

Teen Gaming Policy

The libraries of the Cherokee Regional Library System welcomes Teens (12-19) to use the Gaming Systems in our Teen Game Rooms or other designated gaming areas.

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. Patrons must read and agree to this Gaming System Policy before use of the system. 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. All games available in our Teen Game Rooms will be General Age rated or "T" for Teen and otherwise be suitable for said age group.

1. Patrons must have a valid Pines Library card in good standing (have fines no more than \$10.00).
2. Games and controllers can be checked out from the Information Services Desk and are not allowed to leave the library. A patron may check out one game and one controller at a time. 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.
3. No outside games or gaming systems will be brought into the Game Room.
4. 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.
5. Games and accessories will be kept at the Information/Circulation Desk when not in use.
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 15 minutes before library closes.

I, _____ (Please print your name) have read and understand the Teen Gaming Policy and I will be responsible to pay all replacement costs if Game and/or Controller is lost, stolen, or damaged during my checkout period, or if Library Staff identifies any such damage during inspection upon my return of the Game and/or Controller. I understand that any failure on my part to comply with the stipulations of this agreement and the guidelines given may result in the suspension of my Game Room access privileges. I understand that, according to Georgia Code 20-5-52 and Georgia Code 20-5-53, the unlawful taking and/or destruction of library materials, as well as failure to return items borrowed from the library, is deemed a misdemeanor under the law.

Signature _____ Date _____

Library Card Number _____

Parent/Guardian Signature (If user is under 18 years of age) _____