

BIRD TEAM ROOM POLICY

Purpose of the Rooms

- Team Rooms are available to current SU and ESF affiliated students only, working in groups of 2-5.
- Team rooms are intended for academic purposes and research group work/projects only, and may not be used for recreational or social purposes.
- Team Rooms include large screen monitor with HDMI cables for connecting up to 4 laptops, an outlet, and wireless Internet access. Laptops may be borrowed from the first floor Check Out desk.
- Team Rooms are equipped with a whiteboard; check out markers and cleaning spray at the first floor Check Out desk.
- Appropriate Team Room usage includes working on a group project, presentation practice, web conferencing, job interviews, group research, and group study. Inappropriate Team Room usage includes meetings for clubs, teams, fraternities and sororities; watching a video/movie for entertainment purposes; non-academic audio recording or listening.

Availability and Checkout

- Team Rooms check out period is 3 hours, with no renewals and is limited to 3 hours per group, per day.
- Users can reserve a room for immediate or future use at <https://library.syr.edu/locations/reserve-room.php>
- Room keys are checked out only to the person who submitted the reservation request at the Check Out Desk on the 1st floor of Bird Library.
- If a group is not present within 15 minutes of the reservation time, the room booking may be cancelled.
- If a patron has a block on their library account, they will not be able to use a Team Room.

User's Responsibilities

- Rooms are available when the floors open. Keys must be returned 15 minutes prior to the closing of the floor.
- There is a 25 cent-per-minute fine for the late return of keys and there is no grace period.
- If the key is lost, a \$60 replacement fee, plus a \$15 processing fee will be charged to the user's account.
- Team Room doors lock automatically. Users should take the key with them anytime they leave the room. User is responsible for closing the door after room use.
- Immediately report any problems or issues with the room or equipment to the Check Out Desk. User may be held responsible for damages if issues are not reported to the service desk.
- Remove all trash and recycling when you leave; help keep the room clean by reporting messes to the Helpline, 315-416-7047.
- The walls are not soundproof. Please be respectful of those working nearby.
- The room and equipment should be returned in the same condition it was loaned. Users will be held responsible, and charged, for all damages, loss, and vandalism. **Such charges will be added to the student's bursar account.**

General Room Policies

- The Library is not responsible for damage to, or loss of, any personal property or other items left in the room.
- Items left in room will be taken to the Library's Lost and Found in the first floor Security Office.
- All library policies apply to the Team Rooms.
- The Library reserves the right to revoke privileges for those individuals who do not use the space according to policies and the requirements stated above.