

Local Authors & Creators

We sincerely appreciate local authors who are willing to support the library by donating their works. However, we are not able to add all donated material to the collection. The following paragraphs explain the standards by which materials by local authors are selected for the Ventress Memorial Library collection.

All materials donated to the library become the property of the Ventress Memorial Library and are examined by library staff to determine which are to be added to the collection. The staff, in choosing materials, assures that they meet the criteria established in the Ventress Memorial Library Collection Development Policy. Materials not selected are offered to other libraries in the Old Colony Library Network. Those gifts still remaining are then placed in book sales conducted by the Friends of the Library.

We select only those materials that fit within the scope of our collection. The scope of the circulating collection does not include materials that are rare, unavailable through established vendors, or sparsely owned by other public libraries of similar size. Exceptions may be made for materials by local authors that create community interest by being featured in library or community sponsored programs, as well as those reviewed or publicized via local media. Please note that if your work is added to the collection, it may not remain there in perpetuity and may be removed at some point as part of ongoing collection maintenance.

Although it is necessary for us to subscribe to the above guidelines, we understand the significant effort involved in publishing one's own creation and applaud the generous spirit with which these materials are offered.

Promotion of Local Authors/Creators

The Ventress Memorial Library bears no obligation for marketing an author's work. Authors are fully responsible for promoting their work.

Local authors or publishers may reserve a room at the Library for their own programs, subject to the Ventress Memorial Library Meeting Room Policy.