

Student Guidelines for games and events.

Before the game/event:

1. Students should come to games and events well prepared.
2. Water jug should be filled at home before coming to school.
3. All Uniform items should be labeled on the inside of the item.
4. All uniform items should be brought to school on game day.
5. Dinner will be provided on game day, after practice and on days of competition.
6. Students should change into uniform after dinner.
7. All students are responsible for loading their instruments, uniforms, jugs and accessories onto the bus.
8. Students need to follow directions from directors, chaperones, and bus drivers. Be respectful.
9. Proper behavior on the bus is expected: sit in your seat, clean up after you.

At the game/event

10. **No electronic devices are allowed when in the stands.** When Chaperones see a student using the cell phone the chaperones will collect the device and be given to the AP. After the game the parents will be notified to buy it back. If a student refuses to give up the device the directors and AP will be notified and the student will be suspended for two days! This is in line with the school guidelines.
11. **No food is allowed in the stands.**
12. Only water is allowed as drink. Students are only allowed to bring the red labeled water jug to games. (no camel backs) When jugs need a refill, they need to be placed ON the bench before half time. Chaperones will refill during half time. (or when necessary)
13. No visitors, parents are allowed in the band area during the game, except during third quarter. Visitors need permission from chaperones to enter into the band area at all times.
14. Students need to sit in rows, and look neat and uniform at games. Remember you are representing Cy-Woods High School!
15. Students who want to wear a hat are only allowed to wear the grey ball cap with red Cy Woods logo. Can be purchased at spirit shop for \$ 20.00
16. In case of issues with the uniform, please notify a chaperone or uniform mom. They are happy to assist.
17. All students need to be escorted to restrooms by a chaperone at all times.
18. Keep the band area tidy.
19. Pay attention to the directors at all times!
20. Have fun and do your best.

After the game / event

- * Students are only allowed early release with a written note, delivered to Mr. V the day before the game or event.
- * Check-out will take place at the bus, where chaperone will check student out from the roster.

NO EXCEPTIONS!

- * Upon arrival at school loading crew and leadership will be dismissed from the buses first. Other students will be released a little after upon a sign from the head chaperone.
- * All students need to help off-load, and put away their instruments, and shako box neatly.

- * All students need to hang their uniforms neatly on the hanger. Then they need to have this checked by leadership. Only after leadership approves students can hang their uniform up and leave.
- * All students are responsible for their belongings. Belongings should be labeled on the inside and taken home after the game/event.
- * Students who have borrowed items need to return these to the designated room: uniform room, or booster room. Loaner items are limited and labeled as loaner item. Loaner items not returned will become an added cost at the end of the semester.