



SEIBU PRINCE CLUB TERMS AND CONDITIONS

- The hotel reserves the right to set exemption dates for the crediting of SEIBU smile POINTS.
- Please present your SEIBU PRINCE CLUB card upon check-in.
- Points may not be added if SEIBU PRINCE CLUB card is not presented upon check-in.
- Points will be added at the end of the month following the month of stay (based on checkout date).
- Regardless of the amount spent at the Park Regis Singapore.
- If the incorrect number of the SEIBU PRINCE CLUB card is submitted upon making a reservation, the hotel reserves the right to not credit the points.
- Points will primarily be credited to the SEIBU PRINCE CLUB card number that is provided at the time of booking if a different card number is submitted upon check-in.
- Points can only be earned when SEIBU PRINCE CLUB member makes a reservation and settle the charges.
- Addition of medal towards of Prince Status Service is not applicable.
- In the member My Page and Pripo Checker, only the number of points added will be displayed in the history of the SEIBU smile POINT Statement.
- Depending on the reservation status such as full occupancy, members may not be able to make a reservation.
- When entering your reservation details, for guaranteeing your reservation, the member will need to enter their credit card information but there will be no withdrawal from the card when you complete your reservation. However, in the case the member books a prepaid package, the amount will be withdrawn from the credit card right after entry.
- SEIBU PRINCE CLUB emi members are not eligible for earning SEIBU smile POINTS through this program.
- SEIBU smile POINTS will only be awarded on direct bookings made with the hotel, corporate and negotiated rates, and government rates. Points will not be awarded on travel agents' rates (i.e. Expedia), wholesale or tour operation rates, industry rates, group rates, complimentary nights and employee rates.
- SEIBU smile POINTS cannot currently be redeemed for award nights at Park Regis Singapore.

