

# PUBLIC CANCELLATION POLICY

# **LESSONS AND PROGRAMS**

## 100% Full Credit Refund

- Cancellations initiated by the patron must be received at least <u>10</u>
  <u>calendar days PRIOR</u> to the <u>start date</u> of the program or activity.
- Cancellations <u>made by the City of Medicine Hat:</u> Patrons will be transferred to a different lesson/program/activity or entitled to a full refund or credit.
- Special circumstances\* occur <u>PRIOR</u> to the start date of the program or activity.

# **Partial Credit Refund**

- Cancellations initiated by the patron that are received <u>LESS THAN 10</u> calendar days prior to the <u>start date</u> of the program will be subject to a withdrawal fee of 15%.
- If some portion of the program or activity has been attended and special circumstances\* occur, a prorated credit refund will be considered based on the amount attended.

#### **NO Refund OR Credit**

• **NO** refund or credit for cancellations made <u>AFTER or DAY OF</u> the <u>start</u> date of the program or activity unless special circumstances\* occur.

# Special Circumstances\*

- Medical condition develops (doctor's note required verifiable by Customer Service Staff)
- Death in the immediate family (grandparent, mother, father, sibling)

## **Unsuccessful Course Completion**

 If a registrant in a lesson is unsuccessful at meeting the minimum standards for advancement, the registrant will be charged a withdraw fee for adjustments to another registration if outside of 10 days prior to the start date.

# **Waiting Lists**

- Registrants will not be charged to add or remove a name on a waiting list
- Processing of registration and payment will be handled only once the course slot is offered to the individual.

## **PASSES**



## **CANCELLATION AND REFUND POLICY**

#### **Continuous Use**

- Must give **14 days**' notice to cancel pass for processing.
- Cannot be refunded.
- Patrons need to complete a Pass Freeze/Termination Request form.

# **Annual Pass Holders**

- Must give 14 days' notice to cancel pass for processing.
- Patrons need to complete a Pass Freeze/Termination Request form.
- Refunds are prorated based on the time used.

## **FREEZE POLICY**

## **Continuous Use**

- Must give 14 days' notice prior to the next withdrawal date.
- Patrons need to complete a Pass Freeze/Termination Request form.
- Passholders can freeze their pass (Auto-payment or EFT charges will be suspended) for a minimum of 30 days to a maximum of 90 days per year, in 30-day increments.

#### **Annual Pass Holders**

- Must give 14 days' notice to freeze pass for processing.
- Passholders can freeze their pass for a minimum of 30 days to a maximum of 90 days per year, in 30-day increments. Passes will be extended for the length of time of the freeze duration.

### **PUNCH CARDS AND 31-DAY PASSES**

#### **Punch Card Policies**

Punch Cards purchased prior to January 1, 2025:

- Punch cards expire on December 31, 2025.
- Punch cards are valid for the age category in which they were originally purchased.
- Punch cards can be shared and used by multiple individuals, provided they fall within the same age category.
- Any unused balance on a punch card may be applied as credit towards an <u>UPGRADE</u> to a 31-day pass, continuous pass, or annual pass. After December 31, 2025, any remaining punches expire.

#### Punch Cards Policies (Effective January 1, 2025):

- Punch cards expire 12 months after the date of purchase.
- Punch cards are valid only for the age category in which they are purchased.
- Prior to expiry, any unused balance on a punch card may be applied as credit towards an <u>UPGRADE</u> to a 31-day pass, continuous pass, or annual pass.
- Punch cards are non-refundable.



• Only one punch card may be held per patron at any given time.

# 31-Day Pass Policies

- 31-Day passes are **non-refundable and non-transferable.**
- 31-Day passes cannot be put on hold.
- If the patron wants to **UPGRADE** to a continuous or annual pass, credit for remaining time on pass may be applied to one's account.

