

Facility-Event Policies for: AK USA State Wrestling Tournament

<u>Building Hours:</u> Thursday – Friday 7a-10p. Saturday 7am-1 hour after awards. Phone # 907-357-9100

Menard Center Parking Lot

- 1. Not Allowed: ATV's, 4-wheelers, or dirt bikes on city property.
- 2. Be attentive & yield to pedestrians, children & bicycles.
- 3. All pets must be leashed at all times and cleaned up afterwards.
- 4. <u>All fires</u> must be in an elevated, contained fire pit and attended at all times. User responsible to clean up all ash and debris.
- 5. All trash must be disposed of properly. Dumpster usage available.

6. Day Parking

- A. Vehicle parking in one spot- free of charge.
- B. RV's, 5th wheel or trailers \$ 45.00 per 24 hrs (non-refundable)
- Must park in designated "RV" spots (see map)
- Display current paid parking pass in vehicle window within 30 mins of arrival. See receptionist in Menard Center (7:30am-8pm)
 - RV's not following policies- subject to tow at owners expense.

7. Overnight Parking

- A. Must be registered with Menard Center Staff
- B. Parking fee \$45 per 24 hr period (non-refundable)
- C. Secure all items (ie. Generators, BBQ's, etc.)
- D. City of Wasilla not responsible for lost, stolen or damaged items

Inside Menard Center

- 1. No smoking including e-cigarettes, alcohol or drug possession.
- 2. All children under 12 years old must be supervised at all times.
- 3. No climbing on beams, netting or structures.
- 4. Pets are not allowed. Service animals only.
- 5. No selling, re-sale of food or drink or delivery inside building.
- 6. No un-approved solicitation, merchandise sales or advertising.
- 7. No cooking-food prep allowed inside building
 - Includes crock pots, grills, camp stoves, blenders, etc.
- 8. All pathways, emergency and fire exits must remain clear at all times
- 9. City of Wasilla not responsible for lost-stolen or damaged items.
- 10. All personal items must be removed each night. No reserving spaces overnight. Anything left in the building will be put in lost and found.