AIHA – Learn to Play Free Trial – Terms & Conditions

General:

- 1. The free trial is valid for new players only
- 2. The free trial is valid once per person
- 3. Parental guidance is required for all children attending the free trial
- 4. By booking your child into the AIHA Learn to Play free trial programme, you are agreeing to all terms and conditions set out in AIHA's Rules & Guidelines: http://aiha.org.nz/rules-regulations/
- 5. The free trial is not redeemable for cash or transferable
- 6. The free trial is provided as is, where is, with no guarantees or warranties
- 7. Operation of the free trial programme is at the sole discretion of AIHA and may be changed or cancelled at any time with no written warning\
- 8. AIHA takes no responsibility for any loss or damage to children's property while in our programmes.

Health & Safety:

- 1. AIHA take no responsibility for any accidents, injuries or death incurred during the free trial or thereafter
- 2. Medical information. In the interests of the participant's well-being, whilst in the care of AIHA programmes, AIHA must be informed of any medical or other condition affecting the participant
- 3. Health and Safety Emergencies: In an emergency situation where your child/ren needs medical attention, AIHA will ensure that every effort possible is made to get hold of the caregivers/emergency contacts. If contact is unsuccessful, I authorise any person (acting through the staff, contractors, volunteers, employees of AIHA) in the event of any accident or illness to my child, to take all such steps as may be necessary for the proper treatment and care of my child (advised by a duly qualified and registered medical practitioner that it is necessary) and to authorise a general anaesthetic.

Privacy & Copyright:

Advertising: AIHA will occasionally video / photograph sessions and may use video footage
or pictures for promotional or training purposes. You agree to your child's image/s being
used, unless written notification to the contrary is provided at enrolment.