

Thank you very much for placing your bespoke order with Prima Dance!

Terms & Conditions

- Once your fabric has been ordered deposits are non refundable.
- No order is processed until the 50% deposit mark is met & the full balance must be paid before the garment leaves.
- You will be contacted for a 1st fitting once your fabrics have arrived & the garment is ready to go on our machines. We work to your deadline not our turn around time.
- Most 1st fittings the garment will be plain without decoration to ensure that the fit is perfect but this can depend on the item & the decoration wanted.
- When placing a bespoke order for garments with regulations please ensure you have stated this to our staff so that we can ensure your item is appropriate for your competitions.
- All fabrics dye up differently & dye batches are subjective to the supplier, we ensure that all matches are the closest possible, but we cannot be held responsible for this.
- Some garments may take more than 1 fitting to ensure that the fit is perfect!
- Once the design paper work has been signed on the design day then changes may not be possible.
- By signing the design paper work this is an agreement that you are happy with the design, fabrics, measurements, any extra decoration & deadline noted on the paper work.
- We cannot be held responsible for any measurements not taken by ourselves & any alterations needed may be extra.
- Refunds are only possible under certain circumstances and at the shops discretion.
- Any alterations or repairs needed once the garment has been collected may be extra but please ensure the garment is clean before returning.
- Promotion / discount codes cannot be used on bespoke items such as dresses, costumes & competition wear or in conjunction with any other offers eg. Sales.
- We are more than happy to alter, repair or add to your existing garments where possible, but please note that we do not work on any garment that has not been made by us.

Please feel free to contact us any time if you have any queries!