FACILITIES USAGE FEE RANGE SCHEDULE

This fee schedule is for your use to estimate fees only. Do not quote fees to those requesting use of the facilities. Actual fees will be established by the District Office only.

| | HIGH SCHOOLS | |
|---------------------------|------------------------|--------------------------|
| | | |
| Auditorium | \$600 – \$800/ 3 hours | \$100.00 per hour over 3 |
| (No food or drink) | | hours |
| Gymnasium/Athletic Fields | \$300 – \$500/ 3 hours | \$100.00 per hour over 3 |
| | | hours |
| Cafeteria | \$180 – \$280/ 3 hours | \$50.00 per hour over 3 |
| (Dining area) | | hours |
| Stadium | \$420 – \$620/ 3 hours | \$100.00 per hour over 3 |
| | | hours |
| Library | Not available | |
| Classroom | \$75 – \$150/ 3 hours | \$35.00 per hour over 3 |
| | | hours |

| | MIDDLE SCHOOLS | |
|---------------------------|---------------------------|--------------------------|
| Auditorium | \$300 – \$500/ 3 hours | \$100.00 per hour over 3 |
| (No food or drink) | (Additional \$200.00 if | hours |
| | Multipurpose room is also | |
| | needed) | |
| Gymnasium/Athletic Fields | \$300 – \$500/ 3 hours | \$100.00 per hour over 3 |
| | | hours |
| Cafeteria | \$180 – \$280/ 3 hours | \$50.00 per hour over 3 |
| (Dining area) | | hours |
| Multipurpose Room | \$180 – \$280/ 3 hours | \$100.00 per hour over 3 |
| | \$35.00 / 2 hours* | hours |
| | | \$35.00 per hour over 2 |
| | | hours |
| Library | Not available | |
| Classroom | \$75 – \$150/ 3 hours* | \$35.00 per hour over 3 |
| | | hours |

| | ELEMENTARY SCHOOLS | |
|-------------------|---|--|
| Cafetorium | \$210 – \$310/ 3 hours | \$50.00 per hour over 3 hours |
| Multipurpose Room | \$120 – \$220/ 3 hours \$35.00/ 2 hours* | \$50.00 per hour over 3 hours \$35.00 per hour over 2 hours |
| Library | Not available | |
| Classroom | \$75 – \$150/ 3 hours | \$35.00 per hour over 3 hours |

School District Administration Building Use Is Allowed By Special Exception Only.

*When school staff and/or custodian on regularly scheduled duty