

**RIVERWIND HOMEOWNERS ASSOCIATION INC.
RULES AND REGULATIONS**

**CLUBHOUSE COMPLEX
GAME ROOM**

The Game Room is available for residents and their guests 24 (twenty-four) hours a day.

All guests must be 16 (sixteen) years of age or older to use the Game Room. Residents are responsible for their guests and must always remain with them.

All people using the Game Room do so at their own risk. The RHOA is not responsible for any accident, injury, loss or liability in the Game Room.

Pets are prohibited in the Game Room.

Smoking is prohibited in the Game Room.

Restrooms are located in the Small Clubhouse.

The maximum number of occupants of the Game Room is 24 people as governed by the Fire Marshall and is noted inside the Game Room entrance.

Use of the Game Room is on a first-come, first-serve basis. A half-hourly sign-in board will be used to schedule the pool table for the next game. The table may be used for extended periods of time when there are no scheduled games or when there is an announced RHOA or resident-sponsored scheduled tournament.

Pool table equipment, balls, cues, etc., will be stored properly for the next players.

Dart players will ensure that the lane to the board is clear of people before playing.

Game Room equipment such as cards, checkers, chess sets, dominoes and other game materials will be stored away after the game is finished.

Residents should leave the Game Room the way they found it and take all the trash with them.

All electrical lights and units shall be turned off by the last occupant of the Game Room.

The heating and cooling of the Game Room is controlled by a thermostat in the unit and should not be modified or tampered with in any way.

Residents or guests sponsored by a Resident who are not using the Game Room appropriately will have their sponsor's Clubhouse privileges revoked. The RHOA reserves the right to deny the use of the Game Room to anyone at any time for cause or to close the Game Room without notice.

The Game Room will have twenty-four (24) hour video surveillance.

Lock the door when leaving.