

PIONEER JR HIGH

STUDENT BULLETIN

Monday

March 3, 2025

TODAY'S SCHEDULE: Homeroom 4, 5, 6, 1, 2, 3

MARCH MADNESS: March Madness starts today at lunch. Round 1 – 5 Minute Game, Running Clock except for timeouts, Each team has a 30 second timeout, 3 players, **HALF COURT. BE ON TIME!** Court A Game 1: Balcom, K./Glass, Court A Game 2: Marshall/Duncan, R., Court B Game 1: Duncan, D./Maass, Court B Game 2: Perkins/Crawley

HOPE CLUB: The Hope Club meets TODAY at lunch from 12:01–12:31pm in the library.

BOARD GAME/D&D CLUB: The Board Game/D&D Club meets TOMORROW from 2:30–3:30 pm in room 26.

LOCKER ROOM: For safety & accountability reasons, students are ONLY allowed to go in the locker room during their PE period. Sorry, but this also includes Fridays – Students must take their PE clothes with them after their PE class on Fridays.

DRESS CODE: Reminder, please review the Dress Code policy in the planner on pages 19-21 and dress accordingly to avoid a dress code violation and associated consequences.

PLANNERS: Students are REQUIRED to bring their planner to school every day and have their planner on their desk and open to the correct day in homeroom each morning. Detentions will be assigned for students that don't have their planner with them. Please do not deface your planner. Pages should never be folded in any way or torn out and there should not be excessive graffiti in your planner. This is both an organizational tool for you and a form of school to home communication. If your planner becomes lost, check all of your classes and the shelves in the office first. Replacement planners are \$5 at the front office.

BIKES: If you ride a bike to school you MUST wear a helmet and have a bike lock. You may not ride your bike on the sidewalk in front of the school; you must dismount and push your bike on the sidewalk. All bikes must be locked on the bike rack while they are on campus.

HYDRO FLASKS, WATER BOTTLES & MORNING DRINKS: Sorry, but for sanitary reasons, only water is allowed in classrooms in your hydro flasks & water bottles. If you bring Starbucks or other drinks in the morning, please finish it BEFORE you walk into homeroom.

CELL PHONES: Remember all cell phones should be OFF and put away BEFORE you step through the gates in the morning until you LEAVE the gates after school. Do not take them out and turn them on as you are walking across campus to exit, you must be completely outside of the gates before taking your phone out. Please do not put them on "Silent" and do not use them during the school day. If you are sick, get a pass to the Health Office to see the nurse. DO NOT call or text someone to come and get you.

GUM: Gum is NEVER allowed on campus. Please do not bring gum to school for any reason. Detentions may be assigned for gum chewing.

STAYING AFTER SCHOOL: Reminder - Students need to have permission from their parent/guardian BEFORE they can stay after school for any reason. Be sure to let whoever is picking you up know where you will be and what time you will need to be picked up.

CLUBS:

Board Game/D&D Club meets the 2nd and 4th Tuesday of the month from 2:30–3:30 p.m. in Room 26

Book Club meets Thursdays at lunch from 12:01–12:31 p.m. in Room 17.

Cards for Kindness Club meets every Thursday from 2:30–3:30 p.m. in Room 46.

Garden Club meets Fridays at lunch from 12:01–12:31 p.m. in the garden area.

Hope Club meets Mondays at lunch from 12:01–12:31 p.m. in the library.

Running Club meets on Thursdays between January 9, 2025 and March 20, 2025 from 2:40–3:50 p.m., except on rainy days.