter	ns:		
Trestle Tables, Chairs, Whiteboard etc (POA)		Change rooms 1 – 4 (\$40 per room)		
# Trestle tables required # Chairs required				
Request for Cafe to be open (21 days' notice required)		Additional Catering (POA)		
First Aid Officer (\$40/hr)		Ice (\$4 per 5kg bag)		
First Aid room (cleaning fee \$10/day)		Possible cleaning cost (POA)		
Other Requests:				
Payment T. J.	_			
Total number of courts Total number of hours _		Total amount payable \$		
Credit Card Details				
Total sale amount: \$ Name @	on card:			
Card Number: Exp	iry:	CCV:		
Cardholder Signature:				
Once Your booking is confirmed, any cancellations m All cancellations or changes to bookings within 24 ho	•		•	
Signature: Name (Drint\.	Date		