

University of Richmond School of Law Library  
**HOURS OF OPERATION – 2016-2017 ACADEMIC YEAR**  
August 15, 2016 – January 8, 2017

**Regular Library Service Hours – Fall Semester**

Monday – Thursday	7:00 a.m. – Midnight
Friday	7:00 a.m. – 7:00 p.m.
Saturday	9:00 a.m. – 7:00 p.m.
Sunday	9:00 a.m. – Midnight

**Fall Orientation Week (August 15 – August 22, 2016)**

Monday, Aug. 15 – Friday, Aug. 19	7:30 a.m. – 7:00 p.m.
Saturday, Aug. 20	CLOSED
Sunday, August 22	Resume regular hours

**Fall Break (October 7 – October 11, 2016)**

Friday, October 7	7:30 a.m. – 5:00 p.m.
Saturday, October 8	CLOSED
Sunday, October 9	CLOSED
Monday, October 10	7:30 a.m. – 5:00 p.m.
Tuesday, October 11	Resume regular hours

**Thanksgiving Break (November 22 – November 27, 2016)**

Tuesday, November 22	7:30 a.m. – 7:00 p.m.
Wednesday, Nov. 23 – Sat., Nov. 26	CLOSED
Sunday, November 27	Resume regular hours

Please return all reserve materials, check-out all materials, and books to be re-shelved at least fifteen minutes before closing.

**Fall Study & Examination Period (November 28–December 15, 2016)**

Monday – Thursday	7:00 a.m. – Midnight*
Friday	7:00 a.m. – 7:00 p.m.*
Saturday	9:00 a.m. – 7:00 p.m.*
Sunday	9:00 a.m. – Midnight*

\*24-hour access for law students only begins one-week prior to the fall examination period. The Circulation Desk is staffed during the hours above.

\*Library closes to the public at 5:00 p.m. each day during fall study & examination period.

**Winter Break (December 16, 2016 – Saturday, January 8, 2017)**

Friday, December 16	7:30 a.m. – 5:00 p.m.
Saturday, Dec. 17 -- Sunday, Dec. 18	CLOSED
Monday, Dec. 19–Thur., Dec. 22	7:30 a.m. – 5:00 p.m.
Friday, Dec. 23 –Monday, Jan. 2	CLOSED
Tuesday, Jan. 3 – Friday, Jan. 6	7:30 a.m. – 5:00 p.m.
Saturday, January 7	CLOSED
Sunday, January 8	Begin Spring Schedule

Reference assistance at the Law Library Reference Desk at the following hours:

Monday-Thursday – 9:00 a.m. – 7:00 p.m.  
Friday – 9:00 a.m. – 5:00 p.m.  
Saturday and Sunday – 1:00 p.m. – 5:00 p.m.