

MAKE WASHINGTON / SNOCO MAKERSPACE USER RELEASE FORM

THIS AGREEMENT made this ____ day of _____, 20____, by and between Make Washington, Inc. operating as SnoCo Makerspace (SM) and

_____ (User).

In consideration for User’s participation in the activities of SM, Member agrees to the following waiver and release:

1. **Assumption of Risk.** User acknowledges the inherent risks in the use of tools, equipment, devices, and hazardous materials of any kind commonly used in electronics construction, fabrication, software design and other technology related activities and that User’s participation in such activities and/or use of such tools may result in injury, illness, death or damage to User or User’s personal property.

Further, such risks and dangers may be caused by User or Guests or other members. Finally, such injury, illness death or damage to User or User’s personal property, may arise from foreseeable or unforeseeable causes including, without limitation, electrocution, burns, impalement, or slip and fall injuries. User hereby fully assumes all such risks and any others which arise because of User’s association with SM.

2. **Release of Liability.** User releases SM, its officers, agents, board members and assigns from any liability whatsoever arising out of any damage, loss or injury to User or User’s property while participating in any activity on the premises of SM and/or using any equipment owned by SM or another member or guest of SM regardless of whether such loss or injury is as a result of negligence of SM or its members, guests, agents and assigns, or is a result of some other cause.

3. **Covenant Not to Sue.** User agrees that User will not, under any circumstances, initiate any legal action against SM, its members, guests, agents and assigns, nor will User assist in the prosecution of any such legal action filed by another, arising out of an injury to the person or property of User while participating in the activities contemplated by membership in SM. This covenant extends to include the heirs, executors, administrators or assigns of User.

4. **Third Party Indemnification.** User indemnifies, saves and holds harmless SM, its members, agents and assigns from any and all losses, claims, actions or proceedings of every kind and character which may be initiated by any other persons or organizations and which arise directly or indirectly from the actions of User while engaged in the activities contemplated by membership in SM.

5. **Intellectual Property.** SM cannot guarantee the protection of your Intellectual Property (IP) due to the nature of our organization’s operations. SM releases all interest in your IP regardless if it was developed in the makerspace. You may not use other’s ideas, concepts or examples as your own IP without written consent from the person with the original idea.

User hereby acknowledges that User has carefully read all of the above provisions, fully understands same, and voluntarily signs this document as a condition of use of facilities and/or membership in SM.

Make Washington

Member

WORKSHOP RULES

These are mandatory rules for all members, visitors, users and guests.

GENERAL

Violation of any rule will solicit a response from a kindly written email reminder to immediate revocation of your membership (if applicable) or immediate banishment from the site as decided by directors based on the severity.

You are liable for anything you break; You must repair, have repaired, or replace anything damaged or broken.

You must replace anything you use in excess or provide some good faith exchange in materials, equipment or donations. Example: If you use an entire bottle of wood glue, please replace it.

You maybe not remove anything you do not own from the workshop without permission from a director; Including but is not limited to books, tools, equipment, parts and other member's items.

Before leaving anything in the workshop for use by others you must coordinate with the space coordinator who will approve, receive, and document if the item is donated or lent to the club, remaining your property.

You must not use the workshop to store or repair any liquid combustibile driven machinery to include vehicles.

You must not store any materials without consulting the shop manager, a director or an officer; you must tag the item(s) and include a remove by date. Any materials or items left past the remove-by-date will be considered abandoned and the makerspace will absorb into stock, sell, or charge you for the disposal of the item. Any item without a remove-by-date will be considered abandoned for use or disposal by the makerspace.

You must comply with all our lease and insurance agreements. This includes no cooking with the exception of the microwave and using a coffee maker. No storing commercial products. No sleeping on the premise or in the common areas (outside). You may not leave vehicles parked overnight. You will not consume alcohol when minors are present and never in excess.

You may not smoke or vape in any indoor areas and greater than 20 ft from any door or roll-up or greater if law requires.

You must respect and protect other member's intellectual property.

You must not store any hazardous materials on site; for questions about this see an officer.

VISITING/VISITORS

Only one visitor per member unless it is an open workshop event.

You are liable for any damage your visitor creates.

You must escort your visitor at all times and may not leave them unattended. All visitors who wish to participate with you must read, agree with, and sign the Use Agreement and Rules.

SAFETY

You are responsible for bringing, using, and inspecting your own safety equipment.

You are responsible for your own safety. SnoCo Makers is not responsible for your safety as we cannot monitor your every move. If you are not completely comfortable using something, do not use it.

You will not use any tool, powered or not under the influence of alcohol or drug, legal or not.

You must use safety equipment when using any tool.

You must not use any power tool around others without warning them.

Visitors may not use any powered equipment without being certified as trained.

You need to be trained and certified by a trainer before using any tools.

No minors may use power tools; the only exception is 3D printing.

Inspect every tool you use before use; Mark, label and do not use if the tool is not serviceable.

COMMON COURTESY

You must take turns if someone(s) is waiting to use a piece of equipment.

If you are not a cardkey holding member and the cardkey holding member has noted they are leaving at a specific time you must be ready to walk out the door at that time.

You and your visitor may only use one bench/tool at a time.

During announced meetings (meetup) you should not be working with any tools or equipment that make noise, create fumes, or are otherwise distracting. You should also avoid walking through events if possible.

REFUSE

Remove your trash and debris at the end of every visit; If the garbage is full please dispose of it in a garbage can or haul it away.

Clean equipment, area and tools after every use; you must reset the areas to general use. This includes chairs, tables, safety guard, equipment, tools and materials. The areas must be made available for workshops and use by others.

I have read and accept these rules:

Print

Sign