JAM ROOM

Rules and regulations

- 1. The Jam Room may be booked for a minimum of 2-hour slots.
- 2. Available time slots will be booked on a first come first serve basis.
- 3. The Jam Room shall provide: Drum Kit, Mics, Mic Stands, Keyboard stand, Allen & Heath Digital Mixer / Yamaha Mixer, Fender Mustang III guitar amp, Hartke HD500 Bass Amp, Power points for connecting any extra gear and phono cables to connect from your gear to the amp. All musicians must carry their own instruments such as Guitars, Bass Guitar, Keyboard etc.
- 4. Maintain a safe and healthy sound level. Driving the sound more that 75 -80db is undesirable and not safe.
- 5. Please ensure that while plugging in and unplugging an instrument the volumes on the mixer are zero or please call for assistance. Plugging or unplugging a instrument when the mixer/ speaker volume is high can be extremely dangerous to your ears and to the equipment.
- 6. The bands may carry their own amps or use the ones available at the Jam room as mentioned above.
- 7. Users must show up within the first 15 minutes before the reserved time slot. Time reserved time slot will be inclusive of setup and practice time. Timings shall be followed strictly.
- Any damage to or malfunction of equipment, furniture or fixtures in the rooms shall be reported at once.
 In case of misuse or negligence, users will be held responsible for the total cost incurred for repair or replacement.
- 9. No food or Liquids are allowed in the Jam Room.
- 10. Smoking, drinking of Alcohol or consuming any other offensive substance is strictly prohibited anywhere in the premises. If the band is found doing any of the above mentioned shall be asked to leave the premises immediately. No refund shall be offered.
- 11. If a booking is no longer required, user must cancel the booking via a phone call. Cancellation must be intimated at least 1 hours before the scheduled session.
- 12. The Jam Room falls within a residential complex, the users are expected to strictly follow a code of conduct while using the Jam Room. Any violation will be dealt with utmost strictness.

- 13. The bands must carry their own phono jacks to connect to their gear. It will NOT be provided by the Jam room.
- 14. Extra Cost will be charged for use of any extra instruments such as Guitar, Bass Guitar and Keyboard.
- 15. Payment for the Jam Room shall be paid in full before the practice session begins. Payment shall be paid via cash only.
- 16. For further bookings please call at least a day in advance to ensure you get a slot.

Name of User:	Signature:
Name of School / Band:	
Phone Number:	
Timing reserved:	
Date reserved:	