BOOKING RULES

1) Reservations are only valid after a written confirmation by the Management and the sending of the 40% deposit.

2) Anyone who signs the Booking Form undertakes to comply with the **Booking Rules as well as the Camping-Village Internal Regulations**. The latter will be understood to be accepted, in all its parts, by each individual member of the crew as if personally signed. The Management reserves the right to withdraw from the contract and therefore to consider it null and void in the event that the subscriber or even one of the crew members does not comply with the Rules or internal regulations of the campsite.

Cancellation Policy

3) Over the years, EurCamping Roseto has always established a relationship of esteem, solidarity and mutual trust with its customers. All this was confirmed during the two-year pandemic. Now that the situation (we say this with all kinds of caution and hope) seems to be stabilising; we have nonetheless decided to opt for a very flexible and **advantageous cancellation policy for our customers:**

• we give the possibility to book the holiday ensuring **up to 14 days before departure the possibility of changes,** cancellations with 100% refunds, or vouchers in alternative periods. The **cancellation/modification** of the reservation must be communicated by e-mail or by message.

4) Should the customers interrupt the holiday earlier than planned, they will be required to pay 50% of the price of the stay they enjoyed, in addition to the amount for the period not enjoyed but nevertheless booked.

5) Confirmed reservations cannot be transferred to another person with the exception of special written agreements and at the description of the management.

6) In case customers are not arriving on the expected day, the campsite management will keep the emplacement or bungalow reserved until 02.00 p.m the day after the arrival; after that the reservation shall be considered forfeited for cancellation, unless we do not receive any messages by telephone, fax, or e-mail.