

UNM RLSH Space Reservation Rates

Area	Room/Space	Within UNM	Non-Affiliated	Notes/Special Considerations
Hokona Hall	Cellar Ballroom	\$ 32.00	\$ 80.00	M-F 8:00am to 6:30pm
	Cellar Classroom	\$ 20.00	\$ 50.00	M-F 8:00am to 6:30pm
	Cellar Gameroom	\$ 24.00	\$ 60.00	M-F 8:00am to 6:30pm; Additional mandatory Rec Attendant Charge \$10.00/hour
	Main Lounge	\$ 20.00	\$ 50.00	M-F 8:00am to 6:30pm; Light snacks/drinks must be approved in advance*
	East Lounge	\$ 8.00	\$ 20.00	M-F 8:00am to 6:30pm; Light snacks/drinks must be approved in advance*
	West Lounge	\$ 8.00	\$ 20.00	M-F 8:00am to 6:30pm; Light snacks/drinks must be approved in advance*
	Attic	\$ 24.00	\$ 60.00	M-F 8:00am to 6:30pm
SRC	Commons	\$ 16.00	\$ 40.00	Available for UNM-affiliated groups ONLY
	Conference Room 205	\$ 10.00	\$ 25.00	Set up is fixed
La Posada	Conference Room 209	\$ 8.00	\$ 20.00	Set up is fixed
	Lair Meeting Space	\$ 16.00	\$ 40.00	Set up is fixed
	La Posada Plaza	\$ 16.00	\$ 40.00	
Lower Johnson Field	North Volleyball Court	\$ 8.00	\$ 20.00	2-hour minimum
	South Volleyball Court	\$ 8.00	\$ 20.00	2-hour minimum
	Basketball Court	\$ 10.00	\$ 25.00	2-hour minimum
	South Grassy Area	\$ 20.00	\$ 50.00	
Redondo Village	Redondo Village Courtyard	\$ 20.00	\$ 50.00	Available during Summer Semester ONLY
	Redondo Village Hut	\$ 16.00	\$ 40.00	Available during Summer Semester ONLY
Set-up Charges	Monday-Friday	\$ 30.00	\$ 30.00	
	Weekends and Holidays	\$ 50.00	\$ 50.00	

Please note:

1. UNM departments and chartered groups pay 40% of non-affiliated rates. Payment by DPR only.
2. Private usage by university employees will be billed as non-affiliated.
3. Computer and/or Media Services support and/or equipment is not avail
4. Events with 100+ attendees may necessitate a 4-hour minimum.
5. Set up requests other than "as-is" will result in additional fees.
6. * Indicates set up is a fixed arrangement
7. Scheduling in red is for academic year only - not during the summer.
8. Use of Audio-visual equipment in Cellar areas is for RLSH Residence Education only