



Tampering with Temperance Murder Mystery Booking Request Form

Please note that our Murder Mystery service is only available during certain times, and **must be booked 1 month prior to the event date.**

Months: All year with the exception of Holiday Closures (see our website for details)
Days: Thursday-Sunday
Times: 7:00-9:30 PM

Date of Booking _____ **Preferred Event Date:** _____

Number of Roles

This event requires a **minimum of 6** guests to in order to run, and has a **max capacity of 10** roles. Please indicate how many roles you will be requiring for your event.

Number of Male Roles _____

Number of Female Roles _____

Total Number of Guests _____

Price

\$25 | guest

Payment

Once your booking request form has been received and your date confirmed by our Community Events Coordinator, you will be emailed a link to payment options. Please note that full payment is required *** prior to your event date.

Refunds

Bookings are refundable until **one week prior** to your booking date, after this point they are no longer refundable

Cancellations

In the event of an event cancellation by the Museum the Booking Organizer will be contacted to discuss options for rescheduling or receiving a refund. It is the responsibility of the Booking Organizer to notify other guests of changes to party details.

Booking Organizer Contact Information

First: Name _____ Last Name _____

Phone number: () _____ - _____

Email:

Form Submission

Please submit this form to our Events Coordinator at mrmeventplanner@gmail.com with the Subject Line: Tampering with Temperance Booking, to book your event today!

What Happens Next?

After this form has been received, a member of our staff will be in touch to confirm your event date, and send payment information. Once payment has been received, our staff will collect further information on your guests to assist in assigning roles. Once roles have been fully assigned character information and costume suggestions will be sent out to each guests 2-3 weeks prior to the event.