OLIVE & GOLD NEWSLETTER

Health & Safety | Family Engagement | Peabody Stadium

Message from the Principal

Hello Dons,

As we begin a week of vacation and rest, I send my sincerest gratitude towards the families, students, and staff that make-up the SBHS Community. This year has been a trial of our patience. Often, I find myself saying, "When do we get to have fun again?" And, the response that I get most often from others is, "very soon, when it's safe." The timeline for our return to in-person instruction is set for Jan. 19, 2020. However, this timeline is dependent on our Community staying committed to following the health and safety guidelines of wearing a mask, social distancing, and not gathering in large crowds.

Please enjoy your time with family and friends, but do so with caution and care of others. Be mindful of your actions and help others be mindful of their actions. Together, we can help move the COVID transmission rate to the red tier again so that we can be together again very soon and have some fun! GO DONS!

Sincerely, Elise Simmons, Principal of SBHS



The Completion of Peabody Stadium

On Monday, Nov. 16, the keys to Peabody Stadium were officially handed over to SBHS staff after more than three years of it being under construction. The project cost \$39 million and was not possible without the generosity of our Alumni, our Community, and our District. The newly constructed stadium includes a CIF regulation track made of the highest quality track material and an artificial turf field that is perfectly leveled with a highly effective drainage system. The stadium also has a state-of-the-art lighting and sound system, a new scoreboard, and architectural accents that rival most buildings in SB. On November 24, 1924, the original Peabody Stadium dedication took place. Fast forward 96 years later and on Nov. 24, 2020, we will share with our community the dedication video. We look forward to the day when we can be together in this beautiful stadium, cheering on our athletes and graduates!

