

MADTA

Refund Policy

Effective 01/01/2015

Classes:

General Policy: No Refunds after first week of class. Refunds up to the first week will be prorated on the weeks remaining in the class. All refunds will be charged a \$25 processing fee. No refund for bitches that come into heat during class. Bitches in season are welcome to attend class while wearing protective covering.

Other policies: Injuries to either a handler or dog after the first week will result in the handler receiving a voucher prorated for the remaining number of classes to be used within 12 months of the date of issuance.

Dog/Handler dismissed from class by the instructor, requests for refund shall be reviewed by the Board of Directors on a case by case basis. Processing fee shall apply.

At no time will a refund be granted if request for such refund is received more than twenty-four hours following the completion of the entire session of that class.

Sanctioned Trials:

General Policy: NO refunds after closing date will be given for any reason. Refunds are allowed prior to closing date with the exception of refunds less than \$10. These will not be processed at any time. Bitches that come into season after the closing date will receive a refund less an \$8 per day processing fee. Written certification from a veterinarian is required and must be received at least 30 minutes prior to the start of the trial.

Seminar/Clinic:

General Policy: NO refunds are allowed for any reason after the final sign up date for the seminar/clinic has passed. Participant may find someone else to take their place and have that participant pay them directly. They are then to notify MADTA of the replacement participant name. Bitches in season are allowed to participate in seminars and clinics so no refund is available.

Show & Go/Fun Run:

General Policy: No refunds available after pre entry closing date.

Membership/Dues:

General Policy: No refunds available for any reason. This includes existing members and members applying for membership in the club.

