1982-1983

THE CONFIDENTIAL GUIDE TO BAKER HOUSE September, 1982

Dedicated to the memory of Alvar Aalto, a bricklayer at heart, who designed a dormitory to be a home.

PLEASE READ THIS GUIDE!! Why? Because it's

(a) free (b) informative
(c) entertaining (d) all of the above

answer: e

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**cover design: The words "Baker House" written in the shape of the dorm form the unofficial official emblem of Baker. This design also appears on Baker T-shirts, Baker mugs, and in other surprising places.

WELCOME TO BAKER HOUSE!

The most important thing to remember in your first few weeks in Baker House is to be brave (well, at least adventurous). Wander up to any random person, introduce yourself, start a conversation, and see what happens. Upperclassmen tend to be tired of saying "Hello, my name's ---, what's yours?" after Rush Week, so you have to make the effort. Take some time to walk around the dorm and meet people. An open door is a sure sign that visitors are welcome, and the occupant will be glad to see you. Keep your door open and let people wander into your life.

Your Roommate

You are now living in a room with three other people, all of whom wanted a single. Right? Don't curse; it could get worse. This is probably the most important part of your education. Why? Because freshpeople can, too easily, become tools or hermits if they live in singles their first year. They don't learn tact or diplomacy or tolerance, or even enjoy themselves as much as is possible. So enjoy. Also, room assignments are made on a seniority basis, and hence the best rooms are occupied by upperclass-people. You'll get yours.

Unless you requested a particular roommate, you are probably living with total strangers. But, so are they, so get to know them--even the one that never washes--because he or she may be able to help you with physics problem sets, or share the cost of a rug. If you really want to change rooms or roommates, find someone to swap with, and contact a member of the Room Assignments Committee.

Tutors (sic.)

Each floor but the first has a room occupied by a graduate student (the 04's--on the West End); and the Senior Tutors--a graduate student couple--live in room 111. Their role is one of guide, mentor, and (assistant) catalyst for social activities on the entire floor. Also some of them aren't bad at tutoring (though you'll find that upperclassmen are usually more useful when you want academic help).

Tutors are supposed to hold "study breaks" every now and then to promote social interaction and to keep us all from nerding to death. Go to study breaks (even if they're not on your floor): they provide free food and an excuse to stop working.

Your Tutor can be anything from a good friend to a substitute mother. Stop in and meet them sometime in either case.

The Housemasters

At the East end of the first floor (where room 146 would be) live the Housemasters--a couple, one of whom is on the MIT faculty. The faculty resident is the closest thing Baker House has to an "official" liaison with the Institute (along with the Baker Advising Program). The Housemasters can also help keep the craziness here from getting out of hand (as it sometimes tends to do).

This year's Housemasters are Harold and Irene Reiche. They arrived in September of 1980 to Baker. Harold is a History professor and has been teaching at MIT for some time. Irene and Harold will periodically invite the residents of each floor to their quarters so that they can meet you (and vice versa) and feed you, etc, but don't wait for that, go ahead and introduce yourself and you will find them quite nice and Harold tells pretty good stories too. In any case, the Housemasters are there for you for whatever counselling you might need so don't hesitate to ring their doorbell.

II. BASICS - How to survive in Baker House without really trying

Your Room

Supposedly every room in Baker House is unique. There are those who claim that "a quad is a quad is a quad...", but these people never lived in one. So remember--if your room seems strange, at least it's different.

Each person in your room should have a wardrobe, known as an elephant, a highly mobile set of drawers known as an armadillo, a chair, known as a chair, and a bed, known as a... Hmm. Well, yes. Various desks and shelves are placed around the room. This furniture is practically irreplaceable because it was especially designed for the House by Alvar and Aino Aalto. Treat it nicely.

Sinks have a medicine cabinet, towel racks, and a light. Water mixers are available at hardware stores. You should have a pillow and a mattress on your bed. Be careful with the headboards and sideboards--some are loose.

If your room is missing something, complain to the House Manager (his office is by the desk); sometimes furniture has been known to walk away over the summer. To get things fixed (like sinks that won't drain), put in a repair slip at the desk and the maintenance men will fix it, usually early the next morning.

The heating is unpredictable and can allegedly be adjusted using the knob under the radiators. Sometime in early winter, when the heat first gets turned on, you may be awakened by deafening clanging sounds at night. No, the world is not coming to an end: it's just the steam going through the (rather old) pipes.

Clean your own room when the time comes. Porters will not clean rooms. Vacuum cleaners are available at the desk and also from some of the tutors.

In addition to the 350 or so human residents, Baker also houses a sizable cockroach population. Besides killing the creatures whenever you see them, there are other things you can do to keep them out of your room: Roach spray is available (sometimes) at the desk; it's usually a good idea to spray your room before you move in. Roach motels can also be found at the desk; scatter a couple around your room to trap the stubborn ones that remain. If the situation is really bad, you can put in a repair slip to have your room sprayed. Finally, the number of roaches in a room has been found to be directly proportional to the amount of filth in that room, especially food. Roaches like sinks and medicine cabinets in particular: keep these clean (unless, of course, you <u>like</u> roaches).

Decorating your room

The bare walls of your room needn't remain bare for long. People have been known to turn even quads into very comfortable homes. If you don't like the bricks--you're out of luck. Bricks are the symbol of Baker House (don't ask what they symbolize). Don't paint them; also, any holes made in them will cost you your room deposit. Paint the plaster if you want to, but not finished wood, window frames, or the ceiling.

If you want to put up shelves (or even a loft!) you can drill into the mortar. The use of $\frac{1}{2}$-inch drill bits is strongly discouraged,

however. If you are about to embark on a major building project (like a loft) it's a good idea to ask advice from someone who has done it before. The same goes for taking out furniture which is bolted in (like shelves or a divider).

You can hang anything you want on the walls: posters, corkboard, even people. Robert J. Herbert Memorial Picture Hangers (Herby Hooks) are available at the desk. Rugs and carpets can be purchased or found and are very pleasant to have. Use your imagination. Decorate your door--it proves you're not a total nerd.

If you remove any furnishings from your room, store them downstairs in the designated place (usually next to the Trunk Room--in the West end of the basement) and return them to your room before you move out. They'll charge you for missing furniture, even if it's downstairs.

The Desk

Baker's desk is the center of the universe, the hub of hubs, etc. This is where you get your mail, magazine subscriptions, newpapers, room keys. Vacuum cleaners, footballs, softballs, hockey sticks. Ironing board, deck of cards, chalk, pool equipment. Light bulbs, herby hooks, roach spray, change. Etcetera.

Almost everything at the desk (except the money and the worker) can be "signed out": all you have to do is leave your MIT I.D. and sign your name in a beatup old notebook.

The desk's dormline is a three digit number: 161. Don't dial 7161--this is room 411's number. The desk also has a "real phone" (for calls from outside MIT)--its number is 253-3161.

Desk hours are 8 AM to midnight Monday through Thursday, 8 AM to 2 AM Friday and Saturday, and 9 AM to midnight on Sunday. The student Desk Captain oversees the operation of the desk and assigns hours to the student workers. Direct any complaints to the Desk Captain.

Housing Employees

The House Manager has an office near the desk. Consult him on such problems as housing or the porter staff or room conditions; not on problems with roommates, questions about house government, etc.

Other Housing employees include the porters, maintenance men and night watchmen. Porters (approximately one per floor) clean the bathrooms, hallways, and lounges. While the desk is closed, a night watchman patrols the House. (Occasionally students on desk staff are night watchpersons.) She/he won't bother you if you are doing normal things (for Bakerites). Visit the watchman's shrine, the Grotto, located on the far West stairwell between the third and fourth floors. More about this on the Ides of January.

Keys

Get the key to your room from the desk (after returning the key to any previous room!). Don't lose it, or it will cost you five dollars.

The front door (on Amherst Alley) is open between 7 AM and desk closing. During winter and summer vacations it is always locked. Front door keys will be available after R/O week. If you get locked out, the night watchman can be reached by dialing x3-4948.

With a five dollar deposit you can have an extra key to your room made available at the desk, with a "guest list" of people to whom the key may be given.

If you are locked out of your room during open Desk hours, go to the desk, where extras of all room keys are kept. The porters also have sub-master keys--one key opens all doors on a half-floor. When the desk is closed, find the Desk Captain, President, or Judcom Chairman, each of whom has a master key. If all else fails, the night watchman also carries a master key. In a dire emergency (like a roommate dying, locked in your room) when none of these people can be found, call Campus Patrol--they have master keys also.

Telephones

Somewhere on or near your desk, you will find a telephone, called a dormphone or dormline. This does not connect you to the real world, but you can call the entire Institute, Harvard, and make collect calls. You can also receive calls from the real world. Check HoToGamit for details.

Baker phone numbers are 7100 to 7399: For the first, second or third floor rooms, the telephone number is 7 followed by the room number. On the upper three floors, subtract 250 from the room number (or add 50 and subtract 300) and add 7000. There are two hall phones on each floor--the East end one has the phone number corresponding to room x48, and the West end one thinks it's room x10.

Baker desk has a three digit dormline: 161.

Give your telephone number as (617) 225-7abc.

Don't hack your dormphone.

There are Ma Bell pay phones in the lobby, but if they are hacked, they will go away. Phones can be gotten for rooms, too--ask an upperclassman.

Laundry

Unless you are one of those people who like wearing dirty underwear, you'll probably want to wash your clothes every now and then. The laundry room is just beyond the pool table (in the basement). The washers cost 25¢ per load (approximately 30 minutes); the dryers are 30¢ per 45 minutes (additional dimes get you additional minutes). Revenue from the machines goes into the House budget, so don't hack the machines.

The machines are taken care of by the Washcom Chairman; see him if a machine is broken or is giving you trouble. If a machine eats your money without starting or doing its job properly, refunds can be had from the desk.

The laundry room can be a madhouse at certain times, but if you're willing toget up early in the morning (i.e. before noon) you'll probably find it fairly empty. You can even find out how busy it is by calling dormline 160: the number of high and low pitched beeps indicates how many washers and dryers, respectively, are free.

Commons

Now that you're in Baker House it's time to start worrying about one of mankind's greatest problems, right? Well not any more: no more sleepless nights wondering where the next meal is going to come from for you. MIT has decreed that all freshlings and sophomores living in Baker (and MacGregor, McCormick, Senior House and East Campus) must eat a minimum cash amount's worth of meals in Institute dining halls. The system is very, very complicated, so much so that most upperclassmen have given up any hope of ever understanding it. For all you "jock-types" that sweat while the rest of us eat dinner, Baker dining is open until 8 PM, Monday thru Thursday. You will receive an MIT Food Service card that will enable you to eat at any MIT dining hall. Treasure it. It's your key to culinary delights.

But on to the important things. Eating dinner in the dining hall will probably become the social peak of your day: Where else do you get to mingle with so many friends in a congenial atmosphere: In fact, this is where many lasting friendships are started.* (If you really want to get to know someone quickly, try dumping your turkey tetrazini on his head.) Meals downstairs are a time to relax and forget about the test you just flunked and the Dear John letter from your fiancee back home. So enjoy yourself, meet new people, throw some napkins and do whatever else you like. Just don't study in the dining hall or you could wind up in Burton yet.

Country Kitchen

The new country kitchen, located in the basement, is available for use by all Baker residents. It's equipped with its own pots and pans and other various cooking stuff. With its own little dining room it can be used for anything from an intimate dinner for two to making enough Jello! for a bar-warming party. You can reserve kitchen-time at the desk, and sign out the key at the time of cooking. Everyone is responsible for their own messes!

Snack Bar

Located in the Dining Hall, the Snack Bar is open approximately every night from 9 PM to midnight (it is closed when there are events in the Dining Hall--like Baker parties). The Snack Bar is a (supposedly) nonprofit business, run by the House and for the House under the direction of the Snack Bar Manager.

Usually available: soda, ice cream, milk, shakes (frappes), candy, orange juice, and various other goodies. The Snack Bar is a great place to waste time and avoid studying. Sit down by the Snack Bar some night and watch the world go by.

Jobs as a snack bar worker (PSBW) are often available, too. Talk to the Snack Bar Manager if you are interested in learning the fine art of scooping.

Other Food Sources

Cooking in your room - Refrigerators and hotplates are available, cheap. Don't overload the circuits--if possible, don't cook while your neighbors do. Cook with friends--cheaper, saves energy and is more fun. Don't cook in the lounges; don't destroy your room or your furniture by cooking. Use a grease trap in your sink. Don't cook over the carpetted areas!

* When some total stranger saves your life by advising you not to try the spinach lasagna.

Pizza Truck - Appears at the front door twice a night or so (usually around 9:30 and 11:30). Five bells signal this auspicious event.

Pinball/Soda Machines

The pinball machines (including video games) are in the basement, and are a major source of House income. They are not owned by the House, so if they are abused they will go away. Therefore, thou shalt not hack pinball machines. Treat them nicely. You are encouraged to spend your money on them.

The foosball table (on the balcony) is House property. For the small tithe of one dime you can exercise your wrists and impress your friends. Again, do not hack. Do not move the table without the approval of the Athletic Chairman.

There are two types of soda machines in the basement: theirs and ours. Theirs costs more. The profits from ours goes back into the House, theirs doesn't. The choice is yours.

House Facilities

Becoming a resident of Baker House entitles you to the use of many House facilities, even if you are a freshman. Most of these are under the control of the Vice President for Facilities and Services (VPFS); see him if something is broken or going crazy.

Dark Room: Across from rooms 439-440. Contains developing equipment and a paper cutter. Under the direction of the Darkroom Chairman. The key is available at the desk. (Note: If you are a decent photographer and have some time to kill, speak to the House Photographer about taking pictures of dorm activities. The House Photographer maintains the House Slide Collection which records hundreds of Bakerites doing crazy things.)

Music Room: At the East end of the basement, on the right. We just spent over four grand on the House grand piano to restore it to excellent shape. Please be nice to it. The piano is very old and costs more than you could imagine. Also please don't use those delicate pianist fingers to adjust the air conditioner/humidifier/heat controls in the Music Room. The same desk as before has the key,

TV Room: Keep your hand on the left wall as you walk West in the basement to the end. Stays unlocked. Please, don't try to "fix" the TV.

House Stereo Equipment: Not generally available to residents except under special circumstances. Speak to the VPFS if you think you have a good reason for borrowing some of the equipment.

Bathrooms:

Baker House has bathrooms. Most of these are not predesignated as Men's or Women's bathrooms--floor meetings to determine bathroom arrangements will be held after permanent room assignments are given. Majority rules, but individual wishes must be accomodated. Many bathrooms end up being "coed"--which is not as bad (or as good, for you perverts) as it sounds.

Places Not Generally Accessible

Housecomm Office: in Second East. Old House Records are kept there, as well as Secretarial supplies. Under the iron-handed rule of the House Secretary.

Porters' Closets: On each floor, a cubbyhole for porters to hide and store their stuff in.

Trunk Room: on the West end of the basement. You can store your empty trunks there during the year and full ones over the summer. Hours are usually posted on the blackboard at the beginning and end of each term. Under the supervision of the Trunk Room Manager.

Moon Garden: above the Dining Hall. The architectural gem of Baker House. People who live in Second ("First") Central often wander out there from their windows.

Storage rooms, fan rooms, etc. are scattered around the basement and roof.

Note: Don't use the doors at the far East and West ends of the building, except in a fire or drill--they have emergency alarms. Speaking of fires and alarms: Baker is not very likely to burn down, but the fire alarms are very easy to set off. So be careful when throwing things around the lounges or hallways. Don't set a fire just because you accidentally set off an alarm. Call the desk or Judcom and be ready to smile at some firemen.

Campus Patrol (CP)

The local police force, here to protect you. Campus Patrol helps us chase urchins, escorts people home from deserted areas late at night, and does almost everything else you'd like a friend to do. They patrol the campus by car and on foot.

Note: MIT is not protected from interference by Cambridge Police on account of the presence of CP. If you do something serious, like rob a bank or deal in hard drugs or whatever, you can and will be busted.

If you get busted for some non-serious offense (loitering or littering or whathaveyou) consider calling CP with your one phone call.

For emergencies: dial 100 from any MIT phone.

For routine stuff, call dl. 8191 or x3-1212.

From outside: their number is on the back of your MIT I.D.

Do not call CP for routine dorm-related problems. That is what Judcom is for.

Urchins

An urchin is a Cambridge or Boston resident, usually high-school aged, bent on mischief. They are very good at stealing bicycles (and other things). Never leave a bicycle unlocked in Cambridge or at MIT or even in the not-so-sacrosanct halls of Baker. Lock and close your door if you aren't going to be in your room for any length of time.

If you see someone suspicious, ask for an I.D. You most likely have now met another freshperson. If, however, s/he has no business being in Baker, ask him/her politely to leave. If they don't, call the desk or Judcom. This includes door-to-door solicitors. Two bells (except 9 to 4 weekdays, when they signal the House Manager) signal an urchin alert. Lock your door, grab a hockey stick and go hunting.

III. THE FINER POINTS - How to be a better Bakerite

There is (or should be) a lot more to living in Baker than just knowing where the bathrooms are. 350 people can interact in a lot of ways--some fun, some crazy, and some totally ridiculous. 20 years from now it's those ridiculous, 3 in the morning hacks that you'll remember--not what grade you got on the first 8.01 test, or even what 8.01 was.

Nerding

Also known as "tooling". MIT requires a certain amount of work--even for freshmen. If you do no work you will almost certainly flunk out. Unfortunately some freshmen try to work all the time, which is ridiculous even for pre-meds. Take advantage of Pass-Fail; it's the only chance you'll get. When you must work, there are ways to make it less painful:

-Find an upperclassman who has had the course, and bleed him for information. Most upperclassmen will consider it an ego trip to help confused freshpeople, so exploit their vanity.

-Work in groups. This is also an easy way to meet people. Lasting friendships have been built over those same problems you're pulling your hair out for.

-Tutors can sometimes be helpful if you can find one with expertise in the area you need.

-Take breaks. (Like trips to the Snack Bar or short water-fights.) You may get less work done, but you'll stay sane.

Lounging

Sitting in a lounge talking (or doing nothing) from time to time is a great way to keep yourself mentally healthy. Baker House provides an almost endless variety of places to lounge:

-The Lobby: Right in front of you as you enter Baker. Particularly pleasant in the winter with a fire in the fireplace. Try to keep the lobby moderately clean.

-The Balcony: Beyond the lobby; home of the foosball table. Happy Hours take place here. The outer patio is used for barbecues in the Spring.

-Dining Hall/Snack Bar: An entire evening can be spent sitting by the Snack Bar, especially if you're hungry.

-Master Suite Lounge: In the basement at the far East end. It is under the suite of the Housemaster (get it?). Used for parties, intellectual discussions, and romantic encounters for people who live in quads.

-Sundeck: On the roof. Enter from the 6th West-Central stairwell. There are also entrances to the roof from the West and East stairwells.

-Faucett Memorial Garden: Between Kresge and Baker. Alias the Baker Sun Garden. Has real grass, for an alternative to the roof when you want to get some sun.

-Overhang roof (overlooking Amherst Alley): Enter from the Central stair on the 2nd floor. A great place for cookouts and for lounging at 3 AM.

-Each floor has an East and West lounge, and the upper floors have Central lounges. Keep the lounge furniture in the lounge.

-Rooms: "An open door is an invitation to come in."

Hacks

A hack is a stunt, practical joke, illegal escapade, or what-have-you. Everyone loves a good hack; nobody likes a malicious or destructive hack. Examples: The House throws pianos (which are beyond hope of repair) off the roof; picks on helpless Gray Line tour buses, etc. Individuals do a lot, too. Ask an upperclassman to tell you about his/her favorite hacks.

Don't hack people who really don't like to be hacked. If you are hacked yourself, take it in the spirit in which it was given. Don't get mad; get even.

Being Showered

Get used to being showered--especially if you like to make atrocious puns or be obnoxious. You have the right to remove your belt, shoes, watch, wallet or anything else that could get ruined by water. Think of being showered as a compliment, not as an insult. If you're really good, someday you may get to make the big time--the moat outside the chapel or even (gasp!) the River!

It is traditional to shower people for their Birthdays. If a friend of yours has a birthday, get up a gang and put him (or her) in. Be careful when showering someone--people have been hurt by improper showerings. Newly elected House Officers are also showered, and the MOF (Most Obnoxious Freshman--awarded at the end of the Spring term) is moated.

Freshman Shower Night

This does not really exist. It is rumored to occur on the night before the first 8.01 test. These rumors have absolutely no basis in fact.

Parties, etc.

Baker has many social events, some organized by individual floors, others housewide. Floor activities include study breaks (usually run by the floor tutor) and floor parties held in the lounges. Housewide events include weekly Happy Hours on Friday afternoons, Ski trips, Cape Cod trips, Barbecues on the patio, Pubs, and of course Parties.

House Parties are usually held in the Dining Hall, and have ranged from old standards like Casino Parties and Halloween Parties to a New Year's Party in March. The biggest party of the year is the Christmas Party, a huge gala affair, which is held late in the fall term.

Most social events are run by the Social Chairmen and the Social Committee. Help is always needed to setup and clean up parties and to do a million other things. If you really want to get involved, talk to the Social Chairmen about joining the Social Committee. At the very least, try to attend House social events: it's your money that's paying for them, and most of them can be a lot of fun.

Alcohol

Drinking can be fun, particularly with your friends; however in Massachusetts the legal drinking age is twenty. In other words, when you go partying away from Baker, be a little discreet. It is

very uncool to wobble into any of the local law enforcement types on your way home. The "unofficial" proof of age is either a Mass. State Driver's license or a Mass. State "liquor control board" card. Baker parties are usually well-stocked with beer, deadly punch and the like (as well as soda for non-drinkers); but as far as the dorm is concerned, all House residents are twenty.

Sports

We really enjoy sports in Baker House, and sometimes we even do our share of winning. We sponsor intramural teams in almost every sport, from A-league championship teams to C-league teams for clumsy, oafish people who just want to have fun and get a little exercise. Watch for sign-up sheets on the Athletic bulletin board (by the stairs leading up from the desk). If you want to play a sport you can either signup and be assigned a team, or get a group of friends together to sign up as a team. All House intramural activities are handled by the Athletic Chairman; see him if you have any questions. (Also, if you have real athletic talent, there's probably an A-league team that needs you. Talk to the Athletic Chairman.)

In addition to intramurals, a lot of informal athletics goes on too, from pickup Basketball or Softball to running bridge circuits at night. If you have talent, desire, or just need an excuse to stop studying, you'll be welcome.

T-shirts

All great intramural teams should have their own team T-shirts. (In fact, some of the most notoriously bad Baker teams in history have had team shirts.) Baker House has silkscreen facilities and supplies for putting those unique designs on those shirts. This service is performed by the Silkscreen Chairman--see her if you want shirts screened for your team (or for other reasonable House-related activities).

Speaking of shirts, Baker House shirts (silkscreened with the design on the cover of this guide) are usually silkscreened at least once a year. There's no better (or cheaper) way to display your House spirit (or at least to tell people where you live) than to wear one.

Baker Letter

The Baker Letter is a combination newsletter, tabloid, joke book and literary journal which is distributed approximately monthly to House residents (free of course). Past Baker Letters have sometimes suffered for lack of material, so if you have any literary or creative talent at all (or are just funny), your contributions will be very welcome. Censorship of material is kept to an absolute minimum, so feel free to express yourself in whatever manner you wish. The Baker Letter is put together by (surprise!) the Baker Letter Editor; submit contributions to him.

Baker Advising Program

This program was designed to give involved freshemen an advisor associated with Baker House. The upperclassmen associate advisors reside in the House making it easy for freshmen to consult them when they need or want to.

If you have any problems with the program (or suggestions), if you would like to join the program as a future associate advisor, or if you meet a faculty member or administrative-type who would make an ideal advisor, please contact the VPRO.

IV. HOUSE GOVERNMENT

Baker House Government is a genuine benign democracy in the New England town meeting style. Day to day decisions are made by a vast, beaurocratic array of House officers, chairmen, and committees, but major policy decisions are left to the House residents at monthly House Meetings (see below). Just what does House Government do?, you ask. A lot of talking, for one thing. Actual decisions are made in three main areas:

1) How to spend House money. The House receives income from the House tax, the washers and dryers, and the pinball machines, resulting in a sizable budget. This money is spent on parties, facilities, athletics, the R/O Program, etc.

2) Self-government. We have made some rules and House policy decisions, and we try to maintain our independence from the Institute. "Autonomy is as autonomy does."

3) And other stuff. Allocation of facilities and lounge space, renovations, etc.

Publicity

Information on what House Government is (or is not) doing is distributed in the form of agendas and minutes for Execcon Meetings and House Meetings (more on these later). All House residents receive House Meeting agendas and minutes. To get Execcon agendas and minutes you must sign up at the beginning of the year (a sheet will be posted on the window across from the desk). You should signup unless you are already incredibly apathetic about House Government (which is impossible since you haven't been here long enough). "A well-read citizenry is essential for democracy."

If you really want to know everything about House Government, ask the Secretary for a copy of the Constitution.

House Meetings

At monthly House Meetings, each resident who attends has one vote (no proxies) and can represent his or her interests. All major House decisions are made here. The only items which can be discussed at a House Meeting are those on the agenda, which is set by Execcon.

Anyone can speak their mind at a House Meeting (even freshmen). You should attend at least one (and hopefully all) to see how they work. House Meetings are held in the Dining Hall, and the President runs them.

At the beginning of each term there is a House Meeting to decide how to budget that term's money. These meetings you should definitely attend--it is, after all, your money.

Execcon

Decisions made at House Meetings and the ensuing dirty work are put into action by a trusted(?!) set of officers known as the Executive Council (Execcon), which meets every week at various places around the dorm. Anyone can attend an Execcon Meeting, but only the officers can vote. If you want to put something on the Execcon Meeting Agenda (a gripe, suggestion, or demand), leave a note in the Secretary's mailbox.

There are ten members of Execcon, plus a Freshman Representative in the fall term. The Frosh Rep is elected by the freshmen early in the fall. If you have a uniquely freshman-related problem or idea, see your Frosh Rep.

Other members of Execcon: President, Vice-President for Facilities and Services (VPFS), Vice-President for R/O (VPRO), Vice-President for Institute Relations (VPIR), Judicial Committee Chairman, Social Chairpersons, Athletic Chairman, Treasurer, and Secretary.

Judcom

Baker remains a law-abiding place to live. The few rules that exist areenforced by the Judicial committee (Judcom) with consideration given to the rights and safety of both aggrieved and aggrieving individuals. There are five members of Judcom--feel free to bother any of them at any hour if you have a problem. If one doesn't resolve your problem to your satisfaction, see another one. Please do not call Campus Patrol for a House-related problem (like a neighbor blasting his stereo at 3 AM); that is what Judcom is for.

Each fall the Judcom holds a question and answer session on each floor to explain rules, procedure, etc. This is called a buttery (food is served after the session). Be sure to attend.

Social Committee

In the fall each floor elects two social chairpersons (one for the West end and one for East and Central combined), who help organize floor socialevents. These chairpeople and anyone else interested serve on the Social Committee, chaired by the House Social Chairmen.

Although in the past it has been popular to elect inanimate objects or parts of people's anatomy as Floor Social Chairman, the Social Committee has recently gained a more active role in planning and running parties. Please do not waste your vote on a hack candidate: vote for someone who really wants to contribute.

Elections

There are two major House elections each year: one at the beginning of the fall term for Floor Social Chairpeople and Freshman Rep, and one after IAP for new Execcon members. On Election days a voting table is set up in the lobby from 8 AM to 8PM. To vote you simply sign your name at the voting table and then mark your choices on the ballot which the Elections worker gives you. Voting is almost always preferential, which means that for each office you list your 1st, 2nd, 3rd, etc. choices from amoung the candidates. Counting the ballots is a rather complicated procedure; if you're interested in how it works, ask the Elections Chairman (who is responsible for running all elections).

Elections for Judcom are held at the first House Meeting after Execcon elections. To vote for Judcom, simply attend this House Meeting (ballots are passed out there).

Client Team

The Client Team is a group of Bakerites who meet at irregular intervals to plan renovations of the dorm. Past victories

and debacles include Fifth West, the lobby, the TV room, the balcony, the sundeck on the roof, and the Country Kitchen.

The Client Team works as an advisory committee with the Housing Office, and in the past has been very successful in getting funding for projects. Client Team members are recommended by the Client Team Chairman and ratified by the House. Their proposals for renovations must be approved by the House at a House Meeting.

Commons Committee

Like Client Team, the Commons Committee (ComCom) is a standing committee of Execcon, whose members are recommended by the Commons Committee Chairman and ratified by the House. ComCom works with the Institute and the Baker Dining Hall staff to suggest improvements to the Commons system in Baker. ComCom has been involved in the planning and implementation of the Mandatory Commons system.

Because Mandatory Commons affects freshmen primarily, it is very important for ComCom to receive freshman input about Commons. Talk to members of the Committee if you have complaints or suggestions. If you are interested in joining ComCom, speak to the ComCom chairman, or to the House President.

Room Assignments

Room assignments in Baker are done by lottery. You have the right to keep the room you occupied as of the previous Oct. 1st ("squatter's rights"). The lottery is house-wide--you have no special priority on the floor you currently reside on. This encourages people to live on different floors, in different areas, with different views and different neighbors, each time you move.

The Lottery: There are three lotteries for each school year. The main one is in April of the previous term; there are two smaller lotteries, on each Registration Day, to take care of rooms left vacant by people moving out. The longer you have lived in the House, the higher your class, and the higher you draw in a random drawing with all the other people from the same class and number of terms, the higher your priority.

Everyone must enter the April Lottery (though you may keep your old room). Freshmen (other than those assigned quads) must enter the Fall Lottery for their first assignments. To enter a lottery, simply fill out a room preference card and put it in the Room Assignments Box at the desk (cards are available at the desk before the lotteries). If you have questions about how to fill out your card, see a member of the Room Assignments Committee.

Room Assignments Committee

The R.A.C. administers the lotteries. They simply apply the algorithm, and are not allowed to make exceptions for individuals, no matter how hard you ask. There are two or three people on R.A.C. The outgoing House President, each February, nominates a sophomore member. Upon approval by Execcon and the House, he stays on the committee until he leaves the House. This procedure generates a three-person committee in the spring, and a two-person committee in the fall, with one representative from each of the upper classes. The senior member is the chairman. Members of R.A.C. automatically are granted the highest priority in their class.

Rooms

There are quads, triples, doubles and singles in Baker. The quads are the 11's and 46's. Triples are the 01's and 06's except for 606 which is a double (the West end stair cuts out part of 606). Back doubles are the 02's, 03's, 04's, 05's and 606. (The tutors occupy the 03's and 04's on all but the first floor.) These rooms face the alley. Front doubles, facing the river, are 15-20. There are several different flavors of singles. The smallest, known affectionately as coffins, can hold 121 people. This is called a coffin stuff. The coffins are 42-45 and 12-14 on the front and 47 facing the infirmary.

Pies (guess how they are shaped) are 30-34. Couches, which also have a wide variety of shapes and sizes, are the remaining rooms. For those of you not keeping score, this means 35-41 and 21-29.

The 07,08, and 09's are on the back and were lounge space in Aalto's plan. In the early 1960's, to relieve overcrowding, (deja vu, anyone?) they were converted into rooms, without sinks, bricks, or armadillos. 508,607,608,609 are singles (back couches) while 407,408, and 507 are back doubles.

What kind of room are you likely to get? As a freshman, you are virtually assured of ending up in a quad or triple. Sophomores usually end up in back doubles, coffins and occasionally in front doubles. Juniors find themselves in front doubles, pies and couches. Seniors can get couches if they want them (some prefer front doubles). The exact proportion of each class inhabiting which type of room varies from year to year as a result of class size and preference of individuals.

V. OTHER INTERESTING FACTS

Who is Alvar Aalto? and what about Everett Moore Baker?

Alvar Aalto was one of the greatest architects of the twentieth century. He designed only three buildings in America, however, (including the one you now live in) which accounts for the reason you never heard of him. He died in the spring of 1976.

Aalto designed a dorm for MIT to house 300 people, all of whose rooms were to face the river. MIT decided it needed to house sixty more people in order to break even on the rent. Aalto added the back rooms in such a way that all rooms get the sun. (Additional rooms were added in the 1960's from lounge space. They don't get the sun and don't have bricks.)

Look at Baker from different points inside and outside. Notice the different windows for different types of rooms, that the front and back side have almost no elements in common. The window frames were originally wood, painted white. In the seventies, they were replaced with metal frames which are thinner and darker and have changed the appearance of the building somewhat. The entranceway was supposed to be marble, but due to budget problems...

The House opened in 1949 as an all-male, seniors only dorm called, imaginatively enough, Senior Dorm (this accounts for the letters "SD" on your room key). In 1950, the popular Dean for Students, Everett Moore Baker died and the building was named after him. In 1952 the House was opened to males of all classes and in 1974, the House went coed.

Everett Moore Baker, a Unitarian minister, was returning from a conference in India to discuss that country's famine when his plane crashed. Baker (who was also responsible for helping to get Aalto to design this dorm) was known as a great humanitarian and MIT, in a rare gesture, responded to his death by naming a building after him. (Most other MIT buildings are named either after people who gave money to MIT or after people who made the Institute what it is today--Rogers and Bush, for example.) We hope that Baker's spirit is reflected in its inhabitants, this being a better monument to the man than any number of buildings or statues.

Miscellaneous

The Summer: Can you believe that some Bakerites like MIT (or Baker)so well that they will stay here over the summer? Well, around 100 Bakerites do stay here each summer, in Baker (or in another dorm if Baker is closed for repairs). When the House is open over the summer, the House usually approves the summer residents having control of the laundry money and access to the facilities.

Bulletin boards are scattered around the dorm. The one across from the mailboxes is used for official stuff and House Government notices. The board by the steps up to the first floor is the athletic notice and general bulletin board. The pole next to the blackboard is the social notice pole. On either side of the social notice pole is a blackboard.

Bell Code

Those bells you hear that make you feel like you're in a department store are called locator bells. They originate from the desk and here's who they are trying to locate, or what they mean:

2*: URCHIN ALERT
4*: Judcom Chairman
5*: Pizza truck
6: Special Events
7*: People going jogging
1-2: Alumni
1-3: Trunk Rm. Manager
1-4: Execcon
1-5: Social Chairman
2-2: Athletic Chairman
2-3: President
2-4: Master Key
3-1*: House Meeting or buttery
3-2: VPFS
3-3: Desk Captain
4-1: Judcom
4-2: Dining Captain
5-1: Snack Bar Manager

Other bells are for employees.

("*" means that these bells have different meanings from 8 AM to 4 PM on weekdays. 2 bells, for example, is for House Manager.)

Piano Drops

One might well ask "Why does Baker drop pianos off the roof onto Amherst Alley?" Legend has it that Charlie Bruno (a Bakerite of old) originated the custom in defiance of an Institute Regulation against throwing large objects out of windows. True or not, the House attempts to assert its autonomy from the 'Tute at least once a year in this traditional manner (as long as we can find a beat-up piano worthy of being dropped).

When attending a piano drop, be sure to stand a good distance away from the landing site since pieces can fly fairly far. Once the piano shatters, hurry in with the crowd to collect your souvenir fragment.

Parting Words

Make the most of Baker House. This is where the better (and worser) part of your four years at college is going to be spent.

People get things done here. Do your share. Parties always need to be set up and cleaned up. Think not what the House can do for you, but what you can do, etc. Unfortunately people are not usually going to go out of their way to ask you to get involved. You have to take some initiative. Get to know the House residents and you'll be amazed at how easy it is to contribute.

Seriously, this is your home for four years and your involvement is very important so that people don't fall into a state of mind thinking that Baker is just a place to live. It can and should be more than that.

Who's Who 1983-84

Execcon

		Room	Dormline
*President	Neil Savasta	638	7388
*VPFS	Rodney Schmidt	619	7369
VPRO	Lora Silverman		
VPIR	Marian Evatt		
*Judcom Chairman	Nancy DeFeo	624	7374
*Social Chairmen	Dave Sherman		
	Jim Hutchinson	518	7268
*Athletic Chairman	Mike Lyons	515	7265
Treasurer	Kim Coldwell	220	7220
Secretary	Howard Reubenstein	527	7277

Judicial Committee (Judcom)

*Chairman	Nancy Defeo	624	7374
*Members	Tony Riccobono	524	7274
	Chris Craven	530	7280
	Michelle Heng	532	7282
	Chickie Cicello	627	7377

More Grease

Room Assignments Committee	Louise (Lou) Jandura	637	7387
	Jim Fulton	227	7227
Client Team Chairmen	Gaile Gordon	242	7242
	Tim Sullivan	136	7136
Elections Chairman	Kris Rothley	505	7255
Country Kitchen Manager	Rich Maurer	205	7205

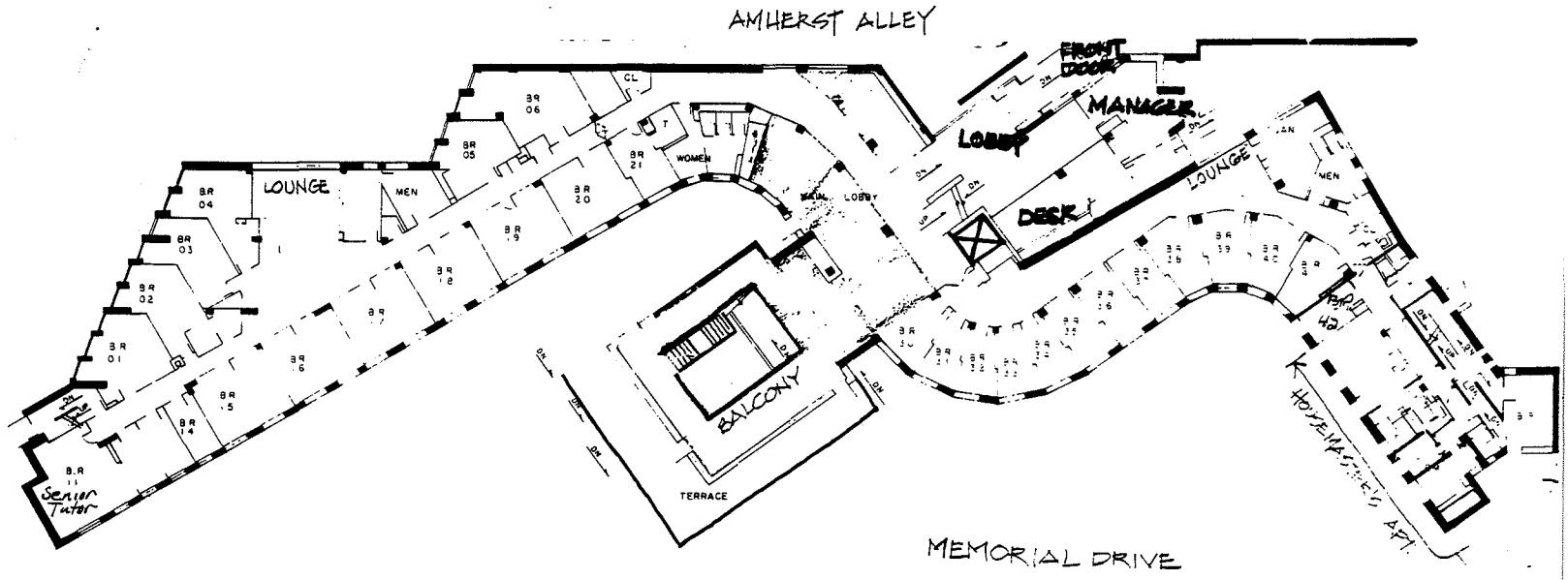
Housemasters and Tutors

Housemasters	Irene & Harald Reiche	"146"	7350
Senior Tutors	Janine & Mike Nell	111	7250
Floor Tutors	Rosanne Wetenhall	203-4	7203
	Steve Herzenberg	303-4	7303
	Steve Heller	403-4	7153
	Leo Casey	503-4	7253
	David Vaughn	603-4	7353

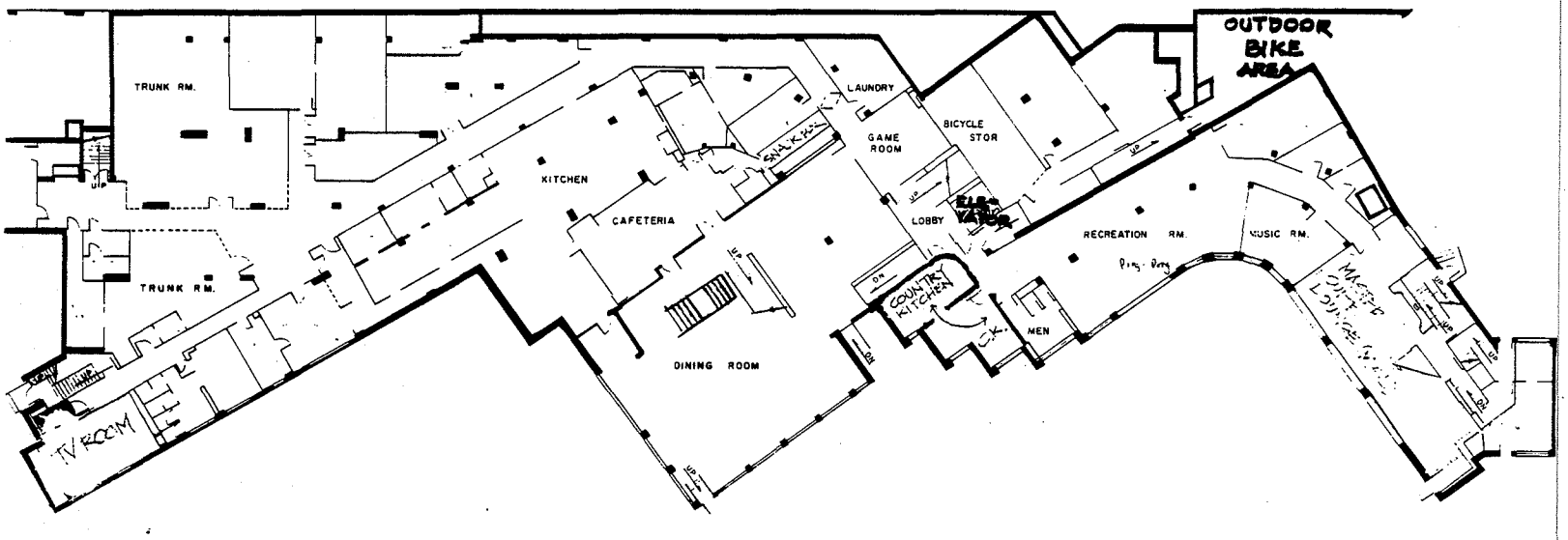
Others

*House Manager	Ken Donaghey		x3-3675
*Maintainance Man	Joe Green		x3-3161
*Snack Bar Manager	Terry Felts	636	7386
*Desk Captain	Gerard Palmeri	630	7380
*Trunk Room Manager	Oren Michels	121	7121
Tool Chairman	Andy Wescoat	619	7369
House Photographer	Gaile Gordon	242	7242

*Can Be paged from the desk



FIRST FLOOR



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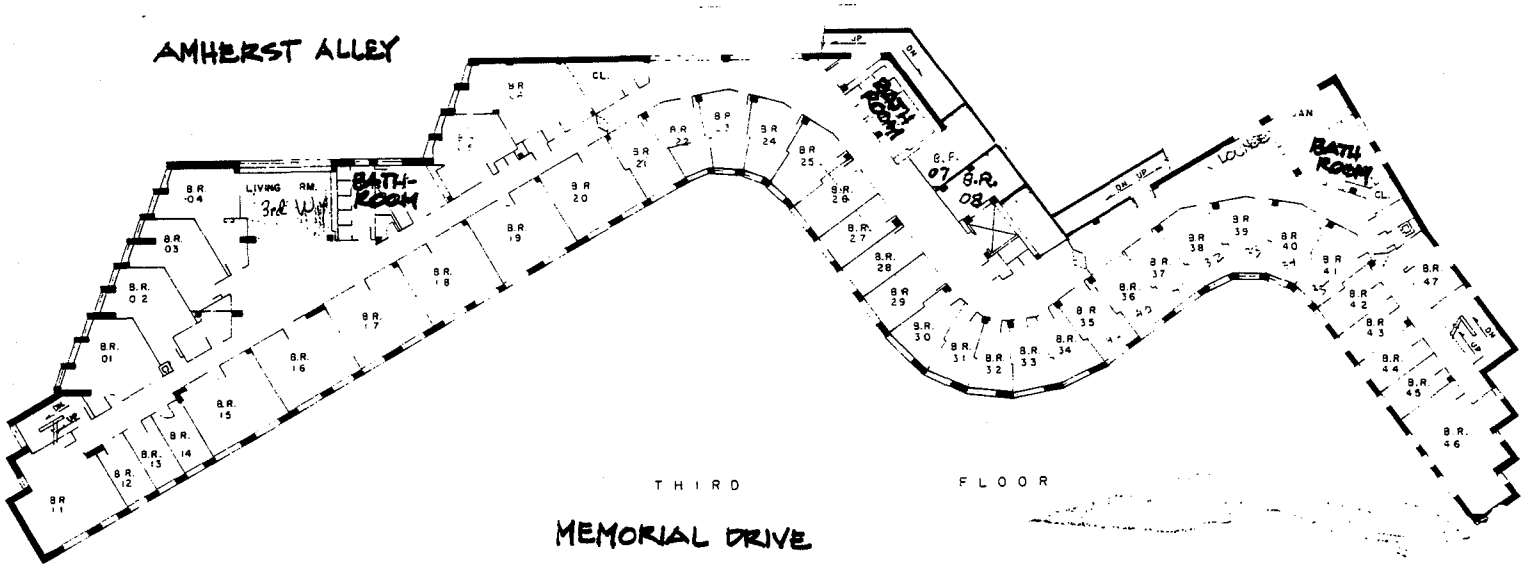

THIRD FLOOR