

Appendix I: Study and Gaming Room Policy

Study Rooms

- The Library has four study rooms, which cannot be reserved and are available on a first-come, first-serve basis.
 - Study Room 203 has a worktable and seating for four people.
 - Study Room 214 has a worktable and seating for four people.
 - Study Room 215 has a coffee table and lounge seating for two people.
 - Family Study Room 216 has two worktables, seating for four people, and a rocking chair for a child. This room is reserved for use by families with small children, unless all other study rooms are in use.
- To use a Study Room:
 - At least one room user must be 12 or older.
 - You must bring either your library card or photo ID with you. The Library will hold onto your library card or photo ID while the room is in use.

Gaming Room

- The Library has a Gaming Room (room 204) which cannot be reserved and is available on a first-come, first-serve basis.
 - The room has chairs for three people, and an occupancy of four people.
- To use the Gaming Room:
 - At least one room user must be 12 or older. Children under 12 years old must be accompanied by a responsible guardian, and the guardian must remain in the gaming room with the child.
 - You must bring your library card or photo ID with you. The Library will hold onto your library card or photo ID while the room is in use.
 - Game controllers and games will be checked out using the patron's library card. A valid Milwaukee County Library card is required to use the library's games and gaming equipment.
 - Game controllers and games have a checkout period of three (3) hours. Up to four controllers and one console game may be checked out at a time.
 - Patrons may only use the gaming equipment provided by the library. Games, memory cards, or extra accessories not provided by the library will not be allowed.
 - Games/equipment must not be taken out of the library.
 - A fine of \$5 per hour will be assessed for any late game controllers/games. This amount will be billed to a patron's library account. If a game controller/game is not returned by the time the library closes for the day, the patron will be billed for the current retail replacement price of the game controller/game. Replacement charges may be charged to a patron's library account for broken, damaged, or dysfunctional equipment caused by patron misuse.

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- Patron or a group can use a Study Room or the Gaming Room for three (3) hours per day. The maximum an individual or a group can use a Study Room or the Gaming Room is three (3) hours per day. If you'd like to use a room, stop by the Reference Desk to check if there is one available.
- Eating is prohibited in the Study and Gaming Rooms. Drinking of liquids in a secure, leakproof container is allowed in the Study Rooms.
- Patrons using a Study Room and/or Gaming Room must comply with all the rules of behavior as set forth in the Patron Rules of Conduct policy. Persons engaged in unauthorized drinking, smoking, littering, engaging disruptive conversation or conduct, defacing Library or Village property, or acting inappropriately while using the space will be asked to leave the Library property immediately. The Library may deny the patron future use of the room(s) based on past incident reports.

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