

Coach House

Hire Information



1. Venue

The venue is an old stables that has been converted into a modern function room / dining space. It is suitable for sit-down meals, buffets or standing events.

Address: The Coach House @ The King's Arms, King Street, Tring, Herts, HP23 6BE

2. Facilities

- Stocked bar (must be manned by a member of the King's Arms bar staff)
- Toilet facilities, including disabled toilet and baby changing facilities
- Disabled access, across a cobbled courtyard
- Technology
 - 110" Projector Screen and HD Projector
 - DVD/CD Player
 - 3.5mm jack plug in for music players
 - Ceiling mounted speakers
 - Colour changing LED lights

3. Capacities

- Seated - 48
- Standing - 90

4. Decoration

You may bring your own decorations to decorate the Coach House with the following restrictions

- Nothing is to be attached to the paint work
- Nothing heavy is to be hung from the light fittings
- Blue Tac may be used on the brick work or wood
- Thumb tacs may be used in the ceiling wooden beams

5. Food

- We can produce set sit-down menus or buffets for a variety of budgets.
- All food is produced in-house to we can also cater for all dietary requirements.

6. Costs

- 'Prime-time' - Fridays, Saturdays, Sundays, Bank Holidays
 - The hire costs is £500 per session (lunchtime or evening), or equivalent in food costs.
 - £100 non-refundable deposit is required to hold a booking.
- Other sessions the price is negotiable.

7. Additional costs

- Corkage
 - Wine - £16 per bottle
 - Sparkling Wine - £20 per bottle
 - Spirits are not allowed to be brought onto the premises for consumption
 - Any other drinks may be discussed on a case by case basis
- Security
 - As standard the Coach House does not supply security staff.
 - If the King's Arms or the Hirer decides that security is required this will be at the expense of the hirer. The King's Arms management has the final decision.

The King's Arms • Free House

King Street, Tring, Hertfordshire HP23 6BE | Tel. 01442 823318

www.kingsarmstring.co.uk