The Tech does not act in students’ interest

"The object of the Harvard Cooperative Society is to reduce the cost of living at MIT," state The Coop's rules and regulations. "It exists solely for that purpose and endeavors to afford special facilities for the purchase of all kinds of students' supplies."

Yet The Coop has not lived up to its objective. The Coop's exorbitant prices often fall far from competitive ranges.

On April 3, 1986, The Tech learned that The Coop's lease in the Julius A. Stratton '23 Student Center expires in June, 1986. Officials of Boston Properties, the developers that The Coop would be ready to move to Cambridge--Center by the fall of 1986. The Coop is supposed to act in the students' interests. Yet students were not and are not involved in the moving plans. It is also uncertain whether or not the Coop's lease will be among these guidelines.

But don't expect too much sympathy if you end up in the hospital after you go dazzling across Massachusetts Ave. without looking at traffic. Especially not from the driver of the car you should have noticed. It is easy to cheat if you are willing to accept the consequences.

A Coop departure upon a Coop departure. A Student Center cafe to replace Lobdell would also respond to student needs. A band of small stores may be a welcome and more profitable alternative. Attracting smaller stores may be the best option. By offering a lure of low rent and near monopoly status, agreements should guarantee comparably low prices by the vendor. MIT would remove the leases only if the stores met prearranged requirements for student satisfaction. Prices, quality and variety would be among these guidelines.

In any case, the stores should concentrate on products essential to students. A Student Center cafe to replace Lobdell would also respond to student needs. A variety of national franchises would be a welcome and more profitable alternative. The administration should not dictate the reuse plan. Students should have the opportunity to make the Student Center more useful for and enhancing to student life.

Guest Column/David Goldstone

Cheating at the game

Life at MIT is a series of games. These games have various titles — "Pedestrian Street Navigation," "Sleep or 6.001," "Rush Week," etc. As with most games, there are ways to cheat if the player is willing to suffer possible consequences.

The games are very simple to play. The rules governing them are simple as well. You, a pedestrian in Boston, should cross only at crosswalks and only with the WALK signal. There is no jaywalking law in Massachusetts, but the rule of crossing only at crosswalks and with the lights is implied. It is easy and popular to cross streets in the most convenient location. But don't expect too much sympathy if you end up in the hospital after you go dazzling across Massachusetts Ave. without looking at traffic. Especially not from the driver of the car you should have noticed.

It is easy to cheat if you are willing to accept the consequences.

Rush Week, like crossing the street and doing your homework, also has implied rules. They assume attracting freshmen to a dorm as a win-win situation, such as parties or picnics. But this can involve much work for the organizers; and the dorm will become filled with freshmen anyway. A technique for cheating has been developed for the game. It was perfected this year at Bexley. It is called anti-rush.

Anti-rush must be great fun. Residents invent creative activities; but these activities need to be eliminated. Either few attend or the majority of the dorm disagrees, it is easy to cheat if you are willing to accept the consequences.

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Only one percent of the freshmen class at Bexley cheated and everyone else is assuming that anti-rush must be great fun. Residents invent creative activities; but these activities need to be eliminated. Either few attend or the majority of the dorm disagrees, it is easy to cheat if you are willing to accept the consequences.

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