

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. 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.

Code of Conduct for PlayStation/Xbox:

1. Users must have a valid Library card in good standing and be age 11 or older.
2. Game playing will be limited to 2 hours. If no one is waiting to use the system, play may continue.
3. Anyone using the Gaming System must be willing to end the game when requested by staff.
4. Users will check out the games, controllers, and other accessories on their cards at the front desk. No outside games will be played without permission.
5. Any broken, damaged, or dysfunctional equipment caused by patron misuse will be charged to the patron's card, and library privileges will be suspended until costs are cleared from the card.
6. Users will respect others and keep the volume and noise level low.
7. A list of games will be provided. Games and accessories will be kept at the front desk when not in use.
8. The Gaming System can be used throughout the day.
9. The Gaming System will be shut down one half hour (1/2 hr.) before the library closes. Patrons using the gaming system must return all borrowed gaming controllers and equipment.

Other Gaming System(Youth Area):

Youth under 11 will be allowed to use the older gaming system located in the children's room. All guidelines and rules set out for the Xbox/PlayStation will also apply to our oldest gaming system.

1. Users must have a valid Library card in good standing and be age 11 or under.
2. Game playing will be limited to 2 hours. If no one is waiting to use the system, play may continue.
3. Anyone using the Gaming System must be willing to end the game when requested by staff.
4. Users will check out the games, controllers, and other accessories on their cards at the front desk.
No outside games will be played without permission.
5. Any broken, damaged, or dysfunctional equipment caused by patron misuse will be charged to the patron's card, and library privileges will be suspended until costs are cleared from the card.
6. Users will respect others and keep the volume and noise level low.
7. A list of games will be provided. Games and accessories will be kept at the front desk when not in use.
8. The Gaming System can be used throughout the day.
9. The Gaming System will be shut down one half hour (1/2 hr.) before the library closes. Patrons using the gaming system must return all borrowed gaming controllers and equipment.

PC Gaming System (Teen area):

1. Users must have a valid Library Glenwood Lynwood card in good standing and be age 13 -25 years old.
2. Game playing will be limited to 2 hours. If no one is waiting to use the system, play may continue.
3. Anyone using the Gaming System must be willing to end the game when requested by staff.
4. Users will check out the games, controllers, and other accessories on their cards at the front desk. No outside games will be played without permission. Staff will log user in.
5. Any broken, damaged, or dysfunctional equipment caused by patron misuse will be charged to the patron's card, and library privileges will be suspended until costs are cleared from the card.
6. Users will respect others and keep the volume and noise level low.
7. A list of games will be provided. Games and accessories will be kept at the front desk when not in use.
8. The Gaming System can be used throughout the day.
9. The Gaming System will be shut down one half hour (1/2 hr.) before the library closes. Patrons using the gaming system must return all borrowed gaming controllers and equipment.