

Stroud Village Hall – Terms and Conditions of Hire

A friendly guide to using and enjoying our community hall

1. About the Hall

The Hall is offered as it is. We do our best to keep it in good condition, but we can't guarantee it will suit every type of event.

2. Who the Hirer Is

The Hirer must be at least 21 and is the person responsible for the booking, for everyone attending, and for making sure all rules and laws are followed. The Hirer must stay on site throughout the event. Children and teenagers must always be supervised.

3. Capacity

Up to 100 people may be in the building at one time.

4. Payments

For private bookings, the security deposit is payable on receipt of the invoice to secure the booking. The remaining hire fee is due one month before your event. The security deposit is separate from the hire fee and is returned after we've checked the Hall. Regular hirers are invoiced monthly and are not required to pay a security deposit.

5. Cancellations

If you cancel more than two weeks before your booking, your hire fee will be refunded in full. If you cancel less than two weeks before your booking, the hire fee will still be charged because it's unlikely that we'll be able to re-let the Hall at short notice. If we do manage to re-let the Hall, we'll refund your hire fee. Your security deposit will still be returned unless deductions are needed for damage, extra cleaning, or other issues.

6. Security Deposit

The deposit helps cover things like damage, breakages, extra cleaning, or the Hall being left unlocked or unsecured. After your event, we'll check the Hall and return your deposit in full or in part depending on how the Hall has been left. Refunds are usually processed within seven days.

Access and Booking Times

Access to the Hall is permitted only during your booked hours. You must include all time needed for setting up before your event and cleaning up afterwards within your booking.

The Hall does not provide additional time for preparation or clear-up outside your booked period. Entering early or leaving late may result in a deduction from your security deposit.

7. Looking After the Hall

The Hirer is responsible for any damage or breakages and will be charged for repairs or replacements. Chairs and tables may be used but must be put back in the correct place and must never block fire exits. Please leave the Hall clean and tidy. Floors should be swept or vacuumed. Extra cleaning may be charged.

8. Using the Kitchen

If you use the kitchen, please take away all your food, equipment, and rubbish afterwards and leave everything clean. The Hirer is responsible for following food hygiene rules.

9. Serving Alcohol

If alcohol is being supplied (sold or included in a ticket price), the Hirer must apply for a Temporary Event Notice (TEN) and let the Hall know. A TEN isn't needed for a private party where drinks are free and guests haven't paid to attend. No alcohol may be given to anyone under 18, and anyone clearly under the influence should not remain in the Hall.

10. Insurance and Safety

The Hirer is encouraged to arrange insurance for their activities, equipment, and participants. The Hall is kept safe for general use, but the Hirer is responsible for safe use of any equipment they bring and for any risk assessments needed.

11. Bouncy Castles

Bouncy castles are allowed if:

- An adult (18+) supervises at all times
- Public liability insurance is in place (from the supplier or the Hirer) Proof of insurance must be provided before the event. The Hall's insurance does not cover inflatables.

12. Electrical Equipment

Any electrical items brought into the Hall must be PAT tested.

13. Safeguarding

Anyone running activities for children or vulnerable adults must follow the Children Act 1989 and the Hall's Safeguarding Policy. Regular or commercial Hirers must have their own safeguarding policy and show it on request.

14. Noise and Nuisance

Please be considerate of our neighbours. The Hirer must ensure that noise, music, and activity levels do not cause disturbance. If an event causes nuisance or repeated complaints, the Association may bring the event to an early close.

15. Parking and Traffic

Parking at the Hall is limited. The Hirer is responsible for managing drop-offs, pick-ups, and general traffic flow so that access routes remain clear. Cars may only be left overnight with prior agreement from the Hall. Please ensure guests park considerately and do not block driveways or pavements.

16. Prohibited Activities

To keep everyone safe and protect the building, the following are not allowed:

- Smoke machines
- Naked flames (including candles)
- Confetti cannons or glitter cannons
- Gas cylinders or hazardous materials If you're unsure about an item or activity, please ask before your event.

17. Animals

Pets are not permitted inside the Hall without the permission of the Hall Manager and/or Association, except for registered assistance dogs.

18. Locking Up and End Times

At the end of your booking, please check the building is empty, all windows and doors are secure, lights are off, and the alarm is set. For evening events, music must stop by 23:00 and everyone must leave by 23:00. Keys must be returned to the key safe as agreed. Extra charges may apply if the building is left unsecured or lights/taps are left on.

19. Rubbish

Please take all rubbish away with you. Charges may apply if rubbish is left behind.

20. Lost Property

The Hall cannot take responsibility for any items left behind. Please take everything with you unless special arrangements have been agreed.

21. Access

The Hall Manager or a Trustee may enter the building at any time.

22. First Aid and Accidents

A First Aid box is in the kitchen. Any accidents requiring first aid treatment must be written in the accident book and reported to the Hall Manager as soon as possible.

23. Smoking

Smoking and e-cigarettes are not allowed anywhere inside the Hall. Smoke machines are not permitted. Evidence of smoking may result in loss of deposit.

24. Refusing or Changing Bookings

The Management Committee may refuse a booking or change these Terms and Conditions at any time.

25. Fire Safety

Please make sure you know where the fire exits and fire equipment are and point them out to your group at the start of your event. Fire exits must always be kept clear. No gas cylinders or high-risk materials may be brought into the Hall.

If There Is a Fire

- Break the nearest fire alarm glass
- Leave the building immediately by the nearest exit
- Close doors and windows if safe
- Go straight to the assembly point in the car park
- Stay there until the Hirer or staff member says otherwise
- Call 999 for the fire brigade

Appendix

Cleaning Checklist

Main Hall

- Remove all decorations, including tape, pins, Blu-tack, string, and fixings.
- Sweep or Hoover the floor.
- Hoover the red V-Mop if used.
- Mop any spills.
- Wipe tables and chairs with cleaning spray.
- Return all furniture to trolleys and store neatly without blocking fire extinguishers.
- Ensure fire doors are fully closed.
- Switch off all lights.
- Close and lock all doors and windows.

Kitchen

- Remove all food and clean any spills.
- Clean fridge, oven, hob, and microwave if used.
- Empty and switch off the dishwasher if used.
- Wipe all surfaces.
- Sweep the floor and mop spills.
- Empty bins, replace liners, and take rubbish and recycling home.
- Switch off appliances and lights.
- Ensure the fire exit is secure and the kitchen door is closed.

Toilets

- Leave sinks and toilets clean.
- Wipe sinks and clean toilets if needed.
- Remove any litter or paper from floors.
- Ensure taps are turned off.

Garden / Outside

- Return any moved furniture.
- Take all rubbish, bottles, and decorations home.
- Check for litter, including cigarette ends.

Final Requirement

The Hall must be left clean, tidy, and fully ready for use by the next hirer.

We really appreciate your help keeping the Hall clean and tidy.

Security Deposit Deductions Guide

Your £100 security deposit is fully refundable when the Hall is left clean, tidy, and secure. Deductions are made per category, not per item. If more than one category applies, charges are cumulative up to the £100 deposit.

Cleaning Not Done — £25

Examples: floors not swept or mopped, surfaces not wiped, appliances left dirty, furniture left dirty or sticky. Covers additional cleaning time based on cleaner call-out and labour costs.

Rubbish or Food Left Behind — £15

Examples: bins not emptied, rubbish or recycling left, food left in fridge, bottles in garden. Covers waste removal and hygiene measures.

Furniture or Equipment Not Put Away — £15

Examples: tables or chairs not returned, unsafe stacking, hired equipment not put back. Covers staff time to reset the Hall safely.

Appliances or Lights Left On — £15

Examples: lights left on, kitchen appliances left running, thermostat not returned to original setting. Covers unnecessary energy use and the small amount of staff time needed to switch everything off.

Unauthorised Early Entry or Late Departure — £20

Access to the Hall is permitted only during your booked times. Entering before your booking starts or leaving after it ends is not allowed, as the Hall may be in use, being cleaned, or prepared for the next hirer. A £20 deduction may be applied if early entry or late departure occurs.

Building Not Secured — £50

Examples: doors or windows left open, fire exits unsecured, alarm not set. Covers security risks and staff call-outs.

Keys Not Returned — £100

Covers replacement of locks and keys.

Hall Left in Unacceptable Condition — £100

Examples: extensive mess or damage, multiple tasks ignored, Hall not usable for the next hirer. Covers deep cleaning and urgent reset work.

Malicious Damage

Deliberate or reckless damage may result in additional charges beyond the deposit.

Helpful Notes

Photos are taken during inspection to ensure fairness and transparency. Most hirers receive their full deposit with no deductions.