



Hotel Instructions

2017 AAU Junior Olympic Games – Detroit, MI

How to book or block rooms?

- Groups/Teams: Group blocks can be reserved for teams/clubs, etc... either online or by phone. A credit card is needed to reserve a block of rooms; however the credit card is not charge. Once your room block is reserved, you have the option of booking each room out of the block with one credit card or inviting your group members to book their own room from the block.
 - Room Block Deadlines: When you reserve a room block you will be given a room block deadline date which can be found in your room block confirmation email. It's important that rooms are booked out of your room block prior to this date. Any rooms not reserved out of the room block will be released.
 - All rooms need to be reserved with a credit card.
- Individuals: For attendees that are not a part of a room block or group, you may book an individual reservation online or by phone.

Hotel Website to Book Rooms:

<https://pse.tournamenthotels.com/pse/Event/836>

Changing and Canceling a Reservation: Changing or canceling your reservation is simple. There will be a “modify reservation” website link in your confirmation email. Clicking on this link will allow you to access your reservation and modify or cancel it online. Each hotel has its own cancellation and reservation policies; please refer to your specific hotel’s policy information outlined in your confirmation email.

Refundable Booking Deposit: Please note, each guest, at the time of booking a reservation will be charged a booking deposit for each night booked. Don’t worry though; the booking deposit is refundable up until a certain time prior to your check-in date. Please refer to your hotel confirmation email provided by Pse for your reservations specific booking deposit refund policy.

Track & Field Group Hotel Blocks: Track & Field clubs securing group blocks through Pse will have a maximum of 7 days following your clubs qualifier date to complete your reservations and book the rooms from your room block(s).

