The Music House Summer 2024 Registration Form

Student Name:	Instrument:
Grade (in fall 2024)/Age (if under 18):	
Parent's Names (if student is under 18):	
Address:	
Best Contact Number:	E-mail:
Please check the applicable boxes below. Checks	s should be made payable to your individual teacher

(call us if you need your teacher's name) and mailed (or dropped off) with this form to:

The Music House 210 N. Church Street Louisburg, NC 27549

*New students: Please call /email the studio to be placed with a teacher and to schedule your lesson day/time for the summer. Lesson time availability is on a first-come, first-served basis. 919-521-0818

Type of Lesson	Cost	Payment	Please write in the instrument that the student is registering for:
Weekly Private Lessons- 30 min. (any instrument)	Cost: \$220 (8 lessons over 10 weeks)	Payment of \$220	Write in Instrument:
Weekly Private Lessons- 45 min. (any instrument)	Cost: \$330 (8 lessons over 10 weeks)	Payment of \$330	Write in Instrument:
Intro to Voice	Cost: \$110 (4 lessons/ 30 min. each)	Payment of \$110	
Intro to Banjo, Uke or Mandolin	Cost: \$110 (4 lessons/ 30 min. each)	Payment of \$110	Write in Instrument:
Voice/Piano Combination Lessons- 45 min.	Cost: \$330 (8 lessons over 10 weeks)	Payment of \$330	
House Band Summer Camp	Cost: \$200 (one week of camp- please indicate Worship Session 1 or Rock Session 2)	Payment of \$200	Write in Instrument:

* Ne	w students~	please add a	\$10 summer	registration fe	e ner student	(\$30 famil	v max):	

Total amount of payment:

Summer Payment Policy: Please note! Payment for the entire summer session is due upfront. Lesson money is not refundable once paid. A lesson time is being held specifically for you, and we depend on students honoring that commitment. Students are expected to attend their scheduled lesson times, and teachers cannot make up missed classes and lessons due to "no-shows". Thank you for your understanding in this. Please call the studio with any questions: (919) 521-0818 or email: info@musichouse210.com.