



Visit Millesgården

Open all year round

Tuesday – Sunday 11:00-17:00

Entry fee: 170 SEK

Children up to 18: free entrance

Groups (minimum 10 ppl): 150 SEK (free entrance for guide)

More info: <https://www.millesgarden.se/en/visit-the-museum>

Payment by Voucher

New clients wishing to use vouchers as a method of payment must first submit a sample voucher to Millesgården Museum for approval before their initial visit.

To be accepted, the voucher must include the following details:

- The name of the museum: *Millesgården Museum*
- Company name and a contact person
- Date of the visit
- Number of participants
- Type of service (e.g., admission fee)
- Company registration number
- For international companies: SWIFT, VAT, and IBAN numbers
- Invoice address
- Contact phone number
- Email address

Please send your voucher sample to: bokning@millesgarden.se

If last-minute changes are made — such as to the number of guests — these must be updated directly on the original voucher and signed by the group leader.

Upon arrival, a printed voucher must be presented at the entrance, reflecting the correct number of visitors.

Invoices are issued after the visit to ensure accurate billing based on the number of attendees. Please note that Millesgården Museum cannot attach or include original or copy vouchers with invoices.

Groups of fewer than 10 people do not need to pre-register when paying by voucher, but prior approval is still required unless you are an existing client.

Invoices are sent monthly, and payment is due within 30 days of the invoice date. In cases of missed or delayed payments, the museum reserves the right to refuse voucher payments for future visits and may instead require payment on-site.

Interest and Reminder Fees

Late payments will incur interest and reminder fees in accordance with Swedish law.

Contact

For any questions regarding vouchers or invoicing, please contact our booking department:

Phone: +46 (0)8 544 80 894 - Monday & Wednesday 10:00-15:00

Email: bokning@millesgarden.se