

15. GRIMES PUBLIC LIBRARY GAMING POLICY

User/s may reserve the Conference Room or Large Meeting Room for two hours of play. Additional time may be allotted if the room is available. An individual or group allotted additional time must vacate if another individual or group requires the room.

Gamers using the Wii must wear the Wii wrist straps.

Gamers may only use the equipment and games available at the library. No games, memory cards or extra accessories from home may be used at the library. The library will not allow the equipment or in-house games to be taken from the library.

Inventory of gaming items checked out will be taken immediately upon return.

Gamers are asked to treat the equipment gently. Gamers who do not treat the equipment gently will be asked by the staff to stop for the day. Gamers who repeatedly abuse the equipment will have his/her gaming privileges revoked indefinitely.

Only 2 controllers may be checked out by one person.

Gamers must quit play and return equipment 15 minutes before closing.

The Library reserves the right to ask the users of the room to keep the door open, lights on, and shades open.

Gaming is limited to the availability of the meeting room. See *Meeting Room Policy*.

Failure to follow all library policies will result in loss of gaming privileges.

Any damages that occur to the Library's space and equipment or to the gaming system or accessories will be the responsibility of the patron checking out the materials.

Approved by the Grimes Public Library Board of Trustees: 05/12; 01/13; 11/15; 02/16; 02/18; 05/18