



2018 Theatre Hire Charges

All prices subject to GST

All Burrinja staff are charged at a min. of three hours. Penalty Rates will apply to public holidays

All prices are subject to change without notice

To Note

- The Venue and Box Office opens to the public 1 hour before the performance start time.
- Burrinja's Café and Foyer Bar is open 1 hour prior to performance start times and during the interval. Burrinja Café may be open to other patrons during your event.
- Whenever there is an audience of 100 or less patrons in the theatre it is compulsory to have 1 Usher on duty. Whenever there is an audience of over 100 patrons in the theatre it is compulsory to have 2 Ushers on duty. Ushers are required to start 45 minutes prior to a performance and conclude their shift 15 mins afterwards which is equal to 1 hour onto of your performance time.
- A Duty Manager is required for all performances. The Duty Manager must start 1 hour prior to the performance and ends their shift when your patrons leave or at a minimum 30 minutes after your performance ends. Which is equal to 1.5 hours onto your performance time.
- A Venue Technician is required for all performances. The Technician starts 30 minutes before your arrival at the venue and ends their shift 15 minutes after your bump out. Which is equal to 45 minutes onto your venue hire time. If Technicians are required to spend additional time beyond the hours booked preparing for your event you will be charged for this time.
- If your event requires Parking Marshals they are required to start 1 hour prior to your performance start time. They are required to work 3 hours.
- All Burrinja staff are charged at a minimum of 3 hrs. Penalty Rates apply for Public Holidays and time worked after midnight.
- Performance rates apply 1.5 hours before the show start time. Minimum hiring is 3 hrs at the performance rate.

	Not for Profit Groups Proof required	Community Dance/Calisthenics/ Schools/ Local Government	Commercial
Venue Cost – 300 Capacity	Per hour	Per Hour	Per Hour
Mon – Thurs	Bump in \$75 Rehearsal \$120 Performance \$168 Additional dressing room \$15	Bump in \$87 Rehearsal \$140 Performance \$196 Additional dressing room \$15	Bump in \$125 Rehearsal \$200 Performance \$280 Additional dressing room \$20
Fri - Sun	Bump in \$75 Rehearsal \$120 Performance \$184 Additional dressing room \$15	Bump in \$87 Rehearsal \$140 Performance \$215 Additional dressing room \$15	Bump in \$125 Rehearsal \$200 Performance \$308 Additional dressing room \$20
Equipment			
Projector	\$60 flat rate per rehearsal or performance	\$60 flat rate per rehearsal or performance	\$60 flat rate per rehearsal or performance
Staffing			
	Rehearsals – Minimum of 1 Technician Performances – Minimum of 1 Technician, 1 Duty Manager & 2 Ushers Technician: \$44p/hr Duty Manager: \$44 p/hr Ushers: \$36 p/hr Parking marshals if req. \$29 p/hr 2 Required for all events over 300	Rehearsals – Minimum of 1 Technician Performances – Minimum of 1 Technician, 1 Duty Manager & 2 Ushers Technician: \$44p/hr Duty Manager: \$44 p/hr Ushers: \$36 p/hr Parking marshals if req. \$29 p/hr 2 Required for all events over 300	Rehearsals – Minimum of 1 Technician Performances – Minimum of 1 Technician, 1 Duty Manager & 2 Ushers Technician: \$44p/hr Duty Manager: \$44p/hr Ushers: \$36 p/hr Parking marshals if req. \$29 p/hr 2 Required for all events over 300

Ticketing			
Includes: website listing Phone, online and in person service 1 Box office staff for event	\$2.25 per ticket sold \$1.00 per complimentary ticket issued If ticket structure set includes tickets \$35 or over Ticketing will be charged at commercial rate of \$3.50	\$2.25 per ticket sold \$1.00 per complimentary ticket issued If ticket structure set includes tickets \$35 or over Ticketing will be charged at commercial rate of \$3.50	\$3.50 per ticket sold \$2.00 per complimentary ticket issued
Cleaning			
Additional Cleaning required <small>Please see conditions of hire</small>	\$70p/hr	\$70/phr	\$70p/hr

All costs are shown exclusive of GST. All costs will incur GST.