

WESTCHESTER PUBLIC LIBRARY

GAMING POLICY AND RULES OF CONDUCT

Revised April 2015

The Westchester Public Library welcomes youth ages 10-17 and adults to use the Library's gaming systems.

The opportunities for gaming are being offered to make the Library more enticing to youth and teens, to encourage them to visit the Library, to develop their love of books and reading, and to expose them to all of the other services the Library has to offer. The service is also being offered to adults to demonstrate the value of a non-traditional library service.

Patrons who desire to use the Library's gaming systems must read and agree to the Gaming Policy and Rules of Conduct before using them. The Rules of Conduct are set up to ensure proper and safe use of the gaming systems and equipment and allow fair access for the Library's patrons. Users who fail to follow the Gaming Policy and Rules of Conduct or who do not treat gaming systems and equipment with care may lose their gaming privileges and/or all of their other library privileges indefinitely depending upon the severity of the offense.

Any damages or financial loss suffered by the Library that occur to the Library's space or equipment or to the gaming equipment and accessories will be the responsibility of the patron or patrons who are using the equipment at the time the damage occurs. Parents will be held financially responsible for any loss caused by their children.

Users of the Library's gaming systems and equipment agree that the Westchester Public Library is not responsible for any loss or damage suffered by the user as a result of using or participating in gaming and the user agrees to indemnify and hold the Library and its employees, volunteers and Trustees harmless from any damages including personal injuries to any party or damages to any property alleged to be a consequence of the user's use of the Library's gaming systems or equipment

Rules of Conduct

The patron (user) must have a library card in good standing with the Westchester Public Library.

A signed Gaming Service Agreement must be on file at the Library for every patron using the Library's gaming systems.

Parents or guardians of patrons under 18 years of age must also countersign the minor patron's Gaming Service Agreement before a minor patron is allowed to use the Library's gaming systems.

Children under 10 years of age can only use the service when supervised by a parent or guardian or in a special program or event supervised by the library staff.

Gaming will be limited to specified gaming hours only.

Open gaming will be limited to 30 minutes (1/2 hour) per day/evening. If no one is waiting to use the game, play may continue for up to 30 more minutes, but users must be willing to end play if someone else signs up to use the system. Users must end play immediately at the request of the library staff.

A limit of one hour of play per day will be enforced, even if no other Library patrons are signed up to use the gaming system.

Time limits may be suspended for organized gaming programs and tournaments organized by the Library and by gaming clubs sanctioned by the Library.

All users must register each use of the gaming systems and equipment at a circulation desk. Users are cautioned to not allow others to use the gaming systems and equipment without registering. Patrons who use the gaming systems and equipment without registering and users who allow unregistered users to use the gaming systems or equipment violate the gaming policy.

Library Staff reserve the right to require backpacks or bags be left at a circulation desk upon registration where the Library will not be responsible for their safekeeping. Backpacks and bags are subject to search. At the time of registration, the user will be given the games, controllers or other accessories that are needed to play. After play period is up, the user must check the items back in to a staff member immediately and sign out.

Users using a Wii gaming system and equipment must wear the wrist leash. Users who fail to use leash will lose their privileges for that day. Repeat violators may have their gaming privileges revoked indefinitely.

Users using a gaming system and equipment are asked to respect other patrons using the Library and keep the volume and noise level low. Foul language and profanity is prohibited.

Users are not allowed to bring and use games from outside the Library. Users should only use games appropriate for their age.

Users are allowed to use their own controllers and accessories, but the Library assumes no responsibility for any damage or loss to the user's equipment.

Inventory of gaming accessories will be made daily by the staff.

Users must quit play and check equipment back in to the staff 10 minutes before closing.

WESTCHESTER PUBLIC LIBRARY - GAMING SERVICE AGREEMENT

Date _____

PLEASE PRINT
FULL
NAME _____

Last

First

Middle

LIBRARY CARD NUMBER _____

I acknowledge I have read and understand the Gaming Policy and Rules of Conduct of the Westchester Public Library.

I agree to be responsible for any charges or financial loss suffered by the Library as a result of my use of the Library's gaming systems and equipment.

I also acknowledge and agree to release the Westchester Public Library and hold the Library and its employees, volunteers and Trustees harmless for any loss or damages including personal injuries I or children under my supervision may cause or suffer as a result of using the Library's gaming systems or equipment.

SIGNATURE _____

If applicant is Under 18 years of age:

DATE OF BIRTH _____

I hereby agree that the above named child be allowed to use the Library's gaming services and that I will be responsible for any charges or financial loss suffered by the Library as a result of said child using the Library's gaming systems or equipment as provided in the Gaming Policy and Rules of Conduct including but not limited to my agreement to indemnify and hold the Library and its employees, volunteers and Trustees harmless from any damages including personal injuries to any party including said child or damages to property alleged to be a consequence of the child's use of the Library's gaming systems or equipment.

SIGNATURE OF PARENT
OR GUARDIAN _____

PRINTED NAME _____

CHILD'S LIBRARY CARD NUMBER _____