Marbl	ehead HEATRE	Firehouse Theater Rental Request Form www.MLTLive.com	
Name (Organization or indi	vidual):		
Address:			
City/Town:			
Tel (H or B):		(C):	
E-Mail:			
Event (Please Describe):			.
Date(s) & Times Requested			
Person in charge:		Tel:	
Organization status (check)): Not for profit	For profit	
Occupancy is limited Seating set up must m	to 120 people . It is the aintain access to all exite	(see reverse for more) he renter's responsibility to maintain th is with aisles of 48 inches.	nis limit.
 Renter must obtain a contribution insured in the amount Firehouse must be left 	of \$1,000,000/\$2,000,00 in the same condition in d, lights off and building	aming Marblehead Little Theatre as an 00 or a single limit of \$2,000,000. which it was found – chairs stacked, t secured and locked.	
Signature:		Date Submitted:	
Title of applicant:			
Approved by:		Date:	
Fee: \$	Deposit Received (dat	te): By:	
	Balance Received (dat	te): By:	
Marblehead Little Theatre	12 School street	Marblehead, MA 01945	

Marblehead Little Theatre * Firehouse Rental Rules * Page 2 - Continued –

- The Marblehead Little Theatre Trustees and Directors reserve the right to revoke use of the Firehouse Theatre at any time without sustaining liability for any such revocation.
- No person shall consume or bring for consumption into the Firehouse Theatre or onto its grounds alcoholic beverages without prior consent of Marblhead Little Theatre. The use, sale, serving and consumption of alcoholic beverages may require the renter to obtain a liquor license from the Town of Marblelehad and may require the hiring of professional bartenders.
- There shall be no flammable or hazardous materials of any kind brought into the Firehouse Theatre in conjunction with a production or event.
- The event sponsor shall be responsible for knowing all procedures for notifying public safety services in the event of an emergency.
- The person in charge shall:
 - Know the location of all fire extinguishers.
 - Know all evacuation routes.
 - Check all areas of the Firehouse after the event to make certain the building is empty.