Avis / Budget Vehicle Rental Info

Reminder – you MUST present your LCS County ID badge to pick up a rental vehicle for official or private use.

For Information about the Avis/Budget Vehicle Rental and/or to receive the Wizard/Billing numbers, please email Susan Miles - miless@leonschools.net

All reservations must be booked using the **State Reservation Portal**

It is suggested to avoid mistakes that all rentals are made by a "travel handler," one person at a site that makes all business rental bookings for the staff. LCSB cannot correct or change reservations that have been made incorrectly. **LCSB is not be able to reimburse personal cards.**

Directions for making official LCSB reservations:

- Under Entities, click on Business Travel
- Under Division, choose School Boards
- Choose LCSB
- Now enter:
 - 1. The first & last name of the employee picking up the vehicle
 - 2. The travel handler adds their email address and phone #,
 - 3. Under Payment Information, choose option #2, Book with Direct Bill
 - 4. Type the pin # for Business Travel into the pop-up box

The LCSB Electronic Billing Wizard Pin # (which begins with an A and ends with a Y) MUST be added to the final step of the reservation process, or it will be considered a leisure booking & the traveler will need to present their major credit card to pick up the vehicle. LCSB will not be able to reimburse personal cards.

Due to the current shortages in the industry, please be proactive & make reservations as far in advance as possible!

Directions for making employee leisure reservations:

- Under Entities, click on Leisure Travel,
- the codes will pop up in 1 step

All state/county employees are welcome to use this contract for leisure travel but must book it as leisure using the portal & tax will be applied. The employee must provide their driver's license, personal major credit card, & LCSB ID Badge when they arrive to pick up their vehicle. You will be charged full price if you do not present your LCSB ID Badge when you pick up the vehicle.