



Telephone: 0467 475 263 Postal Address: PO Box 49, San Remo, VIC, 3925

Web: www.woolamaibeach.org.au Email: secretary@woolamaibeach.asn.au

Dear Members,

The Woolamai Beach SLSC Board wanted to take the opportunity prior to season commencement to remind members of the expectations and rules around usage of the Clubhouse and the Residence property.

	Active Patrolling Season	Off-Season
The Clubhouse	<p>Freely available to all patrolling members who have signed the member code of conduct and paid their membership for the current season.</p> <p>Under 18 members staying at the Clubhouse should have a nominated over 18 guardian staying with them (E.G. Siblings or Patrol Captain).</p>	<p>Members should contact a member of the Board to ensure that they are allowed to stay at the Clubhouse.</p> <p>Please note the Clubhouse gets rented out to groups for camps and other events, thus it is not always appropriate to be there.</p>
The Residence	<p>Members should only be staying at the Residence if directed to by a Board Member, Camp Co-ordinator, Chief Lifeguard, or Patrol Captain.</p> <p>Members can make bookings to utilize the Residence for personal use as normal.</p>	<p>Should not be staying at or entering the Residence without making a prior booking.</p> <p>Bookings can be made through: secretary@woolamaibeach.asn.au</p>

Both the Clubhouse and Residence property are equipped with alarms and codes which are in the process of being updated. Patrol Captains, Board members and other necessary members will have further information made available to them.

Please note that the Residence is available to rent for \$250/night, which includes a \$180 - \$220 cleaning fee. Due to rental agreements and COVID-19 rules the Residence is required to be cleaned after each use.

We thank you for your ongoing support and understanding.

Kind Regards,

The Woolamai Beach SLSC Board



WOOLAMAI BEACH SURF LIFE SAVING CLUB INC.
 PHILLIP ISLAND (Affiliated with the Surf Life Saving Association of Australia)
 ABN: 32 949 554 248

