

# **PUBLICITY CODE**

## **Publicity Procedures**

All publicity must be officially approved by staff in Student Life & Leadership office (SU201). Publicity created by Marketing & Communications, can have an official stamp embedded in the file for printing – you will just need to ask for the stamp to be inserted when completing a marketing request form online.

- The publicity may only be posted for a two week period of time (exceptions may be granted).
- You are expected to remove your own publicity after your event.
- Allow the respective office a 24-hour turnaround time to approve publicity.
- Please do not post publicity on glass, wood, cars, or fire alarms/extinguishers; in front of informational signs; on painted surfaces, vending machines, brick or cement surfaces.
- For large posters, please do not post on building walls. The only approved locations are listed below.
- Please do not post publicity in front of or over other publicity that is legally posted.
- Please do not tear down other flyers to make room for yours.
- All publicity in a foreign language must have an English language translation.
- All publicity must be identified with the name of the sponsoring organization and contain contact information.
- Please be mindful of how you post your items (tape, tacks, etc.) so as not to cause any damage to school property.

## **Publicity Posting Locations:**

- There are 4 locations on campus where publicity may be posted:
  - Bulletin board located in the Student Life and Leadership Office
  - o Bulletin Board located in the Mid Quad
  - Bulletin Board located near Lot A Pedestrian Bridge
  - Bulletin Board located in the Rio Breezeway

### **Advertising within Buildings:**

 Bulletin boards and door hangers located in various offices/classrooms on campus are under the jurisdiction of their respective department and may only be used after receiving their approval.

#### **WARNING!**

All publicity that does not have the official stamp of approval will be removed immediately and may impact future approvals.