

READ IT—LEARN IT-LIVE IT

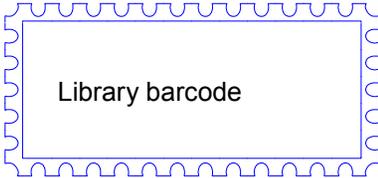
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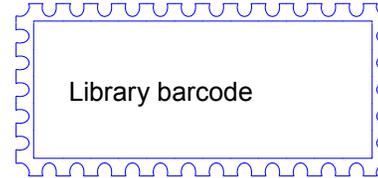
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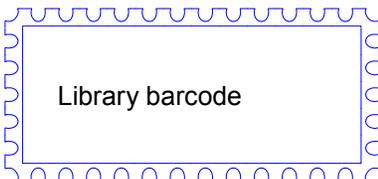
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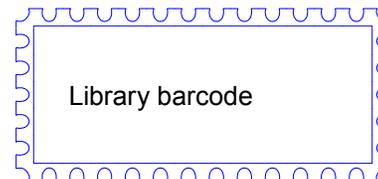
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Read It—Learn It—Live It Adventure Pass Rules:

1. Adventure Pass is not valid for group tours, special program fees, or craft fees—general admission only.
2. Only one Adventure Pass may be used per party, per visit.
3. The Adventure Pass destination reserves the right to refuse acceptance of the pass at any time.
4. One Adventure Pass may be checked out on each library card per loan period. Loan period is ONE WEEK.
5. The Adventure Pass may not be renewed or reserved.
6. The Adventure Pass must be returned to the same library where it was checked out.
7. The overdue fine for an Adventure Pass is \$1/day (\$10 maximum).
8. The charge for a lost Adventure Pass is \$30.



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