

## **EXERCISE/STEAM ROOM RULES**

All those who use these facilities shall abide by the following rules. Any amending of these rules shall be the responsibility of the Board of Directors of the Corporation and shall be posted.

1. Non-residents are not permitted to use the Exercise/Steam Room.
2. Persons under 14 years of age are not permitted in this facility, unless accompanied by a resident parent or resident adult guardian who shall be totally responsible and liable.
3. The Exercise/Steam Room will be open daily from 5 a.m. to 12 a.m. midnight.
4. Residents must wear tops and proper gym attire when using the Exercise/Steam Room. Ordinary street clothes, including jeans and cut-off shorts, are not permitted.
5. The Corporation is not responsible for loss or theft of personal articles, however caused. Lockers are provided but users must supply a lock.
6. Wet, muddy or dirty footwear shall not be brought into the Exercise/Steam Room.
7. No food or beverages are permitted in the Exercise/Steam Room at any time; with the exception of plastic, personal use refreshment bottles containing water or energy drink.
8. Weights must be replaced on the proper racks after use.
9. All equipment must be turned/switched off after use and the equipment shall be sprayed with a disinfectant solution provided and then wiped down after each use.
10. The use of portable radios, tape, CD or other sound recording/playing devices in the Exercise/Steam Room is permitted only with the use of headphones.
11. Boisterous behavior, yelling and general misconduct are not permitted in order to ensure everyone's safety and enjoyment.
12. Notwithstanding the foregoing rules, residents shall also abide by and comply with any conditions or requirements, posted from time to time by means of signage or notices within the Exercise/Steam Room, pursuant to the authority of the Corporation.
13. Residents are advised that the Exercise/Steam Room may only be used at the user's own risk. The Corporation is hereby indemnified and saved harmless from any claim, cause of action, damages, loss of property, cost or expenses whatsoever arising from any injury, property damage or loss sustained by any user of the Exercise/Steam Room whether in compliance with the rules or otherwise.
14. Residents using the Exercise/Steam Room are fully liable for the costs of repairs for any damages that they may cause.
15. No pets are allowed in this room.