

CCC game room: competitors immerse in contagious glory



Pictured above, clockwise: Tom Fountain; Patty Peters; Bob Simirl; John Olson and Tom Fountain.

By Cyndi Bacon
Arts Editor

After a long, hard day in classes, students need an opportunity to let out frustrations, to engage in activity and to generally have a good time.

The Clackamas Community College Game Room, sponsored by Student Government/Student Activities, is a facility to provide such an outlet.

The area, located in the Community Center Building, is equipped with three pool tables, three foosball tables, a jukebox and an assortment of electronic machines for the avid game room "junkie".

When the Community Center Building was built in November, 1975, a portion was set aside for a college game room.

"It was a facility that every other college had," said Debbie Baker, CCC student activities counselor.

The phenomenon of the game room "junkie" is steadily growing at CCC.

In the beginning, the room housed only one pool table. Since then, profits and interest have made it possible to add more equipment, according to Baker.

The game room benefits everyone, according to Baker. The profits not only go for upkeep, but also for student activities, clubs and sponsorships, such as the recent Association of College Unions-International (ACU-I) competition.

Vandalism and machine destruction is the main problem in the game room. It cuts down profits, according to Baker.

"If people would take care of the equipment, the less maintenance we would have to do," said Baker.

The game room is open 8 a.m. to 9 p.m. Monday through Friday. The facility is closed on the weekend.



Photos by Brian Snook

