

# **Facility Services & Costs**

#### **Team Rentals**

1-3 hrs= \$69 per hour 4-5 hrs= \$62 per hour (10% discount) 6-10 hrs= \$59 per hour (15% discount) 11-20 hrs= \$55 per hour (20% discount)

21+ hrs= \$52 per hour (25% discount)

(In order to get these discounts, hours must be within the same calendar month.)

When you sign up for a Winter Session, you will receive a free 2 hour party rental, and one complete 1 hour team speed and agility training with our sports trainer to use within 6 months from reservation.

### **Speed and Agility Training**

Each training session is a 55 minute class with our trainer.

**Private 1:1-** (minimum of 4 sessions)

Each session is \$40

- Punch Passes
  - 5 punches= \$197
  - 10 punches= \$394

**Group-** (maximum 6-8 students per class depending on age and ability) Each session is \$15 per person

- Punch Passes
  - 5 punches= \$72
  - 10 punches=\$144

**Siblings-** (two siblings from the same family) Each session is \$50

#### **Team Conditioning or Speed/Agility Training**

Each training session is \$85 for your team.

This class is a conditioning or speed and agility training for your entire team. Each training session includes a 55 minute training session with our trainer. (requires team roster and minimum of 4 training sessions in one month.)

#### **Party Rentals**

1 hour= \$69

2 hours= \$138

3 hours= \$196 (5% discount)

4 hours= \$248 (10% discount)

5 hours= \$264 (12% discount)

8 hours= \$442 (20% discount)

Overnight- Saturdays only= \$607 (20% discount)

Rental includes sound system

\$100 refundable deposit for party rentals 2-7 hours.

\$250 refundable deposit for party rentals 8+ hours.

Add on- (we have on site product for your use)

Chairs= \$10 (max of 38)

Tables= \$10 (we have 4ft, 6ft and 8ft options)

Basketball Hoop= \$10

Sports Equipment= \$10

## **Sports Medicine Services**

FREE Monday- Walk-in 6:30 AM-7:30 AM

Monday- Friday 7:30 AM- 5:30 PM (Walk-in or by appointment)- Massage therapy,

taping, injury assessment or injury care.