

24-Hour Quiet Floor AGREEMENT



20__ -- 20__ School Year

SUNY Oswego, in consultation with students, has identified a need to develop areas within our residence halls that would support a more intensive approach to study and sleep. These areas have been designated as **QUIET FLOORS**. Living on a QUIET FLOOR is optional. Individuals selecting this housing option are to **carefully read and sign** this agreement, indicating their understanding of, and agreement to abide by, the following:

1. **QUIET** is defined as no audible sound coming from a resident room into corridors or other rooms.
2. **On 24-Hour Quiet Floors, QUIET HOURS** are in effect 24 hours daily, with exceptions listed below. During the following time periods, **COURTESY HOURS** will be in effect:
 - Sundays through Thursdays from 3:00 pm to 7:00 pm
 - Fridays and Saturdays from 3:00 pm to 12 am (midnight)
3. **COURTESY** is defined as respecting community members' rights for sleep or study.
4. Residents may request to terminate this agreement by asking for alternative accommodations and receiving approval from the Residence Hall Director, space-permitting.
5. The Residence Hall Director may terminate this agreement at any time when it is clear that the resident's behavior creates a situation that is detrimental to the **QUIET FLOOR** community.
6. If any provision of this agreement is violated, the resident can be reassigned to another room or residence hall by the Residence Hall Director, without the requirement of a formal disciplinary hearing.
7. This agreement is binding for the entire academic year.
8. This agreement must be signed prior to occupancy on a **QUIET FLOOR**.

Resident Agreement and Signature:

*"My signature below acknowledges that I understand and agree to abide by the above expectations for living on a **QUIET FLOOR**."*

Student Name (PRINT)

Student ID #: 8 0 __ - __ - __ - __

Student Signature

Date

Please indicate Hall and Room # if you already have your assignment:

Hall

Room

Halls/floors available
Riggs Hall.....Ground Level