**Townhall meeting 11/1/2012**

**Parking:**

-Meter parking is free at all times on holidays and Sundays.

-Suggestion: When you check in a guest, they should be able to get a temporary parking pass for their guest, possibly in the dirt lot.

-Starting next semester, people who will be parking in the 2 hour areas will need to get a placard from the front desk so that they know who is staying there and for how long they have been there.

-Suggestion: Limiting each guest to one parking pass for a guest per resident, where the pass only works for a 1 day? There are 20 empty parking spaces that potentially could be used.

**Laundry Room:**

-People have become a bit sensitive with time constraints—people not getting their clothes the minute they are done. The games in the laundry room take up space in the room, and people have shown interest in more washers and dryers.

-Suggestion:

-Usually the weekdays are not too busy. Friday and Saturday nights are not the best. Sundays are hopeless to get a washer or dryer.

-Suggestion: Removing the games to put more study tables in there would encourage the residents to be there the whole time with their clothes.

-What if we put a table right outside of the laundry room, and added better lighting in the hall.

-Feel like clothes have been damaged from the washing machine and dryer—small holes and oily substances stains.

-Maybe putting information sheets about how to pre-treat your clothes.

**Work Orders:**

-Many people don’t know how to put in work orders.

-You can go to the front desk if all else fails.

**Alcoves:**

-Making them “quiet areas”, especially during quiet hours in the evening.

-They were meant to be areas for residents to hang out.

-More lighting in the hallways so people have an easier time studying.

**Games for Gaming Systems:**

-Similar to the movies provided by CVA, more games should be made available to the residents who wish to play them.