

Housing Waitlist – FAQs

Bethune-Cookman University | Fall 2025

1. What does it mean to be waitlisted?

You're still being considered for housing, but space is currently full. Waitlist placements continue through summer.

2. Why am I waitlisted if I submitted everything on time?

Housing demand is exceptionally high for incoming Freshmen due to a historic increase in high school graduates in 2025, and returning students have increased requests for on-campus housing.

3. What are my chances of getting a room?

It depends on cancellations and waitlist movement. Flexibility increases your chances of being placed before or at the start of the semester.

4. How is the waitlist order determined?

By your housing lottery number and the timestamp of your completed enrollment.

5. Does living farther from campus help my chances?

Distance may be considered, but enrollment completion, aid acceptance, and a zero balance are more critical factors.

6. What should out-of-area students do?

Upperclassmen are encouraged to explore off-campus housing while staying on the waitlist. B-CU does not manage off-campus properties.

7. Will I get an assignment before the fall semester?

Possibly. Assignments are made on a rolling basis through the summer. Check your B-CU email regularly.

8. Can I apply for spring housing if I'm not placed for fall?

Yes. If not placed for fall, you'll have the option to apply for Spring 2026. Details will be emailed in September.

9. Will I be assigned with my requested roommate?

Roommate requests are not guaranteed for waitlisted students but will be considered based on space availability.

10. Can I take a spot from someone who is canceling?

No. Housing spots are non-transferable and assigned based solely on waitlist order.

11. Will my housing preferences be honored?

Preferences will be considered, but assignments depend on current availability.

12. Who can I contact for updates?

If you have questions after checking your B-CU email, contact housing@cookman.edu or call (386) 481-2424.