

**Village of Rudolph  
Rudolph, WI 54475**

I, \_\_\_\_\_ (Renter) wish to reserve the Rudolph Community Park Shelter House located at 1757 Park Street in Rudolph, WI, 54475 for:

\_\_\_\_\_ (date) from \_\_\_\_\_ o'clock \_\_\_\_ .m. to \_\_\_\_\_ o'clock \_\_\_\_ .m.

**I have read and agree to the following:**

The daily fee of \$100.00 is for the use of the shelter house only (includes picnic tables and use of electricity). The daily use of the shelter house plus reserving the large ball diamond is \$120 (plus an additional \$20 per hour if the ball diamond lights are used). I understand that the remaining areas of the Village Park will remain open to the public.

The park also includes several ball diamonds, tennis courts, volleyball (sand court), playground, restrooms and nature trails which are open to the public. Refrigerators and freezers are not available.

We ask that you please comply with the following park rules:

- Park hours are from 6 a.m. to 11 p.m.
- Competent adult supervision must be maintained during rental.
- Keep the restrooms in a neat and sanitary condition.
- Clean up when you are finished by removing all garbage.
- Garbage may be placed in the dumpster located in the parking lot.
- Volume of radios, speakers, etc. must be kept at a moderate level.
- Renter assumes all responsibility for personal liabilities.
- Damage occurring to said rental property, over and above reasonable wear and tear, shall be paid to the Village of Rudolph by the renter.
- The Village of Rudolph, or any of the Village Officers shall be held harmless in the event of injury and/or liability.
- No fireworks and/or firecrackers will be allowed.

\_\_\_\_\_  
Signature

\_\_\_\_\_  
Date

\_\_\_\_\_  
Phone

\_\_\_\_\_  
Email address

Please mail your rental payment no later than one week prior to the date of your rental:

Village of Rudolph  
c/o Barb Ziebell  
PO Box 54  
Rudolph, WI 54475

(If payment is not received at least two days prior to your rental date access to Park facilities may be withheld)