

## GUIDELINES FOR STUDENT BEHAVIOR

Students are encouraged to take full advantage of the educational opportunities within the Walnut Valley Unified School District. The schools exist for you and your education. We ask that you remember this purpose and conduct yourself accordingly.

Diamond Bar High School follows a progressive model in regards to discipline. The following offenses can result in suspension/expulsion:

1. Possession or use of a weapon or dangerous object (including a replica or "lookalike.")
2. Defiance, verbal or physical assault of a teacher or staff member.
3. Possession, sale or use of alcohol, narcotics, "lookalike" substances or drug-related paraphernalia.
4. Committing robbery or extortion.
5. Graffiti, tagging, or ANY vandalism of school or personal property.
6. Causing, attempting to cause, threatening to cause bodily harm, fighting, or instigating conflicts between students.
7. Theft of school or personal property or receipt of stolen property.
8. Sexual harassment.
9. Encouraging outsiders to come to school or school activities for the purpose of threatening, attempting to cause or causing physical harm to other students.
10. Any disruption that MAY be construed as gang related.
11. Altering or forging of school documents.

The following are also considered serious offenses which may be handled as suspensions (where appropriate) or with alternative disciplinary actions:

1. Possession or use of tobacco products.
2. Obscenity or habitual profanity or vulgarity.
3. Gambling (coin tossing, cards, dice).
4. Leaving campus without permission during the school day.
5. Continued class cutting.
6. Excessive tardiness.
7. Cheating or plagiarism. (May result in withdrawal from class with a failing grade on permanent record).

In addition, students are expected to maintain the following behavioral standards:

1. Comply with all requests of teachers and staff members.
2. Show respect and pride in the school by helping to keep it clean and free from vandalism.
3. Stay in the interior of the campus (defined by painted lines on the ground) during the school day and not go in unauthorized areas without permission.
4. Behave in an appropriate way on campus and in class by avoiding disruptive behavior or excessive displays of affection.
5. Leave laser pointers, electronic communication devices and chemical mace at home. These items will be confiscated and returned to parents only. If you have questions about acceptable items please see your GLC.
6. Remain on campus from the time you arrive at school until the school day is over, unless first cleared through the attendance office.
7. Carry your high school ID card or activities card with you at all times so you may be able to identify yourself.
8. The Walnut Valley Unified School District has adopted a policy regarding the use of cell phones on high school campuses. The policy acknowledges the importance of electronic communication between students and parents during school-wide emergencies. The board also recognizes the need to protect the academic environment of the campus from unnecessary disruptions. Therefore, while students may possess cell phones on campus during the school day or during a school-sponsored activity, their use is prohibited except during the following instances:
  - a. During an emergency affecting the school or community
  - b. Upon direction from a licensed physician or surgeon if carrying such a device is essential to, and the use is limited specifically to the health of the student
  - c. During brunch and lunch ONLY

In permitting student possession of such devices, the District assumes no liability for loss, theft or misuse by another student. Phones are to be turned off and placed out of sight during classes, passing periods, rallies, assemblies, performances, etc. Any student found not acting in accordance with this policy will be subject to disciplinary measures. Please act responsibly.

Please check off the appropriate box/section of the **Signature & Acknowledgement** page if you have read and understand this document.