



E·S·R·G
KNIGHTS
OF THE KITCHEN TABLE

General house rules¹: 17-05-2018

Behaviour in association rooms²

1. Sessions
 - a. When a group has a session, disturb them as little as possible.
 - b. The playing group has the right to remove loud people from association rooms.
2. Board games
 - a. Board games have to be handled with care.
 - b. Board games may not be played during meals.
 - c. Board games may only be played on dry and clean tables.
3. Screens³⁴
 - a. Screens need to be stored away between 17:30 and 19:30.
 - b. On Tuesdays, screens may not be used between 17:30 and 22:00.
 - c. On Wednesdays, screens may not be used between 17:30 and the end of the activity.
 - d. Screens may not be used unless their use can be stopped at any moment.
4. Those present need to behave in a decent manner.
5. Don't throw in association rooms.
6. On Wednesdays, no internal meetings and sessions may be held past 17:30.
7. Dishes dirtied before 19:30 need to be cleaned before 20:00.
8. Members need to clean their used dishes before leaving.
9. Dishes may not be left unattended in shared rooms.
10. Food packages, food remains and other contaminations need to be cleaned directly after use.
11. Consuming alcohol during activities may be forbidden by the organizers and ST's of said activity.
12. Properties of members may not be stored without permission in the Garnizoen or the archive. The board may charge storage fees for this.

Closing down

1. Ensure all dishes in the room have been cleaned.
2. Ensure all garbage has been deposited in the correct container, and leave the room behind in a clean state.
3. If you are the last person with key access in the association room and want to leave, all others present need to leave with you.
4. If the key is taken to the bar, the sign "We zijn in de bar" ("We're in the bar") needs to be hung in a visible position in the Garnizoen. If the bar is subsequently left, the sign needs to be removed again.
5. Turn off any devices in the association room, such as the speakers.
6. Lock the door. If keys to any other rooms are present, check if those rooms are locked too.
7. Hang the keys to the Garnizoen and eventual other rooms in the key safe.

¹ Rules as intended, not as written.

² These rules apply to all people present in association rooms, and all Knights present in Luna de Plint except those partaking in an activity of another association, unless stated otherwise.

³ These rules only apply in the Garnizoen.

⁴ For exceptions and specific cases, ask the board or check the relevant decision list.