



# Residence Life Housing & Meal Plan Selection - Student Home

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Any UNM student carrying a minimum of at least 6 credit hrs and is interested in living on campus beginning now for the Academic Year 2015/2016 should contact the SRC Customer Service Desk at 505-277-2606 for more information. \*\*Meal Plan link is for optional upperclassmen meal plans or required freshmen meal plans or required freshmen meal plans if not selected during the application process.

### Student Family and Graduate Housing

- Student Family Housing: Academic Year 2015-2016 Apartment Complex
- You began this online application, but did not finish. Select the link to continue:

### Room Condition Inspections

- Room Condition Inspection

### Spring 2016 Semester NEW RESIDENTS ONLY Housing Registration

- UNM Residence Hall Registration: Spring 2016 Semester ONLY / Move In Starts Thursday, January 14th - NEW APPLICANTS ONLY

### Spring 2016 Early Arrival Request / Registration Available Monday, November 16, 2015 through Monday, January 11, 2016

- Requesting Early Arrival for Spring 2016 / Official Move-in Starts Thursday, January 14th

### Fall 2016 Academic Year Housing Registration

- UNM Residence Hall Registration: Academic Year 2016-2017 / Move In Starts Tuesday, August 16th - NEW APPLICANTS ONLY

### Fall 2016 Academic Year Housing Registration

This is your MyResCenter homepage; on the left you have your Dashboard, and in the main portion of the screen you have the available applications, as well as your Room Inspections.

To access your Room Inspections, click on the link below the green Room Inspections header.



## Resident Room Inspection

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Thank you for coming to review your room inspections. All room inspections must be reviewed within 48 hours of the time of check-in or check-out. Any inspections not completed within 48 hours will be auto-completed and you will not have an opportunity to edit them.

From this page, you should be able to see all room inspections currently associated with your room. Your move-in inspection will be replaced by your move-out inspection once you move out of your room, and you will no longer be able to see your move-in inspection.

#### **Move-in Inspections**

*If you have any questions regarding your RAs assessment of your room, please get in touch with your RA. We encourage you to add any additional comments or photographs to your inspection which you feel will more fully represent the condition of your room.*

#### **Move-Out Inspections**

*Your RA notified you of any damages resulting in charges at the time of your check-out, and if you are placing a disagreement, you must provide an image to validate your disagreement. Any disagreements to charges without images will not be considered.*

#### **Current Room Inspections**

To complete your inspection, click the inspections below noted as "Pending", from there you can add comments and images. Make sure you click "Submit" once you are ready. You can save your work at any time and return to submit.

- Room Condition Inspection - (Move In) (SRC F 88F201 F201E) (Pending)

This page has important information about our Room Inspections, and what you need to do as a resident to complete them.

To access your room inspections, look under the "Current Room Inspections" section and click the link for the appropriate inspection.

## Resident Room Inspection

Location: SRC F 88F201 F201E Staff inspected date: 12/11/2015

## Common Area

Type	Inventory Item	Current Condition	Staff Comments	Opinion	Comments	Student Images	Staff Images
Entry Way	Exterior Door	Good/Fair		<input type="radio"/> Agree <input type="radio"/> Disagree	<input type="text"/>	<a href="#">Link</a>	<a href="#">Link</a>
Entry Way	Closet	Good/Fair		<input type="radio"/> Agree <input type="radio"/> Disagree	<input type="text"/>	<a href="#">Link</a>	<a href="#">Link</a>
Entry Way	Window	Good/Fair		<input type="radio"/> Agree <input type="radio"/> Disagree	<input type="text"/>	<a href="#">Link</a>	<a href="#">Link</a>
Entry Way	Window: Blinds/Drapes	Good/Fair		<input type="radio"/> Agree <input type="radio"/> Disagree	<input type="text"/>	<a href="#">Link</a>	<a href="#">Link</a>
Entry Way	Window: Screen	Good/Fair		<input type="radio"/> Agree <input type="radio"/> Disagree	<input type="text"/>	<a href="#">Link</a>	<a href="#">Link</a>
Entry Way	Ceiling	Good/Fair		<input type="radio"/> Agree <input type="radio"/> Disagree	<input type="text"/>	<a href="#">Link</a>	<a href="#">Link</a>
Entry Way	Floor	Good/Fair		<input type="radio"/> Agree <input type="radio"/> Disagree	<input type="text"/>	<a href="#">Link</a>	<a href="#">Link</a>
Entry Way	Walls	Good/Fair		<input type="radio"/> Agree <input type="radio"/> Disagree	<input type="text"/>	<a href="#">Link</a>	<a href="#">Link</a>
Kitchen	Cabinets/Drawers	Good/Fair		<input type="radio"/> Agree <input type="radio"/> Disagree	<input type="text"/>	<a href="#">Link</a>	<a href="#">Link</a>
Kitchen	Countertops	Good/Fair		<input type="radio"/> Agree <input type="radio"/> Disagree	<input type="text"/>	<a href="#">Link</a>	<a href="#">Link</a>
Kitchen	Sink	Good/Fair		<input type="radio"/> Agree <input type="radio"/> Disagree	<input type="text"/>	<a href="#">Link</a>	<a href="#">Link</a>
Kitchen	Garbage Disposal	Good/Fair		<input type="radio"/> Agree <input type="radio"/> Disagree	<input type="text"/>	<a href="#">Link</a>	<a href="#">Link</a>
Kitchen	Microwave	Good/Fair		<input type="radio"/> Agree <input type="radio"/> Disagree	<input type="text"/>	<a href="#">Link</a>	<a href="#">Link</a>
Kitchen	Refridgerator	Good/Fair		<input type="radio"/> Agree <input type="radio"/> Disagree	<input type="text"/>	<a href="#">Link</a>	<a href="#">Link</a>
Kitchen	Stove/Hood	Good/Fair		<input type="radio"/> Agree <input type="radio"/> Disagree	<input type="text"/>	<a href="#">Link</a>	<a href="#">Link</a>
Kitchen	Ceiling	Good/Fair		<input type="radio"/> Agree <input type="radio"/> Disagree	<input type="text"/>	<a href="#">Link</a>	<a href="#">Link</a>
Kitchen	Smoke Detectors	Good/Fair		<input type="radio"/> Agree <input type="radio"/> Disagree	<input type="text"/>	<a href="#">Link</a>	<a href="#">Link</a>
Kitchen	Lights	Good/Fair		<input type="radio"/> Agree <input type="radio"/> Disagree	<input type="text"/>	<a href="#">Link</a>	<a href="#">Link</a>
Kitchen	Walls	Good/Fair		<input type="radio"/> Agree <input type="radio"/> Disagree	<input type="text"/>	<a href="#">Link</a>	<a href="#">Link</a>
Kitchen	Floor	Good/Fair		<input type="radio"/> Agree <input type="radio"/> Disagree	<input type="text"/>	<a href="#">Link</a>	<a href="#">Link</a>
Kitchen	Recycle Bin	Good/Fair		<input type="radio"/> Agree <input type="radio"/> Disagree	<input type="text"/>	<a href="#">Link</a>	<a href="#">Link</a>
Kitchen	Wastebasket	Good/Fair		<input type="radio"/> Agree <input type="radio"/> Disagree	<input type="text"/>	<a href="#">Link</a>	<a href="#">Link</a>

The way you inspect your room is the same for move-in and move-out, so learn it once, and you're all set!

Your RA has already done an inspection of your room, and you can see their assessment in the Current Condition, Staff Comments, and Staff Images columns. You then have the ability to agree or disagree with each item and upload any additional images you would like.

We highly encourage that you attach an image or leave detailed comments for any item you disagree with.

Bedroom	Vanity (Includes Sink in COR)	Good/Fair	<input type="radio"/> Agree <input type="radio"/> Disagree	<input type="text"/>	<a href="#">Link</a>	<a href="#">Link</a>
Bedroom	Wastebasket	Good/Fair	<input type="radio"/> Agree <input type="radio"/> Disagree	<input type="text"/>	<a href="#">Link</a>	<a href="#">Link</a>
Bedroom	Recycle Bin	Good/Fair	<input type="radio"/> Agree <input type="radio"/> Disagree	<input type="text"/>	<a href="#">Link</a>	<a href="#">Link</a>
Bedroom	Bed: Side Rails	Good/Fair	<input type="radio"/> Agree <input type="radio"/> Disagree	<input type="text"/>	<a href="#">Link</a>	<a href="#">Link</a>
Bedroom	Bed: Mattress	Good/Fair	<input type="radio"/> Agree <input type="radio"/> Disagree	<input type="text"/>	<a href="#">Link</a>	<a href="#">Link</a>
Bedroom	Bed: Frame	Good/Fair	<input type="radio"/> Agree <input type="radio"/> Disagree	<input type="text"/>	<a href="#">Link</a>	<a href="#">Link</a>
Bedroom	Smoke Detectors	Good/Fair	<input type="radio"/> Agree <input type="radio"/> Disagree	<input type="text"/>	<a href="#">Link</a>	<a href="#">Link</a>
Bedroom	Dresser	Good/Fair	<input type="radio"/> Agree <input type="radio"/> Disagree	<input type="text"/>	<a href="#">Link</a>	<a href="#">Link</a>
Bedroom	Floor	Good/Fair	<input type="radio"/> Agree <input type="radio"/> Disagree	<input type="text"/>	<a href="#">Link</a>	<a href="#">Link</a>
Bedroom	Desk Chair	Good/Fair	<input type="radio"/> Agree <input type="radio"/> Disagree	<input type="text"/>	<a href="#">Link</a>	<a href="#">Link</a>
Bedroom	Lights	Good/Fair	<input type="radio"/> Agree <input type="radio"/> Disagree	<input type="text"/>	<a href="#">Link</a>	<a href="#">Link</a>
Bedroom	Desk	Good/Fair	<input type="radio"/> Agree <input type="radio"/> Disagree	<input type="text"/>	<a href="#">Link</a>	<a href="#">Link</a>
Bedroom	IT Jack	Good/Fair	<input type="radio"/> Agree <input type="radio"/> Disagree	<input type="text"/>	<a href="#">Link</a>	<a href="#">Link</a>
Bedroom	Mirror(s)	Good/Fair	<input type="radio"/> Agree <input type="radio"/> Disagree	<input type="text"/>	<a href="#">Link</a>	<a href="#">Link</a>
Bedroom	Cooling Unit	Good/Fair	<input type="radio"/> Agree <input type="radio"/> Disagree	<input type="text"/>	<a href="#">Link</a>	<a href="#">Link</a>
Bedroom	Closet	Good/Fair	<input type="radio"/> Agree <input type="radio"/> Disagree	<input type="text"/>	<a href="#">Link</a>	<a href="#">Link</a>
Bedroom	Window	Good/Fair	<input type="radio"/> Agree <input type="radio"/> Disagree	<input type="text"/>	<a href="#">Link</a>	<a href="#">Link</a>
Bedroom	Window: Screen	Good/Fair	<input type="radio"/> Agree <input type="radio"/> Disagree	<input type="text"/>	<a href="#">Link</a>	<a href="#">Link</a>
Bedroom	Window: Blinds/Drapes	Good/Fair	<input type="radio"/> Agree <input type="radio"/> Disagree	<input type="text"/>	<a href="#">Link</a>	<a href="#">Link</a>
Bedroom	Walls	Good/Fair	<input type="radio"/> Agree <input type="radio"/> Disagree	<input type="text"/>	<a href="#">Link</a>	<a href="#">Link</a>

Once you've reviewed all the items in your room, you need to click "Submit Completed Inspection".

If you have started your inspection, but aren't quite ready to submit, you can "Save" and return anytime within the first 48-hours after checking-in to make additional edits.

Any room inspections not submitted within 48 hours will be automatically completed, and you will be held to the condition assessed by the staff when you move out.

I agree this inspection is an accurate representation of the condition of this room and understand that I, as the resident, am responsible for any discrepancies in its condition upon check-out. I also understand that at check-out all trash must be removed and the room cleaned.

Furthermore, I acknowledge that all charges assessed at check-out are estimates and will not be finalized until further inspection is made by Residence Life and Student Housing professional staff. I understand that I can note disagreement to a charge, but in order for the disagreement to be...



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Room Condition Inspection - (Move In) (SRC F 88F201 F201E) (Completed)

Once you have submitted your completed inspection, you will now see that the inspection is marked as Completed. We encourage you to save a copy of your completed inspection(s) for your own records.

You can access your inspection at any time from your MyResCenter homepage.