

POP-UP SPACE PRICING

The below listed spaces are available for use by members and non-members alike. If you are interested in reserving one of these spaces for the duration indicated, head to our website: www.theguildstudios.ca/popupspaces, scan the QR code below or email hello@theguildstudios.ca to make a reservation request.

EVENT SPACE | EDUCATION SPACE

GENERAL USE SPACES

N	MEMBEK2	NON-MEMBERS
HALF DAY 9 AM - 3 PM 3 PM - 9 PM	\$100	\$125
FULL DAY 9 AM - 9 PM	\$200	\$250*

*DISCOUNT AVAILABLE ON CONSECUTIVE **FULL DAY** BOOKINGS ONLY 20% APPLIED TO DAY 2, 30% APPLIED TO DAYS 3+

Description Set up and tear down are only permitted during the booked time slot for all spaces. Back-to-back bookings of the space are permitted; please plan accordingly.

P The general use spaces are empty and available as is. If you require chairs, tables, etc. we can supply these items for the duration of your booking for an additional charge. Please provide advance notice if you require such items, as we do not have extra furniture on-site.

▶ There is no overnight/longterm storage available. Each visit requires you to bring in your own equipment and leave with it. If back-to-back full day bookings are booked, items may be left in room overnight*.



HOW TO GET MEMBER PRICING?

Member pricing is available to our full-time suite members, our suite sharing members and our part-time members.

Become a part-time member of The Guild Studios and receive the following benefits:

- ▶ eligible for member discounted rates on our pop-up spaces
- ▶ eligible for member rates on classes held at The Guild*
- ► receive 10% off your purchases in our retail boutique*
- opportunity to host classes for free in our event spaces
- ▶ meet with clients or collaborators in our professional space
- ▶ access to our coffee bar
- ▶ be featured on our website (community members' page)
- ▶ have a feature on our social media page
- ► Band Community resources (coming soon) *some exceptions apply

Learn more at:

www.theguildstudios.ca/part-time-member