## Botwinik Hall Triple Layout Guide

Dear Triple Resident,

Welcome to UNH and the beginning of an amazing year of new friends, enhanced learning, and different social experiences and above all else, triple the fun. Living in a triple can present some challenges to Room Set-up. This guide can serve as a resource to a possible room lay-out that works. And don't just go with the guide, try using it as a tool to truly personalize your space! We hope you find it useful!

-TAP (Triple Advisory Program)

Bed: 7' 1/4" x 3' 2"

Wardrobe: 2' x 2' 1"

Desk: 3'6" x 2'

## Side Notes!

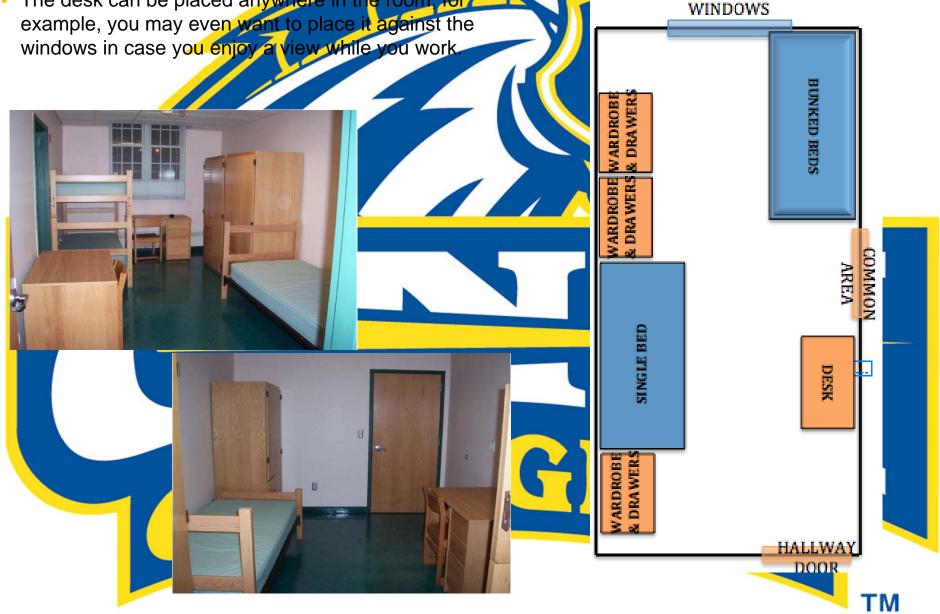
- For safety reasons, no furniture may be blocking the windows at any time.
- The Cable Jack in the common room is located along wall C near the windows. All bedroom jacks are located on the wall adjacent to the common room also near the windows.
- Botwinik has wardrobe/dresser combos with larger closet space and two drawers on the bottom.
- The diagram for the most part is drawn to scale, however, the picture on the left gives you a great idea of how the layout will look.
- TAP recommends putting 4 desks in the common area and 1 in each bedroom. However, you may also place 4 wardrobes in the common room, and 1 in each bed room keeping the desks in the bedrooms.

 Keeping the wardrobes next to the hallway door maximizes space in the room itself, that way, you only need to place one more wardrobe and a desk.

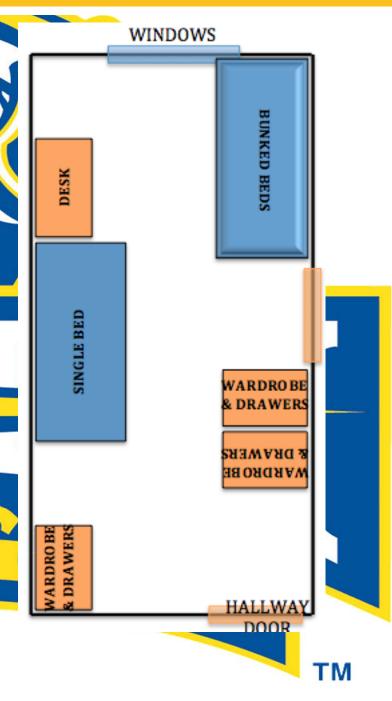


WINDOWS

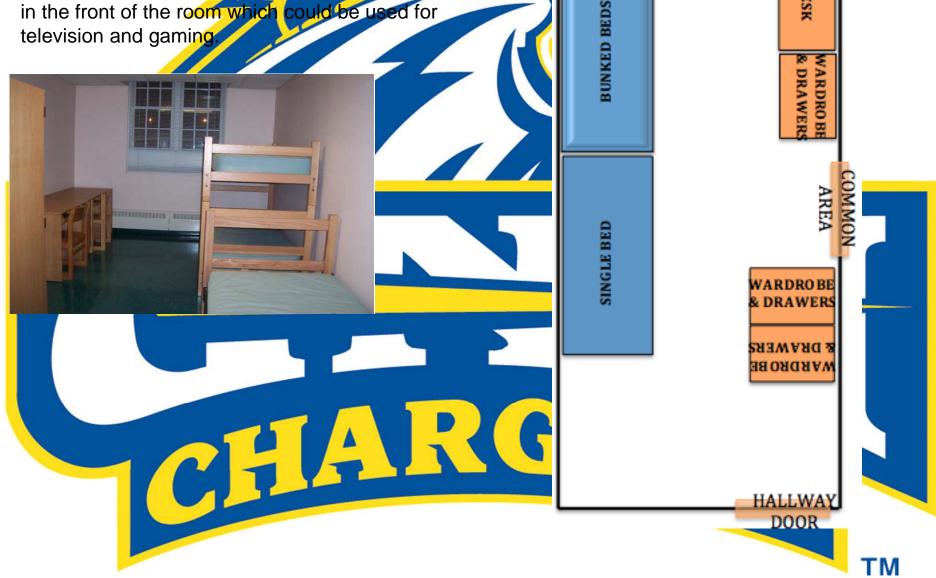
The desk can be placed anywhere in the room, for example, you may even want to place it against the windows in case you enjoy a view while you work.



This setup has the two wardrobes back-to-back.
Doing this gives you some privacy between the bedroom and the common room.



This is just another setup with the back-to-back wardrobes. In this layout though, there is more room in the front of the room which could be used for television and gaming.



WINDOWS

 This layout makes for even more space in the front of the room since both of the beds are against the windows.



WINDOWS

