



Bartenders:

HMCC standard is one bartender per 100 guest on all bars.

Bartender Fees -

\$60.00 per bartender, first hour
\$30.00 per bartender, per hour, each additional hour

**all bars require a 3 hour minimum charge*

Security:

HMCC requires a City of Hickory Police Officer be present at all events where alcohol is served. This fee will be at the expense of the Lessee.

HMCC standard is one officer per 100 people.

Security Fees - \$50.00 per man hour, three hour minimum (rate subject to change at any time based on HPD rates)

Beverage Prices:

Price includes NC Sales Tax

- Beer \$6.00 each
- Wine \$6.00 per glass
- Mixed Drink - House \$8.00 each
- Mixed Drink - Specialty . . . \$10.00 each
- Soda/Bottled Waters \$2.00 each

Standard Beverage Selections:

Beer/Seltzer - Bud Light, Michelob Ultra, Coors Light, Yeungling, White Zombie, Hefeweizen, Ruby Lager, Lake James Rind, Strawberry Topsy

White Wine - Canyon Road Moscato, Fetzer Chardonnay, Fetzer Pinot Grigio, Prosecco

Red Wine - Canyon Road Pinot Noir, Fetzer Cabernet, Fetzer Merlot

Standard Beverage Selections Continued:

Liquor - Tito’s Vodka, Espolon Blanco Tequila, Bacardi Rum, Captain Morgan Spiced Rum, Malibu Rum, Tanqueray Gin, Dewar’s Scotch, Crown Royal Whiskey, Jack Daniels Whiskey

**Other selections are available upon request and availability. Speak with HMCC Director of Events to customize your bar menu.*

**Charges for host bar beverages are based on the actual number of drinks consumed. Host bars are subject to 18% gratuity charge.*

**If Lessee request to use donated beer and/or wine, a corkage fee will be imposed of \$15/bottle of wine or \$180 maximum fee per bar for beer.*

**The beverage laws of North Carolina Alcoholic Beverage Commission (ABC) hold the Hickory Metro Convention Center responsible for the consumption of all alcoholic beverages on premise; therefore we cannot permit any non-premise purchased beverages to be consumed on property.*

**Bars must close 30 minutes prior to your contracted event end time.*