

# Goodnight Memorial Library

## Game Night Policy

### Purpose

The purpose of this policy is to ensure that Game Night is a safe, fun event for everyone involved. It is not meant to restrict your play, but to make it fair for all who wish to participate. This policy only applies to the standard Game Night for Tweens and Teens, and a separate policy will be created for events involving adults.

### Game time

Game time shall run from 3:15 pm to 5:15 pm on Thursday nights, and will be broken into two divisions. The first division will run from 3:15 to 4:10 and be composed of those children between the ages of 9 and 12, a.k.a. Tweens. The second division will run from 4:15 to 5:15, and be composed of those children between the ages of 13 and 18, a.k.a. Teens. The Goodnight Memorial Library reserves the right to extend or limit this time based on need and/or participation.

Each participant will be required to sign in when arriving. There will be a sign-in sheet by the elevator when you get downstairs. Participants will be allowed based on Waivers signed by parents

### Fair Play

We believe **you** will want this time to be fair to everyone. Therefore, we expect you will play only long enough to “win” your game. If that means playing through one song on Guitar Hero, through 9 holes of golf, one 10-frame game of bowling, or whatever the game's objective is, then so be it. However, please keep in mind that others are there to play also, and will be just as willing to take turns as you are. Anyone “hogging” the game/controller will be asked to pass it on by staff, and then failing that will be asked to leave with the possibility of banishment from the game night program.

### Parental Consent and Waiver

In order to participate in Game Night activities, parents will need to sign a waiver in front of Library staff that basically states that the Library will not be held responsible for injuries suffered while playing the games. Video games played on the Nintendo Wii are much different than the games we grew up with on the old Atari 2600s and original Nintendos. The Wii actually involves moving – the player actually swings at a baseball or throws a bowling ball! We encourage parents to come in and see what the kids are doing, even though the kids may cringe in horror at the thought of Mom or Dad looking over their shoulders!

The Library will not provide nor allow any games with an ESRB rating worse than T (for teen). The Library will, however, welcome and consider all requests for games by participants, and pending review by Library staff may incorporate requested games into the program. Under no circumstances will games from outside sources be allowed without staff review. In other words, you *may* be able to bring a game from home if a staff member reviews and approves the game for play. A staff review basically means a staff member has taken the time to research the ratings of a game, and possibly played the game to see firsthand what is like. **All games brought from home are the responsibility of the person bringing them, not the Library. Under no circumstances will the Library replace any games brought in by participants if they are lost, stolen, damaged or otherwise rendered**

**unusable.** Parents must agree to these policies or the child will not be allowed to participate. For more information on video game ratings, please visit the Entertainment Software Rating Board's Web site at [www.esrb.org](http://www.esrb.org).