



RENTAL RATES:

Studio 145: \$35/hour, 2 hour minimum

Upper Studio: \$25/hour, 2 hour minimum

Insurance is required for use of any Palm Arts Complex spaces. Certificate of Insurance shall list Palm Arts and Telluride School District as additional insured for at least one million dollars per occurrence and two million dollars per aggregate.

Studio 145

The largest of the Palm Arts' dance studios at 1300 square feet, Studio 145 measures approximately 51' wide by 25.6' deep, and is 16' tall (13'10" to bottom of rafters and duct work). It is an irregular shape due to building constraints when the Telluride School District expanded the school in 2016. The studio's east wall is mirrored, and the ballet barres run approximately 85 linear feet.

Our sprung floor is finished with maple planks and black Marley flooring (a slip resistant vinyl product) is in place. The studio is equipped with a sound system which allows for an AUX input and there is a Samsung 50" smart TV along the south wall.

The rafters in Studio 145 accommodate aerial work - capacity restrictions are discussed on a case-by-case basis.

There are two viewing windows facing the Palm Theatre lobby, and in addition to the studio door from the lobby, there is an exterior door that allows access to the school's playing fields and back parking lot. Three clerestory windows along the east wall allow for an abundance of natural light to flood the space. The clerestory windows are equipped with roll-down shades.

Upper Studio

The upper studio, located on the second floor of the Telluride Middle/High School, is accessed through the school's band room. At 380 square feet, the upper studio measures approximately 24' wide by 15'8" deep, and has a 12' ceiling. The studio's north and south walls are mirrored, and the ballet barres run approximately 32 linear feet. There is curtaining in place along the north wall.

The sprung dance floor is topped with black Marley flooring (a slip resistant vinyl product). The studio is equipped with a sound system which allows for an AUX input