

## DISRUPTIVE BEHAVIORS PROCEDURE FLOWCHART

Defined as: behaviors that are disruptive, but do not pose a substantial threat to the safety of others, right of others to use and enjoy library facilities, and to library resources and/or facilities.

- Adapted from ALA Guidelines for the Development of Policies and Procedures

### Examples of problematic behaviors:

- Talking loudly/yelling
- Running
- Playing music/games too loud
- Making messes

