

Adhering to the school uniform and dress code positively affects school pride, student identity, and safety. Compliance is mandatory, and violations may result in disciplinary action. Students must not write on, alter, or decorate any part of the uniform. Technology uniforms are not allowed in academic settings. Students should arrive at school and enter the building dressed in the authorized uniform.

Academic Dress Code

<u>Trades & Technologies Dress Code</u>

Shirts & Tops

Acceptable:

 Vinal shirt, Vinal athletic shirt, Vinal sweatshirt, or Vinal fleece.

• Authorized T-shirts:

Vinal t-shirts (athletics, class, etc.) with the
Vinal logo on the front.

Bottoms

• Types:

o Pants and shorts in khaki, cargo, or jeans.

• Colors:

Solid colors only.

Condition:

 Pants must be worn properly, not torn, ripped, or defaced, regardless of manufacturer intention.

• Fit:

 Pants must be worn at the waist and extend to the ankle.

Footwear

Acceptable:

 Sneakers, work boots, and/or closed-toed flat shoes.

Unacceptable:

 Slippers, moccasins, open-toed shoes, backless shoes, heels, and any footwear with fur/fuzzy material outside.

Headwear

Hats:

Not permitted on school grounds; will be confiscated.

Uniforms

• Each technology area will designate a specific shop uniform for students in grades 10, 11, and 12, consisting of a top and bottom of designated color and material.

Jewelry

• Subject to specific technology's safety policy.

Safety Gear

 Safety glasses and work boots are required for all technology areas.

Additional Restrictions

 Specific career pathway environments may have additional restrictions. Students will be notified of these requirements at the beginning of the school year.