

Gaming Room Policy

Our services and programs are offered to make the library enticing to Patrons, to encourage them to visit the library and to develop a love of books, reading and libraries. To keep the use of the gaming equipment fair for all, this game room policy must be followed. Failure to follow these rules will result in loss of library Gaming System privileges. The patron is responsible for any damages to any of the equipment that occurs during use. An invoice will be generated and attached to the library card holder for any/all damages.

1. Patrons must sign in at the Adult Circulation Desk to check out a controller.
2. Controllers can be checked out from the Adult Circulation Desk and are not allowed to leave the library. Patrons may check out controllers for one system at a time.
3. Game playing will be limited to 60 minutes. If no one is waiting to use the system, play may continue. Anyone using the Gaming System must be willing to end the game when requested by library staff.
4. No outside gaming systems will be brought into the Game Room.
5. Gamers will be asked to respect others and keep the volume and noise level low. This includes no vulgar, foul, or inappropriate language or actions. If Patrons do not keep within these guidelines they will lose gaming privileges for the day. If there are continued problems, further action will be taken.
6. Gamers are asked to treat the equipment with respect. Gamers who do not treat equipment with respect will be asked by Library staff to stop for the day. Gamers who repeatedly abuse equipment will have his/her Gaming System privileges revoked.
7. The Gaming Systems can be used throughout the day unless a program is scheduled to take place in the game room.
8. Gaming System will be shut down and all controllers returned to the Adult Circulation Desk 10 minutes before library closes.
9. This policy is posted online and in the Gaming Room.