

Since Girl Scouts of Kentuckiana has several types of reservations/registrations, this Cancellation/Refund standard has a section for each type.

Event Registrations - (Program and Training Events)

- Event registrations may be canceled up to **14 days** from the beginning date of the event for a full refund. No additional notification will be given for this date.
- For Event registrations that are canceled within **14 days** of the beginning date of the event, no refund or rescheduling is available.

To cancel an Event registration: Send an email containing the event details to customercare@gskentuckiana.org.

Please note: Reserving High Ropes/Teams Course, Boats, Archery and Waterfront is considered an **Event** registration even if it is booked through the property reservation system.

Facility Reservations - (PLC, Camp & Camp Equipment)

The Facility cancellation standard is intended to promote utilization of our camp resources. Since our volunteers, families and girls are busy people who can't readily change their plans, a late cancellation greatly increases the likelihood of a camp property going unused. Make your plans and reservations carefully so that others may have as many camp opportunities as possible.

- Facility reservations may be canceled up to **45 days** from the beginning date of the reservation for a full refund. No additional notification will be given for this date.
- Facility reservations that are canceled **15-44 days** prior to the beginning date of the reservation may reschedule to a same or lower cost facility, one-time to a different date or location.
- For Facility reservations that are canceled within **14 days** of the beginning of the reservation, no refund or rescheduling is available.

To cancel a Facility reservation: Send an email containing your reservation number, located in the top left hand corner of your receipt, to campcancellations@gskentuckiana.org.

Any payment made for a reservation/registration canceled by Girl Scouts of Kentuckiana will be fully refunded.