



RULES FOR RESERVATION OF FACILITIES IN THE STUDENT'S HOUSE

- Reservations can be made in person, by phone or by email, at the La Casa del Alumno Service Point, from Monday to Friday from 09:00 to 21:00.
- Reservations can be made through the intranet application "Reservation of rooms, classrooms and spaces (Monnegre)". Reservations will be validated at the same time as the previous point. If you want a reservation for a Saturday, Sunday or holiday when the Casa del Alumno is open, it will have to be made before 9:00 p.m. on the previous Friday.
- The transfer of facilities to students is made free of charge by the UPV. There can be no profit motive in its use, even with donations.
- The use of the installation must be done according to the type of space. It cannot be painted, sawed, etc ... If you need a space for this type of activity, contact us.
- Students can only reserve facilities with seven days in sight. Although the application allows it, they will be canceled automatically.
- The maximum duration of a reservation will be seven hours.
- The reservation will always be made within the building's opening hours to the public. Certain rooms can only be reserved from Monday to Friday.
- The Boardroom can only be reserved by Student Delegations and groups from the GE (Spontaneous Generation) program.
- The La Pecera Room and the Workshop Room can only be reserved from Monday to Friday, from 07:00 to 23:00 hours.
- The Ximo Mora Room can only be reserved with prior authorization.
- The GE Room and the Videoconference Room, can only be reserved by the groups of the GE program
- You will not be able to make periodic reservations, although the application allows it, they will be canceled automatically.
- You cannot collect spaces. This situation will be controlled and users will be sanctioned according to the regulations of the House of the Student.
- For the use of multimedia equipment in classrooms 1 and 2, the phrase "MULTIMEDIA FURNITURE ACCESS AUTHORIZATION" must be added in the observation field.