



# Recreation Services



## CODE OF CONDUCT

We hope that those using the facility will behave in a manner that shows respect for all others, including employees. All guests are encouraged to be responsible for their personal behavior and safety. Guests should keep in mind that small children play throughout our facility and they need to be protected from foul language and inappropriate activity. Longmont Recreation Services reserves the right to refuse service to anyone who does not adhere to the stated Code of Conduct.

- **Sleeping in the facility is not encouraged. A warning will be issued if other patrons are being disturbed and will result in eviction if habitual.**
- **Clothing with vulgar or profane writing or pictures is not allowed. Those dressing with gang symbols or styles will be asked to leave or change clothes.**
- **A minimum of shoes, shorts, shirt must be worn in the workout areas and all other parts of the building except the gymnasium. The exception is shirts/skins basketball games.**
- **Making physical contact with another person in a sexual, angry or threatening way will not be tolerated.**
- **No harassing or intimidating by words, gestures, body language or any other menacing behavior.**
- **No stealing or other behavior which results in the destruction or loss of property.**
- **Carrying or concealing any weapons, devices or objects which may be used as weapons is not allowed.**
- **Appears to be under the influence, using or possessing illegal drugs or alcohol is prohibited. This includes inside the facility as well as the Parking Area.**
- **Anyone caught coming in to use the facility without paying may be charged with trespassing.**
- **Disciplinary actions up to and including suspension from the center will be imposed for violations of rules.**
- **No public displays of affection. This is a family oriented center.**
- **Disturbing other patrons (inappropriate behavior) or employees of the facility so as to disrupt the use of the facility or their work is not acceptable.**