## 2019 Summer Lodging at Cazenovia College

Cazenovia College has put together a program to offer practical and affordable lodging on campus. Each room is furnished with two single beds, dressers, wardrobes and desks. There are a few single and triple rooms available as well. Please note that most residence halls are not air-conditioned. Each room reserved must house an adult 21 years of age or older. For security purposes, the form below must be completed to secure your reservation.

Rooms are available for \$75.00 per night plus 8% sales tax. Children under 5 are free. Bed and bath linens are available for an additional \$12 per set. Payment must be made one week before your stay. We accept Visa, Master Card, Discover, personal checks (payable to Cazenovia College), or cash if paid in person. A credit card is required to reserve a room and all credit card information must be received by phone.

## RESERVATION FORM

Name of Person	Making Res	servation:						
Home address:								
Phone (include area code): (home):			(cell):					
Email Address:								
	•							
Number of rooms requested:			Total number of person			ns lodging:		
Please indicate if you require specific mobility considerations:								
List names of persons staying in each room								
Room 1			Room 2			Room 3		
Please indicate if you will be parking a vehicle on campus property overnight. <b>Overnight street parking is strictly prohibited in Cazenovia.</b> Guests may use the lot at the Athletic Complex at the end of Liberty Street.								
Vehicle Year:	M	Iake:	Mode	el:	Color:	P	late:	•
For office use only. Please do not send credit card information electronically.								
Method of Payment: Cash (in person only) Check (payable to Cazenovia College) Credit Card								
Card Number:								
Exp:	Security Co	ode:	Name	Name as it appears on card:				
Dilling Address								

Mail: Cazenovia College, 22 Sullivan St., New York 13035 Attn: Dining Services Phone: 315-655-7297, 655-7115, or 655-7291 Fax: (315) 655-7004 Email: dining@cazenovia.edu