



Boyden Library Teen Gaming Policy

I. Purpose:

The library is a fun, social, safe environment for Teens to gather and use all available resources educationally, creatively, and recreationally. The aim of the gaming system is to add another exciting asset to enhance the mission of the library.

II. Rules:

- A. To use the gaming system, patrons must be in grades 7-12.
- B. Gaming is allowed for one hour unless no one is waiting to play.
- C. A *SAILS* library card is required and controllers must be checked out at the main circulation desk on the ground floor and returned at the end of play.
- D. Games must be checked out at the circulation desk, but may be borrowed up to 7 days to play outside the library.
- E. Only age appropriate games may be played. (Rated E, E10+, and Teen) Library staff will not be responsible for game selections of Teen Room patrons.
- F. Keep noise level down and no inappropriate language.
- G. We will work on a three-warning basis:
 - 1. If we have to ask you to lower your voices or watch your language three times, gaming privileges will be revoked for the rest of the day.
 - 2. If day privileges are lost 3 times in a one-month period, all rights to the system will be revoked for 3 months.
 - 3. Privileges may be revoked immediately without prior notice at the discretion of library staff and/or Director.
- H. Gaming system will be shut down 30 minutes before closing.
- I. An acknowledgement of this policy must be signed by the teen patron. 12-year-old patrons will need a parent/legal guardian signature.

Patron Signature: _____ Date: _____

Guardian Signature: _____ Library Card #: _____