

BUS RIDERSHIP AGREEMENT

I understand that riding a St. Louis Park School bus is a privilege for well-behaved riders. The school bus is an extension of the classroom, and I understand that the same good behavior is required on the bus as in school.

Bus Behavior Rules

In general, I will show respect for the driver, other students, their belongings and the bus itself. I will not do anything which is unsafe, dangerous or disrespectful. Specifically:

1. I will follow the driver's instructions.
2. I will remain in my seat for the whole ride.
3. I will not tease or harass others.
4. I will speak in a quiet voice. I will not distract the driver by yelling or whistling.
5. I will not fight or be rowdy. I will keep my hands and feet to myself.
6. I will not use abusive language or gestures.
7. I will not throw objects inside the bus or out the window.
8. I will not eat or drink on the bus.
9. I will not bring anything dangerous on the bus.
10. I will stay out of the danger zone around the bus.

Consequences for Breaking the Rules

First Incident: The driver will discuss the misbehavior with the student. The bus company will send a report to the parent and school.

Second Incident: The driver will discuss the misbehavior with the student. The bus company will again send a report to the parent and school. A school staff member will contact the parent to discuss the student's behavior on the bus.

Third and Subsequent Incidents: Because of repeated misbehavior on the bus, the student will not be allowed to ride the bus for a period of time. The parent and student will be invited to a conference at school to discuss the situation and the suspension. If the student's behavior on the bus has been dangerous or destructive, bus riding privileges may be revoked immediately.

I have read the above information. I understand the rules and the consequences of breaking them. I will take responsibility for my actions on the bus.

Student Name

Date

I have reviewed this information with my child.

Parent/Guardian Name

Date