

ARHS Color Guard Demerits

Member:

Reason for Demerit(s)	# of Demerits	Date & Initial	Date & Initial	Date & Initial	Date & Initial	Date & Initial
Tardy for practice/game (1-5 minutes late)	0.5					
Tardy for practice/game (6-15 minutes late)	1					
Late Pick-ups over 10 minutes	1					
Wearing Jewelry (practice/game)	1					
Gum, candy, etc.	1					
Late Pick-ups over 25 minutes	2					
Cell Phone on at practice/game	2					
Soda, tea, etc.	2					
Failure to have complete practice attire	2					
Insufficient knowledge of routine	2					
Improper conduct, refusal to obey, etc.	2					
Missing practice (unexcused)	3					
Non-notification of absence (24 hrs prior)	3					
Failure to have complete uniform	3					
Leaving game/performance early	4					
Gossiping &/or talking about a teammate	5					
Missing game/pep rally/other performance	5					

*Accumulation of 4 demerits will entail suspension from one performance. However if suspended from a game, the Guard Member must attend the game in uniform and sit with the coach. Any guard member that accumulates 12 demerits will lose 3rd quarter break privileges and a parent conference will be arranged. It is possible for demerits to stack, for instance if you miss a practice and you did not provide notice of your absence that would be 3 demerits for the absence and 3 for not notifying the instructor.

Guard Member Signature

Date

Parent Signature

Date