NRL Workshop Payment Terms and Conditions



1. Payment

- Accepted Payment Methods: We currently accept payments via EFT or credit card.
- Currency: All payments must be made in AUD.
- GST: All prices exclude GST.
- Details: If paying by EFT, please include your Events Air ID, name, and/or invoice number on your payment.
- Registration Confirmation: Your registration is not confirmed until we receive your payment.

2. Payment Timing

- Invoice Issuance: You will receive an invoice upon confirmation of your registration or sponsorship.
- Payment Deadline: For EFT, payment must be made within 14 days of the invoice date.

3. Cancellation and Refund Policy

- Failure to Attend: No refunds will be issued for non-attendance unless at least 4 weeks' notice is provided.
- Cancellation by NRL: If the workshop is cancelled by NRL, participants will receive a full refund.
- Cancellation with Notice: Participants who provide at least 4 weeks' notice of cancellation will be eligible for a full refund.

4. Substitutions

• Participant Substitution: Substitutions are allowed at no additional cost. Notification must be made in writing to nrlworkshop@nrlquality.org.au.

5. Late Payment

• Access Denial: Participants with outstanding payments will not be granted access to the workshop.

6. Discounts and Promotions

• Discounts: Any promotional discounts or codes must be applied at the time of registration. Discounts cannot be applied retroactively.

7. Lia bility

• Lia bility Limitation: NRL is not responsible for any financial loss incurred due to cancellation, travel expenses, or other costs associated with participation in the workshop.

8. Data Protection

Privacy Policy: All personal and payment information will be handled in accordance with our
privacy policy. No payment details will be shared with third parties. To access our privacy policy,
click here.

9. Contact Information

• For Payment Queries: Please contact nrlworkshop@nrlquality.org.au or call Dhru Xiros on +613 9418 1113 for any payment-related queries.