

Teens Take a Break

Game Break Rules

Game Break is an open gaming program intended for teens.
Games can include video, board, and card games.

Teens must be in 7-12th grade, or homeschool equivalent, to attend the program. Any exceptions must be approved by the Librarian.

During open game play teens are expected to take turns.
Games and gaming equipment are to be shared.

Video game changes will be decided as a group, with the Librarian having final say. Only the Librarian or volunteer (s) can change a video game or prepare video equipment before play begins.

Teens are expected to be respectful to each other. This includes no swearing, bullying, or unsportsmanlike behavior (gamesmanship).

While excitement during game play is normal, teens are expected to keep volume levels low. Teens will be warned if volume levels get too high. If repeated warnings are needed a teen may be asked to leave or a game may be ended.

When food is provided teens are expected to clean up after themselves.
Hands must be clean before using any gaming equipment.
All food and drink must stay in the programming room.

At the end of the program teens are expected to clean up all board and card games used. Video gaming equipment will be taken care of by the Librarian or volunteer (s).

Teens failing to comply with these rules may be asked to leave.

Rule violations are determined by the Librarian
and all decisions are final.



Reasonable accommodations for persons with disabilities will be made upon request and if feasible.

Rules have been developed and approved by the
Teen Library Council and the Teen Librarian.