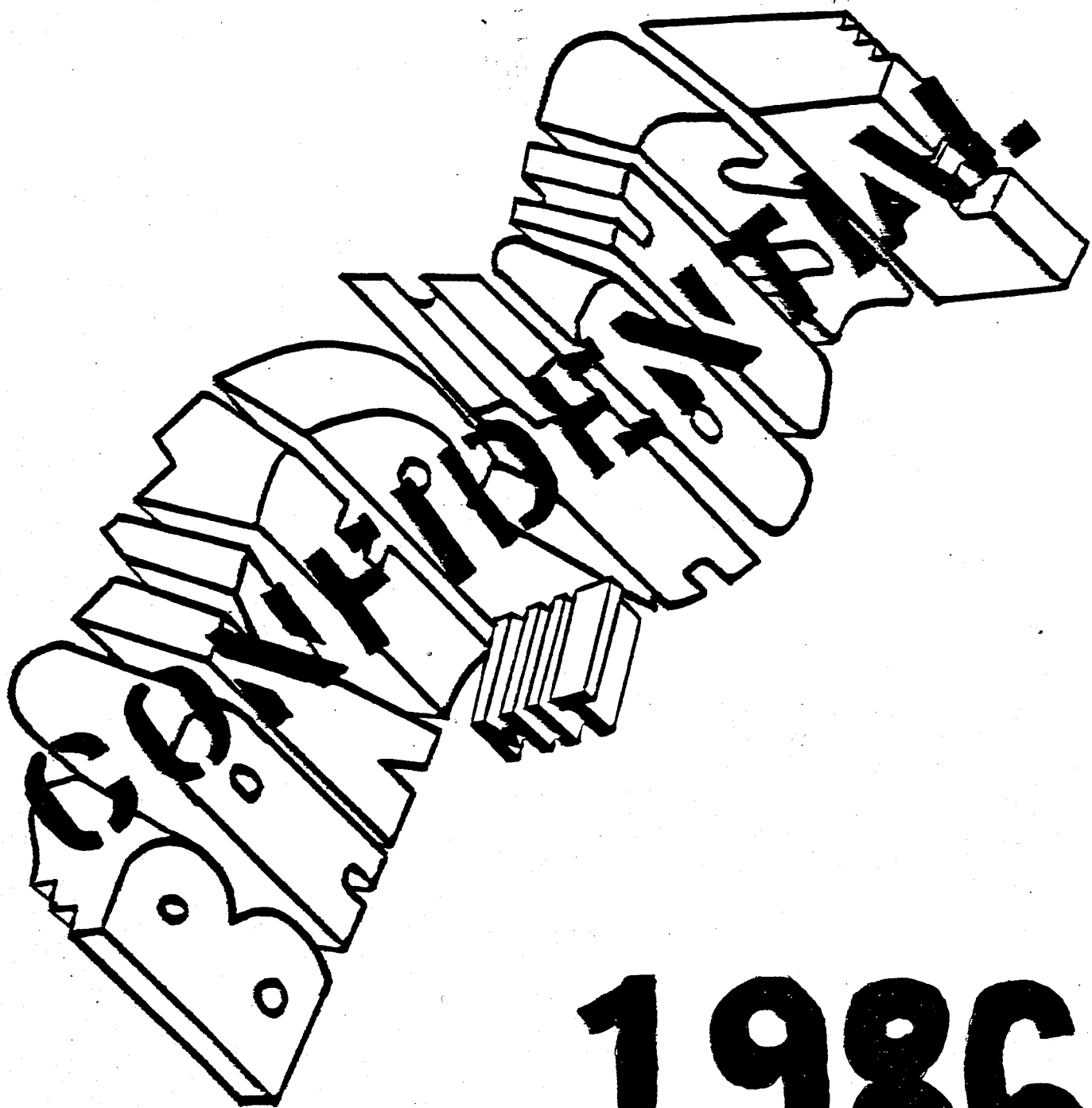




1986

THE CONFIDENTIAL GUIDE TO BAKER HOUSE

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

Table of Contents

I. Welcome to Baker House	2	III. (continued)	
Your Roommate	2	Freshman Shower Night	11
Tutors	2	Parties, etc.	11
The Housemasters	2	Alcohol	11
		Sports	12
II. Basics	4	T-shirts	12
Your Room	4	Baker Letter	12
Decorating your room	4	Baker Advising	12
The Desk and Staff	5		
Housing Employees	5	IV. House Government	13
Keys	5	Publicity	13
Telephones	6	House Meetings	13
Laundry	6	Execon	13
Commons	6	Judcom	14
Country Kitchen	7	Elections	14
Snack Bar	7	Social Committee	14
Other Food Sources	7	Client Team	14
Pinball/Video/Vending	7	Room Assignments	15
House Facilities	7	Room Assignments Comm	15
Bathrooms	8	Rooms	15
Places Not Accessible	8		
Campus Police (CP)	8	V. Other Interesting Facts	16
URCHINS	8	Who is Alvar Aalto	16
III. The Finer Points	10	Miscellaneous	17
Nerding	10	Bell Code	17
Hangin' Out	10	Piano Drops	18
Hacks	11	Parting Words	16
Being Showered	11	Who's Who	19
		Maps	20

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Welcome to Baker House

The most important thing to remember during your first few weeks in Baker House is to be adventurous. Wander up to any random person and introduce yourself, start a conversation and see what happens. An open door is a sure sign that visitors are welcome. Keep your door open and let people wander into your life. The pride of Baker is the friendliness of its residents, so take advantage of it.

Your Roommate

You are now living in a room with two or three other people, all of whom wanted a single, right? This may be the best thing that can happen to you freshman year. Why? Because freshpeople too easily can become hermits, nerds, tools, etc. if they live in singles their first year. They don't learn tact, diplomacy or tolerance. Sometimes they don't ever learn how to enjoy themselves. So don't ever be afraid to lean back, relax and **ENJOY**.

Unless you requested a particular roommate, you are probably living with total strangers. But, so are they, so get to know them. If you really desperately need to change rooms, find the room assignments chairperson and talk to him/her. Anything is possible.

Tutors

Each floor has a room which is occupied by a graduate student (or couple) whom we call a floor tutor. These people actually do not do much tutoring. They are there to be a guide, mentor and friend to all, and occasionally even give some academic help. They live in rooms 111, 203, 303, 403, 503, 603. Stop in and meet them some time. Perhaps the largest responsibility that tutors have is the throwing of study breaks. These study breaks are used to promote social interaction and to stop us from working too hard. Go to the study breaks, even if they're not on your floor. They provide free food and an excuse to stop studying.

The Housemasters

At the east end of the first floor (where room 146 would be) live the Housemasters — a couple, one of whom is an MIT faculty member. The faculty resident is the closest thing Baker House has to an "official" liaison with the Institute. The Housemaster can help keep the craziness here from getting out of hand (as it occasionally tends to do).

This year's Housemasters are Harald and Irene Reiche. They have been here since September, 1980 and love Baker House. Harald has been a history professor for some time at MIT (his major shortcoming is his undergraduate degree from the college up the road). Irene and Harald will periodically invite the residents of each floor to feed them

and meet them, but don't wait for that, go ahead and introduce yourself. You'll find them to be extremely nice people, and Harald's stories tend to be quite entertaining. In any case, the Housemasters are here for us, they can serve as parents away from home, so feel free to go and talk to them anytime about anything. You'll be welcomed with open arms.

Basics

Your Room

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 well, you get the idea. There are also various desks and shelves scattered around the room. Be nice to this furniture. It was designed by Alvar and Aino Aalto from Norwegian birch wood, and it is irreplaceable.

There are sinks in every room with the exception of a few back, central rooms. These sinks have medicine cabinets, towel racks, a light and an outlet. You can get a rubber tube to mix the two faucets at any hardware store.

The beds are usually in pretty good shape considering they have been through 40 years of college. If your bed is falling apart badly or your mattress is particularly seedy, you can have them fixed or replaced. There are thermostats on the radiators in each room which allegedly control the heat output in your room. Sometime in late fall, when the heat is first turned on, you will be awakened by the sound of pipes clanging together. Don't worry, this annoying and unstoppable noise comes from the steam running through Baker's old pipes. If something in your room is in need of repair, fill out a repair slip, located next to the front desk.

In addition to the 350 or so human residents, Baker also houses about 350,000 cockroaches (half of which reside on the fifth floor). You can lessen the problem by using roach spray or roach motels (available at the desk). If you have a very bad problem, talk to the house manager and he can have your room exterminated. Lastly, to keep down the roach population, keep your room clean, especially of crumbs.

Clean your room when the time comes. Porters will not clean your rooms so quit hoping. Vacuum cleaners are available at the desk when they are working.

Decorating Your Room

The bricks in your room are the symbol of Baker House. Don't paint, drill, break, draw on, etc. these bricks. You may paint, plaster, concrete, or door frames, just not the bricks, the ceiling or finished wood. You can hang things from existing holes in the mortar, tape posters or corkboard, or use herby hooks (ask at the desk).

If you wish to put up a loft, it must be free-standing, although it may have an anchor or two in the wall to eliminate shaking. If you remove any of your furniture, store it in its designated place downstairs and put it back when you move out. You will be charged for missing furniture, even if it's downstairs.

Rugs can be purchased in local stores or from upperclassmen. They are very nice to have, especially if you dislike cold feet. Decorate your walls and your door. Do it up! You're going to be in this room for a year, so chip in with your roommates and make your room a home.

Desk and Staff

The Baker desk is the center of the universe, the hub of the Hub. It is where you get your mail, messages, newspapers, room keys, vacuum cleaners, frisbees, footballs, unicycles, copies, pool equipment, games, light bulbs, herby hooks, and more. It is also a good place just to hang out and talk to people. There's always action at the desk.

You can call the desk from your room on dormline by dialing **161**. Do not call 7161 unless you want to talk to room 411. If you need to call the desk from the outside world, the number is 253-3161. This is a good number to give your parents. If you are not in your room, your parents can leave a message for you and it will be left in your mailbox.

The desk is open Monday to Thursday 8 am to midnite, Friday and Saturday from 8 am to 2 am, and Sunday from 9 am to midnite. It is always manned (womanned?) by a Baker resident.

Housing Employees

The House Manager has an office next to the desk. Consult him with problems about housing, or his staff, not on problems with roommates, questions about house gov't, etc. He is usually in from 8 am to 4:30 pm. (although he often leaves early to play golf)

Other housing employees include the porters, the maintenance man, and the nightwatchmen. Porters (approx one per floor and a half) clean the bathrooms, the hallways and lounges. The maintenance man is a handyman who fixes things when they break down. The nightwatchman roams the dorm after the desk closes. He looks out for urchins and helps people who are locked out. The nightwatchman won't bother you if you are doing normal things (for Bakerites, anyway).

The student desk captain oversees operation of the front desk. He/She hires workers, and assigns hours. The desk captain also has a master key and can help you if your locked out. Direct any complaints about the operation of the desk to the Desk Captain.

Keys

When you checked in you were issued two keys: your room key and a front door key. The keys are both labeled — SD 152 for the front door and SD xxx for your room key. The SD is from the original name of Baker House — Senior Dorm.

There is at least one spare key to every room which is available at the desk. It can be checked out if you lock yourself out or if you have a guest. You may also fill out a spare key list at the desk containing the names of people who have your permission to check out your spare key. The deskworker will not give a spare key to anyone not on your spare key list. The front door is always open when the desk is open and locked when the desk is closed. If you are locked out, you can page the nightwatchman by dialing x3-1500.

Don't lose your key as you will be charged five dollars for a replacement.

Telephones

Somewhere on or near your desk is a beige colored telephone called "dormline." This phone is free of charge but only connects you to MIT and its affiliates (Harvard, Wellesley, Draper, etc.) It also can be used to place collect and credit card calls to the outside world. It can also receive calls from anywhere. For complete information on how to dial using your dormline, check with your HowToGAMIT handbook.

Dormline phone numbers in Baker range from 7100-7399. The dormline number can be calculated from the room number as follows. For floors 1-3, add 7000 to the room #. For floors 4-6, add 6750 to the room # (i.e. add 7000 and subtract 250). Give your phone # to the outside world as (617)-225-7xxx.

You can obtain a "real" telephone by notifying New England Telephone of your desire to do so. You then hook up a phone to the wires already in your room, and a few days later, you're in business. Unless you plan to make lots of local calls, it usually does not pay to get unlimited local service.

There are also two pay phones in the lobby, and a third in the third west hallway.

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 (about 30 minutes), and the dryers are 30¢ for 45 minutes. Revenue from the machines goes totally to the House, so don't hack the machines. The machines are taken care of by the WashCommie; see him if you get ripped off or if a machine is broken.

The laundry room can be a madhouse at certain times, but if you're willing to get 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 beeps tells you how many washers are free and low beeps gives you free dryers.

Commons

Now that you're all settled here in Baker, it's time to start wondering where your next meal is going to come from, right? Well, don't worry. Baker has its very own dining hall in the basement. Breakfast is served from 7:30-9:30, lunch 11:30-1:30, and dinner 5:00-8:00. All residents of Baker are required to be on a certain meal plan dependent upon their class. The system is very complicated and will get even more complicated since MIT has decided to bring in an independent company to run the dining service. Hopefully, we'll see some positive changes.

All residents will receive a food card good in any of the campus dining halls. There may also be new uses for the card starting in the near future, but as of now they are still unclear. Don't lose it, as it costs ten bucks to replace it.

More importantly, eating dinner in the dining hall will probably become the peak of your social day. Where else do you get to mingle in a congenial atmosphere? Meals downstairs are a time to relax and forget about the test you just flunked. Enjoy yourself. Just don't study in the dining hall or you may wind up in Burton yet.

Lastly, beware of Tina.

Country Kitchen

The Country Kitchen located in the basement next to the Dining Hall, is available for use by all residents. It is equipped with its own pots, pans and utensils (as long as people don't steal them) as well as two full ranges, two refrigerators and a microwave oven. With its own little dining room it can be used for anything from a intimate dinner for two to making enough Jello for a bar-warming party. You can reserve the kitchen by signing up on a time sheet posted outside the door of the country kitchen. You are responsible for cleaning up your own mess or your privilege to use the kitchen may be revoked.

Snack Bar

Located in the Dining Hall, the Snack Bar is open every night from 8:30 to 11:30 except when there is a party in the Dining Hall. The Snack Bar is a (supposedly) nonprofit business run logically enough by the Snack Bar Manager. He is in charge of the stocking the Snack Bar and the hiring and firing of resident workers.

Usually available: Soda, ice cream, candy, juice, milk, chips, shakes, and other assorted munchies. The Snack Bar is an excellent location to avoid studying and to sit and watch the world go by. Talk to the Snack Bar Manager if you are interested in learning the fine art of scooping.

Other Food Sources

Cooking in your room is officially not allowed, but.... You can usually find used hot plates, toaster ovens, and refrigerators pretty cheap. Try not to overwork the paltry circuits (one microwave to a room, please). Watch things carefully when you cook. Don't cook in the lounges, only in your room because the smoke alarms in the hallways alert the fire department, whereas the ones in your room only make noise. Also, if you do a lot of cooking, put a grease trap in your sink.

Pinball/Video/Vending

The pinball, video and vending machines in the basement are the major source of income for the house. If you hack, destroy, rip off, etc. these machines, not only will they go away, but also Baker will no longer be able to afford parties and the like. Please do spend your money on them, though. If you have any problems with any of the machines, refunds are usually available at the desk for the vending machines and from the video chairman for the game machines.

House Facilities

Being a resident of Baker House entitles you to the use of a number of House facilities, even if you're only a freshman. If something is broken or going crazy, see the appropriate PIC (person-in-charge).

1) TV Room. West end of the basement (011). A hi-tech 27" color monitor and a VCR. Again, keep it clean. PIC-VPFS

2) Music Room. Just past the video machines in the basement, on the right before the MSL. The music room has a grand piano and serves as a storeroom for personal instruments. The room is kept locked, but the key is available at the desk. PIC-Music

Room chairman

3) Dark Room. Across from room 439. For shutterbugs. The house stocks supplies for developing and printing (except paper). This key is also available at the desk.

PIC-Darkroom Chairman

4) Pool table. In the basement, right next to the stairs. Equipment can be obtained from the desk. PIC-Athletic Chairman

5) House Stereo. 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

Floor meetings are held at the beginning of the year to determine the sexing of the bathrooms. This meeting is held soon after final room assignments are given. Majority rules, but individual wishes will be accommodated. Most bathrooms wind up being coed which is not as bad (or good, for you perverts) as it sounds.

Places Not Accessible

1) Trunk Room. In the west end of the basement. Storage of empty trunks and boxes during the year and full ones during the summer. The trunk room is open sporadically. Emergencies, contact the Trunk room manager.

2) Athletic, VPFS, Social, Liquor and Secretary's closet. Randomly placed closets on all different floors. Contains all sorts of house governmental records, equipment, etc.

3) Various fan rooms, boiler rooms and storage rooms scattered around the roof and basement.

Campus Police (CP)

The local police force, here to protect you, is the campus police. They help us chase and catch urchins, escort people home late at night, and generally help things stay in control. They patrol the campus by car and foot.

MIT is not protected from the Cambridge Police on the account of the presence of the CP's. If you do something serious, like rob a bank or hijack an airplane, you can and will be busted.

If you do get arrested by the local police for some non-serious offense (e.g. loitering, jay-walking) consider calling the CP's with your phone call. They can be very, very helpful in that type of situation. The number is **253-2997** and is listed on the back of your MIT ID.

For emergencies, dial **100** from any MIT phone.

For routine things (e.g. lost wallet) call dl **8191** or x**3-1212**.

Do not call the CP's if your neighbor is playing his stereo too loudly. Call Judcom.

Urchins

An urchin is a Cambridge or Boston resident, not a student and usually of high school age, bent on causing trouble. They are good at stealing bicycles and just about anything else out in the open and not chained down. If you leave your room for a period of time, **lock your door**. It only takes 11 seconds to steal your wallet off your desk.

If you see someone you don't recognize in the dorm, ask them what they are doing. If you feel this person has no business being here, ask them politely to leave. If they refuse, ask them not-so-politely to leave. If they refuse again, bash their fucking head in with a lead pipe. You can also call the desk and ask them to ring two bells. This is the **urchin alert**. Lock your door, grap your favorite weapon, and go hunting.

The Finer Points

or "How to be a better Bakerite"

Nerding

Also known as "tooling." MIT requires a certain amount of work — even from freshman. If you do no work you will almost certainly flunk out. But you can get by with doing very little. Unfortunately, some freshman try to work hard all of the time, which is ridiculous even for pre-meds. Take advantage of your one year of pass-fail; it's the only chance you get. When the time to work does roll around, here are some tips which may help.

- 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 an easy way to meet people. This is also a nice way of saying find the answers from some whiz and copy them!
- Tutors can even sometimes be helpful if you can find one with expertise in the area you need.
- Take breaks. Go wander, shoot the breeze and hang out. You may get less work done but you'll stay sane.

Hangin' Out

- 1) The lobby. Right in front of you when you enter Baker. The fireplace comes in handy during the winter. Try to keep the place clean since this is the Baker that everyone sees.
- 2) Balcony. Beyond the lobby, above the dining hall. Couches, foosball, trophy cases, and happy hours.
- 3) Dining Hall/Snack Bar. During meals or at night by the snack bar, a perfect place to sit and do nothing.
- 4) Master Suite Lounge (MSL). The east end of the basement (046). It is under the suite of the House Master (get it?) It is used for quiet studying and group meetings. It can be reserved through the VPFS.
- 5) Sundeck. Baker sports a new wooden sundeck on the roof. You can enter from the 6th west/central staircase.
- 8) Overhang roof. Overlooking Amherst Alley. Enter from the central stairs on the second floor. A great place to sit and watch the rest of the world go to the Tute.
- 9) Floor lounges. On each floor there is a huge west lounge, a big east lounge, and a varying size central lounge. These lounges are the locations of everything from test reviews to study breaks.
- 10) Barbecue Pits. On the grass on the Mem Drive side of Baker. Eat, hang out and have a good time.
- 11) Rooms. "An open door is an open invitation."

Hacks

A hack is a stunt, practical joke, illegal escapade, or the like. Everyone loves a good hack; nobody likes a malicious or destructive hack. For example, carefully throwing an old, abused piano off the roof of Baker is a good hack; connecting somebody's doorknob to 120 volts is not a good hack.

Don't hack people who don't like to be hacked. Take hacks in the spirit in which they are given. Don't just get mad; get even.

Being Showered

Showering, a long time tradition at Baker House and MIT, is now technically illegal in Massachusetts as a violation of recently passed hazing laws. If you ever really don't want to be showered, let people know it. However if you deserve it or are just generally obnoxious, expect to get showered anyway. You have the right to remove your watch, wallet, or anything else that might be ruined by the water.

It is traditional to shower people on their birthdays. If a friend of yours has a birthday, get up a gang and shower him (or her). Be careful when showering someone — Improper showerings have led to scrapes, bruises and broken noses.

The penultimate level of getting showered is to be moated, in the moat surrounding the chapel. Finally, the very best reach the pinnacle of their profession by being rivered! The newly appointed MOF usually reaches one of these desired levels.

Freshman Shower Night

This does not really exist. It is rumored to occur on a fateful night early in the first term. These rumors have absolutely no basis in fact.

Parties, etc.

Baker has many organized social events. All events are housewide, although they may take place on a certain floor. Floor parties are usually run by floor social chairmen or other inspired individuals. Dining Hall parties and other major events are usually organized by the Social Chairmen. These big bashes have ranged from Casino Parties to New Year's to the famous MBPP 3, Party by the Pool. The largest party of the year is the extravaganza which we call the Holiday Party.

The Social Chairmen always need your help to setup, clean up, etc. When people help, everybody's job becomes easier. At the very least, try to attend the House social events; it's your money that's paying for them and they also happen to be a lot of fun.

Alcohol

Drinking can be fun, particularly with your friends; however, in Massachusetts the legal drinking age is 21. In other words, outside of Baker, be a little discreet. It is very uncool to wobble into any of the local law enforcement types on your way home.

Baker parties are usually well-stocked with beer, deadly punch and soda. Depending on the party, there will always be some level of proofing. But as far as the Social Chairmen are concerned, all house residents are 21.

Sports

Baker House is a house very into sports. We have people on many of the varsity teams and often supply the majority of the crowd at home (and away!) sporting events. We also have intramural teams in every sport on every level from A league champions to D league beginners.

Watch the athletic board (on the left as you walk from the desk to the lobby) for information on signups, schedules, etc. In addition to intramurals, a lot of informal athletics goes on too, from a pickup basketball game to running bridge circuits.

T-shirts

Undoubtedly by now, you have seen some residents sporting stylish "Bakerwear" ranging from t-shirts to boxer shorts. These become available about once a year, so keep your eyes open. This is one fashion you must not miss.

Baker Letter

The Baker Letter is a combination newsletter, tabloid, joke book, and literary journal which is published infrequently at best. The problem lies with finding some sucker, I mean freshman to collect material from various contributors around the house. If you are interested, talk to the House Secretary.

Baker Advising

This program was designed to give freshman an advisor associated with Baker House. The advantage, besides choosing from a great selection of advisors, is the fact that the associate advisors are all upperclassmen living in Baker. Unfortunately, you are probably reading this after you've had your chance to enter the program. Anyway, if you are interested in the program (perhaps becoming an associate advisor) talk to the VPRO.

House Government

The Baker House Government is a genuine benign democracy in the New England town meeting style. Every month there is a house meeting, and here decisions are made in three main areas:

1) Money. Our income sources are the House tax, the washing machine revenue, and the pinball machine revenue. The money is budgeted at a House meeting at the beginning of each term. Budgets are set for parties, athletics, facilities, R/O, etc at these meetings. This is your money being spent so these meetings should be attended.

2) Self-government. The house meeting also serves as the arena for setting house rules and policies such as house tax, music room hours, etc. We also choose our policies dealing with the Institute.

3) Other stuff. Allocation of facilities and lounge space, renovations, discussions, etc.

Publicity

Information on what the House Government is currently doing is distributed in the form of meeting minutes for Execon and House Meetings. All residents receive a copy of these minutes. Glance at these occasionally as the Secretary goes to great difficulties in order to make them interesting. If you really are interested in learning everything about House Government, ask the Secretary for a copy of the House Constitution.

House Meetings

At the 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.

Anyone can speak their mind at a House Meeting, even freshmen. You should attend at least one meeting, if only to see how they work. House Meetings are held in the Dining Hall and are presided over by the President. At the beginning of each term there is a House Meeting to decide how to budget the money for the coming term. This meeting you do not want to miss — it's your money.

Execon

The house meeting is the first step in due process of our government. The ensuing dirty work is put into action by a trusted (?) set of officers known as the Executive Council (Execon) which meets each week in various parts of the dorm. Execon is responsible for preparing agenda for the meeting each week including the house meetings. If you have an item which you feel needs discussion, leave a note in the Secretary's mailbox.

Execon is made up of the following positions: President, Vice-President of Facilities and Services (VPFS), Vice-President of Rush/Orientation (VPRO), Vice-President of

Institute Relations (VPIR), Judicial Committee chairman, Social Chairmen, and Athletic Chairman. These positions are filled by a house-wide election in February. These elected officials then appoint a Secretary and a Treasurer. Additionally, a freshman representative is elected for the first half of the year by the freshmen in September.

The President oversees the other officers and chairs the House and Execon meetings. The VPFS oversees, the TV, VCR, stereo, washing machines, etc., The VPRO runs R/O for Baker. The VPIR tries to keep us on good terms with the Institute and acts as the right hand man for the President in these matters. The Judcom Chairman chairs the house judicial committee, the Supreme Court of Baker House. The Social Chairmen run and oversee house social events, and is always in need of your help (setups, cleanups, ideas, etc.). The Athletic Chairman takes care of intramural rosters, sign-ups, schedules and the like.

There is no reason that you shouldn't get involved with house government. It's fun, you get to take a big part in Baker, and somebody has got to do it.

Judcom

Baker is a law-abiding place to live. However, when disputes do arise, the judicial committee is there to help. At the beginning of the year, the 5 members of the judicial committee hold butteries on each floor to explain the rules and the procedures for filing grievances. In the rare instance that a problem goes as far as having a judicial hearing, the judicial committee is empowered by the Dean's office to give a variety of punishments to the guilty.

Elections

There are two major House elections each year: one at the beginning of the fall term for the Freshman Representative and floor social chairmen and one at the beginning of the spring term for new Execon members.

On election day, a voting table is set up in the lobby from 8 am to 8 pm. To vote you simply sign your name on a room chart, receive your ballot, and vote. Voting is almost always preferential, which means that for each position you order your choices, 1st, 2nd, 3rd, etc. Tallying the votes is a rather complicated procedure; if you're really interested, talk to the Elections Bug as he is responsible for overseeing the elections procedure.

Social Committee

As long as anyone can remember, the reigning social chairmen claim that this is the year when the social committee will really have serious meaning. The floor social chairmen are elected by the floor members in September of each year. There are two floor social chairmen per floor: one for the west and one for central/east.

Client Team

The Client Team is a group of Bakerites who meet at irregular intervals to plan renovations of the dorm. Recent accomplishments have included the roof deck, the tutor's rooms bathrooms, new carpeting, and the new TV room.

The Client Team works as an advisory committee to the housing office and in the

past has been very successful in having its suggestions listened to. Anybody can be on the client team. The chairman is elected by its members and is ratified at a house meeting.

Room Assignments

Room assignments are done in Baker by lottery. You have the right to keep the room you occupied as of October 1. This is known as "Squatter's Rights." The lottery is for the whole house; you have no special priority on your current floor. This process allows Baker to stay as one unit, not many separate suites in the same building.

There are three lotteries each school year (and a fourth for summer residents). There are two small lotteries on or about each term's Registration Day, to take care of any vacancies. The main one in April is for the following term. Priority is determined in the lottery by class, i.e seniors, then juniors, etc.

Room Assignments Comm.

The Room Assignments Committee administers and oversees the lottery. They are bound to simply apply the order randomly chosen to the rooms people choose, and can not make exceptions. The committee is made up of three members, a senior, the chairman, and a junior and a sophomore. The outgoing president chooses the new sophomore member each year to replace the graduating senior, whose membership is subject to ratification by the house. Members of the RAC are given the first pick in their class (after the President).

Rooms

There are singles, doubles, triples, and quads (and sometimes quints) in Baker House. The quads are the 06's(except 606), the 11's, and the 46's. Triples are the 01's. Back doubles are 02's, the 05's, 103, 104, 407, 408, 507, and 606. Front doubles are 15's, 16's, 17's, 18's, 19's, and 20's. There are three types of singles: the smallest, affectionately known as coffins; the middle-sized, known as pies for their shape; and the largest, known as couches. Coffins occupy 12-14, 42-45, and 47 on each floor. Pies are 30-34 on each floor, with the remaining rooms being couches (for those of you not keeping track, that's 21-29, 35-41, 508, 607, 608, and 609).

What kind of room can you expect? Well, that depends on your class, but here's how the spring 1986 lottery worked out.

	Quad	Trip	BD	FD	Coff	Pi	Couch
Freshman	79	21	0	0	0	0	0
Sophomores	2	3	34	23	33	3	3
Juniors	0	0	0	44	13	19	24
Seniors	0	0	0	13	0	10	77

(numbers are percentages)

Other Interesting Facts

Who is Alvar Aalto? and Everett Moore Baker?

Alvar Aalto was one of the greatest architects of the twentieth century. He designed only two-and-a-half buildings in the United States, however, which is why you have probably never heard of him. He died in the spring of 1976.

"Everything [in his buildings] bears his highly personal stamp. Buildings came from his hand complete with furnishings and a dazzling array of lighting fixtures.... Aalto buildings don't have to be explained. They need only to be walked into.... 'Take delight in this with me,' is the architect's message. But that message can also be read as a definition of architecture as a place that functions to the highest degree of use and pleasure... A master builder who left poetry and art, not monuments." (Ada Louise Huxtable, in a memorial column for Aalto, New York Times, 5/23/76)

Aalto designed a dorm for MIT to house 280 people, all of whose rooms would be on the river side of the building. MIT decided that this plan was not fiscally feasible and demanded that Aalto add in 70 beds on the back side to make it possible. Aalto added the back rooms in such a way that all the rooms would get the sun (with the exception of the back central rooms, which were added in the 1960's and have neither sun nor bricks).

"Aalto wanted as many rooms as possible to have a view of the river, and therefore he gave the facade and undulating wall. Here is no monumental axis but only a long, unbroken rhythm. This, and the rugged textural character of the building are probably the two things most people notice first. But even more important is the way the entire design is based on the function of the building, on the life of the students for whom it was built.... You enter Baker House from the rear (which actually faces straight towards the Institute), From the entrance you can go straight through to the dining hall which projects out towards the river as an independent building with the great undulating wall for a background. From the entrance, you can also reach the staircases to the upper floors which crawl up the outside of the building in long, slanting lines, one on each side. They have been compared to a climbing plant which rises from the ground at one spot and spreads out over the walls....

"In Baker House the students can gather in the lounges on the main floor and in smaller groups in the lounges on their own floors. Or they can retire to the privacy of their own rooms which, like all parts of the building are so very human because their design was based on the life that was to be lived in them. Behind the undulating facade the rooms could not be uniform. One has a view up the river, another down; one lies behind a concave wall, another convex." (Steen Eiler Rasmussen, *Experiencing Architecture*, pp. 155-158)

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. 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. 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. MIT, in a rare gesture, responded to his death by naming a building after him (most other MIT buildings are named after people who gave exorbitant sums of money to MIT or people who made the Institute what it is today, like Rogers and Bush). We hope that Baker's spirit is reflected in its inhabitants so that the residents may be 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 much that they will stay here for the summer? Well, around 100 Bakerites do stay here each summer unless Baker is closed for major repairs. When the House is open over the summer, the House usually approves the summer residents having use of the laundry and pinball 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 lobby is the Athletic Board. The poles in the lobby are free game.

Bell Codes

Those bells that you hear ringing through the hallowed halls of Baker House actually do have some meaning. They are officially called locator bells because they are usually used trying to locate somebody. They originate from the desk. Here are the bells which may have interest to you:

2	<u>URCHIN ALERT</u>	2-2	Athletic Chairman
4*	Judcom Chairman	2-3	President
5*	Pizza truck	2-4	Master Key
6	Special Event	3-1*	House Meeting or butterfly
7	Wanna go jogging?	3-2	VPFS
1-2	House Manager	3-3	Desk Captain
1-3	Trunk Room Manager	4-1	Judcom
1-4	Execon	4-2	Dining Captain
1-5	Social Chairmen	5-1	Snack Bar Manager

* these bells have different meanings M-F, 8am-4:30pm

Piano Drops

One might ask: "Why does Baker drop pianos off the roof onto Amherst Alley?" Legend has it that Charlie Bruno, a Bakerite of yore, originated the custom in defiance of an Institute Regulation against throwing large objects out of windows. In the past, every couple of years Baker would find a beat-up piano beyond repair, and ceremoniously send it to its demise.

Unfortunately, in 1984, MIT moved Amherst Alley, so that it is now out of range of our piano tosses. The last piano thrown was October 21, 1984 at halftime of MIT's homecoming football game (yes, MIT has a football team). Since then, Bakerites have been feverishly working on a way to continue this fine tradition. The last piano has not dropped.

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 of what your House can do for you, but what you can, etc. People are not usually going to go out of their way to ask you to get involved. Take some initiative. Get to know people, get involved, and you'll be paid off in ways you could never imagine.

Seriously, this is your home for four years; your involvement is very important. Don't fall into the state of mind thinking that Baker is just a place to sleep for four years. You will learn to live here and never forget it.

Who's Who in Baker, Fall 1986

House Officers

		<u>Room</u>	<u>Dormline</u>
President	Lowell Kim	623	7373
VPFS	Bill Von Novak	633	7383
VPIR	Krishna Kommanduri	425	7175
VPRO	Sue Behson	218	7218
Social Chairmen	Steve Alberts	223	7223
	Tom Stewart	224	7224
Athletic Chairman	Mike Adelberg	216	7216
Secretary	Tracy Blauvelt	240	7240
Treasurer	Nancy Perigini	241	7241
Judcom Chairman	Dan Kennedy	625	7375
Judcom Members	Alec Jessiman	230	7230
	Chris Young	228	7228
	Dave Jesurum	621	7371
	Mike Morgan	415	7165
Room Assignments	Denise Neirinckx	626	7376
	Holly Tsakiris	225	7225
Client Team Chairman	Ryder Robinson	616	7366
Trunk Room Manager	The Bug	629	7379
Desk Captain	Susan Rowell	429	7179
Snack Bar Manager	Tom Stewart	224	7224

Housemaster and Tutors

Housemasters	Harald and Irene Reiche	146	7350
Senior Tutor	Leo Casey	603	7353
Floor Tutors	Steve Brobst	503	7253
	Steve Heller	403	7153
	Cathy Biber	303	7303
	Kevin Chang	203	7203
	Norman & Jong-on Wereley	111	7250

Housing Employees

House Manager	Ken Donaghey	Office	7150
Maintenance Man	George	Shop	
Porters	Joe, Eddie, Bowen, Bob		

