

**OLENTANGY LOCAL SCHOOLS
OVERNIGHT TRIPS
STANDARD OF CONDUCT**

Signatures below indicate the acceptance of the following rules as a conditions of an overnight trip:

- Students must follow all school rules including alcohol and drug policies, and dress code.
- Students may not purchase/possess alcohol for any reason, not even as a gift for their parents. Students may not accept alcohol as gifts for themselves or their parents from the host families.
- Students' luggage and rooms may be searched randomly as required by circumstances during the trip.
- Students may not go out alone at anytime.
- Students must stay in their own rooms after the established curfew time. There will be at least on room check a night to ensure that students are in their own rooms.
- In the event of serious misconduct or behavior that is detrimental to the smooth functioning of the group, a student may be sent home unescorted before the end of the tour at the parents' expense.

Student _____ Date _____

Parent _____ Date _____

- A building administrator will attend the parent/student final planning meeting to emphasize the school rules and consequences if the students do not follow them.
- Olentangy Local School students will be housed with at least one chaperone per floor of student. Tour companies will make every effort to ensure this request. In the event that a chaperone from Olentangy Local Schools cannot be on each floor of students, it is the request to utilize the company's tour director to cover said floor. If no other arrangements are possible, said floor will be covered by a chaperone from another school traveling with Olentangy Local School students.
- During the Spanish language immersion homestay, chaperones will be housed with families within the same city as students and will have daily contact with the students.
- During the French language immersion homestay, chaperones will be lodged in close proximity, will have regular contact, and will be available via telephone with students.

Chaperone _____ Date _____