

### **FLORENCE CITY HALL PRICING:**

#### **The West Wing**

\*West Wing has the formal Bar & Tv and **seats 75** (with tables & chairs), 120 (with chairs only)

Monday- Thursday (8am-4pm): \$250  
Monday- Thursday Evenings (5pm-11pm): \$275  
Monday- Thursday ALL DAY (8am-11pm): \$400  
Friday & Saturday (8am-4pm OR 5pm-12mid): \$450  
Friday & Saturday ALL DAY (8am-12 mid): \$ 550  
Reception Package (Fri- 5pm – Sat. 12 mid): \$750  
Sunday (8am- 4pm OR 5pm-11pm): \$300  
Sunday ALL DAY (8am-11pm): \$450

#### **The Main Hall**

\*Main Hall has the kitchen and stage, **seats 166** (with tables and chairs)

Monday- Thursday (8am-4pm): \$450  
Monday- Thursday Evenings (5pm-11pm): \$500  
Monday- Thursday ALL DAY (8am-11pm): \$650  
Friday & Saturday (8am-4pm): \$700  
Friday & Saturday (5pm-12 mid): \$800  
Friday & Saturday ALL DAY (8am-12 mid): \$950  
Reception Package (Fri- 5pm – Sat. 12 mid): \$1,100  
Sunday (8am- 4pm OR 5pm-11pm): \$650  
Sunday ALL DAY (8am-11pm): \$850

#### **Combo Pricing of Both Halls**

\*accommodates **300 people**

Friday or Saturday (8am – 4pm OR 5pm-12 mid): \$1,100  
Friday OR Saturday ALL DAY (8am- 12 mid): \$1,400  
Reception Package (Fri. 5pm- Sat. 12 mid): \$1,600  
Sunday (8am-4pm OR 5pm- 11pm): \$1,050  
Sunday ALL DAY (8am- 11pm): \$1,350

#### **Additional Services:**

\*\*\*Security guard is \$20/hr (starts when your guests are to arrive) \*\*\*required on ALL rentals. (1 for each 100 people)

\*\*\*Bartenders \$20/hr if you are having alcohol. You also have the option to bring your own liquor or use our cash bar either way our bartenders need to serve all alcoholic beverages. Any alcohol on site without a bartender will result in loss of deposit.NO KEGS!!

\*you are welcome to bring in your own food or caterer. NO GRILLS!!!

\*We have many rental items including linens, round tables, lighting, decorations, etc..

DAMAGE DEPOSIT: Main Hall is \$200/ West Wing is \$100/ Both Halls is \$300

This will be returned at the end of the event if nothing is damaged.

