

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

1. The Game Room is available for residents and their guests 24 (twenty-four) hours a day.
2. All guests must be 16 (sixteen) years of age or older to use Game Room.
3. Residents are responsible for their guest and shall remain with them at all times.
4. All persons using the Game Room do so at their own risk. Residents and/or the RHOA are not responsible for any accident, injury, loss or liability in the Game Room.
5. Pets are prohibited in the Game Room.
6. Smoking is prohibited in the Game Room.
7. Restroom access is available in the Small Clubhouse.
8. The number of occupants of the Game Room will be governed by the Fire Marshall.
9. 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 scheduled tournament.
10. Pool table equipment, balls, cues, etc., will be stored properly for the next players.
11. Dart players will insure that the lane to the board is clear of people before playing.
12. Game Room equipment such as cards, checkers, chess sets, dominoes and other game materials will be stored away after the game is finished.
13. Residents should leave the Game Room the way they find it and take **all** trash with them.
14. All electrical lights and units shall be turned off by the last occupant of the Game Room.
15. 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.
16. Residents or guests (sponsored by a Resident) not using the Game Room appropriately will have their sponsors' Clubhouse privileges revoked.
17. The RHOA reserves the right to deny use of the Game Room to anyone at any time **for cause** or to close the Game Room without notice.
18. The Game Room will have twenty-four (24) hour video surveillance.
19. Upon leaving, lock the door.