Caldwell Public Library NJ Makers Day STEM Kit
Policy and Reservation Form

Please read, complete the contact information, and sign to your agreement.

General Information:
- Caldwell Library cardholders ages 18 and above with unexpired cards and in good standing (no fees) are welcome to borrow a STEM Kit.
- There is no fee to borrow the Kits unless it is damaged or lost (see below).
- Borrowers must sign our STEM Kit Policy before checking out a kit for the first time to confirm that they have read and agree to abide by these rules.

How long may I keep the Stem Kit?
- Kits may be borrowed for 21 days. They do not automatically renew. Please check out website for current hours:: www.caldwellpl.org
- One one Kit can be borrowed at a time

How do I reserve a Kit?
- STEM Kits can be reserved by calling us at 973-226-2837, emailing us at librarian@caldwellpl.org, or in person at the Front Desk.
- If you need to cancel or reschedule, please contact us as soon as possible, preferably by calling us at 973-226-2837.
- Kits may be picked up only by the reserving cardholder, who must show their valid library card.
- A reservation is forfeited if the Kit is not picked up on the reserved day by closing time.

How do I pick up and return the Kits?
- Kits must be picked up and returned at the Front Desk. They may **not** be returned in Book Drop.

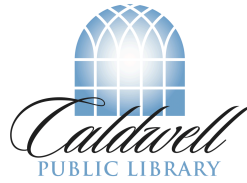**What if I return a Kit late, break it, or lose it/pieces?**
- There are no late fees, but we do ask items to be returned on time so that others may be able to borrow the Kits as well. Items are declared "Lost" after they are overdue 30 days; a replacement fee will be charged to the user's account.
- If the Kits are damaged to the point of needing replacement during the time they are checked out, the user will be responsible for the cost of the Kit.
- See back of sheet for current items and their replacement cost.

Name_____

Address_____

Phone #_____Library Card #_____

Signature_____Date:_____

NJ Makers Day STEM Kit Replacement Fees - as of February 6, 2024

These rates will go lower if the manufacturer's pricing has gone down. We will not charge more than what is listed, but rates will be reviewed annually.

Three Little Pigs Problem Solving	$59.99
Three Billy Goats Gruff Problem Solving	$69.99
Survive the Quake Engineering Kit	$39.99
Snap Circuits Motion Detector	$29.99
Snap Circuits FM Radio	$39.99
I Can Build It! Architecture Set	$39.99
Goldilocks and the Three Bears Problem Solving	$59.99
Dash Robot	$179.99
Code Master Programming Logic Game	$24.99
Bee-Bot Programmable Robot	$109.99