



**PREMIER DANCE SCHOOL
TUITION & PAYMENT AUTHORIZATION**

We accept credit/debit cards (Visa/MasterCard). **You are required to have a Credit Card on file at all times.** Premier Dance School does not have a billing service, so it is the parents' responsibility to pay tuition on time. The credit card will serve as a back-up payment method if your tuition is past due.

CREDIT CARD INFORMATION

VISA MasterCard Credit card # _____

Expiration Date _____ CVV Code _____ (3 digit number on the back of the card)

Name on Card _____

Billing Address _____ Zip Code _____

*Credit card payments will be assessed a 1.5% service charge

CREDIT / DEBIT CARD PAYMENT AUTHORIZATION

- I'll be making my tuition payment(s) by check or cash. I understand that in the event my payment is not received by the due date, my credit/debit card will be charged for any past due payments and late fees.
- I chose to pay my tuition or other related charges by credit card.

Please check your choice:

Check here	Charge description	Amount	Payable
<input type="checkbox"/> Reg. Fee	Registration fee.	\$30.00 - single \$45.00 - family	Once at registration
<input type="checkbox"/> Plan A	Monthly tuition. To be charged by the 10 th of each month.		September thru May
<input type="checkbox"/> Plan B	Per semester tuition. 2 installments.		1 st payment – at registration 2 nd payment – by 15 th of January
<input type="checkbox"/> Plan C	Full payment for the Academic Year.		At registration
<input type="checkbox"/> Other charges			
NOTES:			

Student's Name _____

Cardholder's Signature _____ Date _____

I hereby authorize Premier Dance School to charge my credit card for tuition or other related charges incurred by my family's participation in classes at the School. If classes are added or dropped after registration, the amount will be adjusted accordingly. I understand that the debit/credit card transaction will occur by the 10th of the month for students enrolled in "Plan A" if this is your preferred method of payment or for any past due charges.