

Booking Conditions

1. Booking

It is always best to make a telephone reservation first. To confirm send one third of the total cost as a deposit with a completed booking form, to arrive within five days of the call. The balance is due on your arrival. Bookings made four weeks or less before the arrival date must be accompanied by the full holiday price.

2. Cancellation

In the event of cancellation we will endeavour to re-let the accommodation. If we are successful, you only forfeit your deposit, however if we fail to re-let then you will be held responsible for the full balance of the total amount due. We strongly recommend you take out a cancellation insurance.

3. Unavailability

In the unlikely event that the cottage is not available due to circumstances beyond our control we will refund any monies received from you.

4. Arrival & Departure

Please call at the farmhouse and we will show you to your cottage. It will be available from 4.00 pm and must be vacated by 10.00 am on the day of departure. For out of season booking other time can be arranged prior to your stay.

5. Numbers

The number of occupants must not exceed the number on the booking form.

6. Brochure

We have done our best to ensure that the details are accurate, however we do reserve the right to make modifications if necessary.

7. Access

We reserve the right of access to the cottage at any reasonable time during your stay.

8. Dogs

Dogs are accepted by arrangement and must be entered on the booking form. Permission will be given on the understanding that the cottage will be left properly cleaned and that the dog is exercised away from the cottage. The dog must not be left unattended in the cottage at any time. We have no restriction to access of fields on our farm providing dogs are under proper control.

9. Cleaning

Cleaning can be arranged if required at a charge of £25.

10. Acceptance of conditions.

By making a booking you are undertaking to accept these conditions, not only for yourself but also for members of your party.