



# AVILA HOT SPRINGS

## AHS POLICIES

This property is privately owned. Management reserves the right to refuse entry. Management assumes no liability for loss or damage to property or injury to individual or camping party arising out of the use of its facilities.

Please report any violation of park rules and regulations to Avila Hot Springs Office immediately (805) 595-2359. For emergencies after hours please call Sheriff (805) 781-4550 or 911

Pursuant to Article 1, Sec. 799.20 of Chapter 2.6 California Civil Code, any person in default (failing to pay for occupancy or failing to comply with the above rules), may have their vehicle(s) in the park after proper notice. Pursuant to CCC Section 799.20, et seq., a recreational vehicle may be removed from premises without judicial hearing, after the service of a 72-hour notice, if the person has been in the park for 30 days or less, has either: (1) failed to pay his/her occupancy in the park, or 2) failed to comply with the park's rules and regulations.

### POOL RULES.

- All pool users must purchase and wear AHS daily swim bracelet at all times during pool use.
- Pool bathrooms and showers are to be used only by pool pass guests.
- CHILDREN UNDER 15 MUST BE ACCOMPANIED BY AN ADULT AT ALL TIMES!
- No children under AGE 8 are allowed in hot pool
- NO EXCEPTIONS.

- No pool toys, life jackets or flotation devices per Red Cross regulations.
- Children must be 45" tall to ride the slides.
- No children under AGE 8 are allowed in hot pool. NO EXCEPTIONS.
- Infants and toddlers are required to wear swim diapers & rubber pants.
- Remove all silver jewelry and other valuables before entering hot pool - sulfur in hot spring may tarnish.
- DO NOT LEAVE VALUABLES IN BATHROOMS OR COMMON AREAS! WE ARE NOT RESPONSIBLE FOR THEFT OR LOSS.

- No running or diving.
- No glass containers.
- No coolers allowed in pool area.
- No outside food allowed in pool area.
- All guests must comply with lifeguard requests.
- Rowdy pool behavior will result in removal from premises.

