

**Metro Seattle Gamers Price Schedule, Effective November 1, 2015**

Approved at the MSG Annual Membership Meeting, October 24, 2015. Minor updates on September 1, 2016.

Type, Privileges, and Rates		Privileges									Rates <sup>5</sup>	
Memberships and Single Session Passes		Votes in MSG elections	Key	Scheduling (place events into schedule) <sup>4</sup>	Library	Live Game Storage	Can Purchase Single Session Guest Passes <sup>3</sup>	Included Single Session Guest Passes <sup>3</sup>	Dragonflight Membership	Monthly Rate	Daily Rate	
Membership or Single Session Type												
Group Memberships	Group of 7	2 <sup>1</sup>	yes <sup>1</sup>	yes <sup>1</sup>	yes <sup>1</sup>	yes <sup>1</sup>	no	0	yes <sup>1</sup>	\$98.00	n/a	
	Group of 6	2 <sup>1</sup>	yes <sup>1</sup>	yes <sup>1</sup>	yes <sup>1</sup>	yes <sup>1</sup>	no	0	yes <sup>1</sup>	\$90.00	n/a	
	Group of 5	2 <sup>1</sup>	yes <sup>1</sup>	yes <sup>1</sup>	yes <sup>1</sup>	yes <sup>1</sup>	no	0	yes <sup>1</sup>	\$80.00	n/a	
	Group of 4	2 <sup>1</sup>	yes <sup>1</sup>	yes <sup>1</sup>	yes <sup>1</sup>	yes <sup>1</sup>	no	0	yes <sup>1</sup>	\$70.00	n/a	
	Group of 3	2 <sup>1</sup>	yes <sup>1</sup>	yes <sup>1</sup>	yes <sup>1</sup>	yes <sup>1</sup>	no	0	yes <sup>1</sup>	\$60.00	n/a	
Individual Memberships	Key	2	yes	yes	yes	yes	yes	5	yes	\$50.00	n/a	
	Associate	1	no	yes	yes	yes	yes	0	yes	\$25.00	n/a	
Single Session Passes <sup>2</sup> for members of Dragonflight	Half Day Session	0	no	yes	no	no	no	0	no	n/a	\$8.00	
	Full Day Session	0	no	yes	no	no	no	0	no	n/a	\$12.00	
Guests of Club Members	Additional Single Session Guest Passes <sup>3</sup>	0	no	no	no	no	no	n/a	no	n/a	\$6.00	

Assumptions for high usage			Average costs with high usage	
Single Session Attendee or Member Sessions Per Month (once per week: 52 weeks divided into 12 months)	Assumed Guest Passes Used Per Month	Total Attendee Visits Per Month (Member Sessions and Guest Visits)	Cost Per Attendee Visit (Members and Guests)	Monthly Effective Cost per Group Member with Regular Access
4.33	0	30.33	3.23	14.00
4.33	0	26.00	3.46	15.00
4.33	yes <sup>1</sup>	21.67	3.69	16.00
4.33	0	17.33	4.04	17.50
4.33	0	13.00	4.62	20.00
4.33	5	9.33	5.36	50.00
4.33	0	4.33	5.77	25.00
1.00	0	1.00	8.00	n/a
1.00	0	1.00	12.00	n/a
n/a	n/a	n/a	n/a	n/a

**Notes**

n/a	not applicable
Guests	Guests of members (Single Session Guest Passes, Guest slots in Group Memberships) may be present at the club when accompanied by the sponsoring member, or by prior arrangements with the explicit direct consent of the General Manager. As are membership applications, Guest admissions can be subject to the approval of the General Manager.
Group Memberships	Group Memberships consist of a single Group Host, who once a month can assign the other Group slots and is who responsible for the bill. The remaining slots of the Group account are occupied by Group Individual Members or Guests. In Group accounts Votes, Key, Scheduling, Library, Live Game Storage, and Dragonflight membership privileges are held by the Group Host member only. If identified on the Group account by name and contact information, other individuals occupying slots in a Group account are Group members who have regular access to the club at all times that it is open by Key members, Group Host members, or officers. If a Group slot is not assigned the slot is treated as a Guest slot that only may be used by guests of the Group Host with no more at the club at any one time than there are Guest slots available in the account; see footnote 1 above.
Library	Members may use the Library as a convenience to store their boxed games. Games so stored must be checked into the system by the General Manager or the Facilities Manager. Limited space is available for storing minatures and terrain but the member must provide a standardized portable storage receptacle.
Live Game Storage	This is the club's term for storing games in progress between sessions. Our live game storage system allows games to be removed from the playing tables while preserving positions. This feature is currently available for board and card games only. However by arrangement miniatures games can be left up over one or more consecutive nights.
	<sup>1</sup> Privilege is held by Group Host only.
	<sup>2</sup> Any playing session at Metro Seattle Gamers that ends before 6 pm or starts after 6 pm is a Half Day Session. Sessions that cross 6 pm are treated as Full Day Sessions. If purchased by a non-member of Dragonflight that person must also purchase membership in Dragonflight for the remainder of the calendar year; this is a \$10.00 fee.
	<sup>3</sup> 5 Single Session Guest Passes (for Full Day Sessions) are included in Key Memberships. Additional passes may be purchased by Associate and Key members only. See footnote 2 above for Paying Guest single session passes.
	<sup>4</sup> Scheduling is generally by members of the club or members of Dragonflight. Scheduling by Key Members or Guest Hosts may be at any time the club is not closed for Dragonflight corporate uses or servicing; scheduling by other members and members of Dragonflight is also subject to whether the club will be open by Key Members, Group Hosts, or officers. Scheduling is generally on a first come, first served and space available basis with regularly meeting groups having priority. Events are placed into the schedule by the General Manager or any Scheduling Manager designated by the General Manager.
	<sup>5</sup> All charged rates include 9.6% sales tax and 5% city admission tax.