

AFTER SCHOOL DAILY/DOUBLE DETENTION RULES

THE FOLLOWING IS A LIST OF RULES GOVERNED BY ALL STUDENTS
ASSIGNED TO AFTER SCHOOL DAILY/DOUBLE DETENTION



No student will be allowed into detention without their current year issued
LTHS school picture ID.

If student does not have a current ID he/she may obtain it for \$5.00
from the bookstore before 1:00 P.M. for Jr/Sr and 3:00 P.M. for Fr/So
If student does not have \$5.00 it will be charge to their student account.

Freshman and Sophomore students report to Room # 72.

Junior and Senior students report to Room # 71.

1. After School Daily Detention begins as follows: Fr/So 3:50 P.M. to 5:15 P.M., Jr/Sr 1:50 P.M. to 3:15 P.M. - **NO EXCEPTIONS!**
2. After School Double Detentions for Fr/So are on Thursdays ONLY beginning at 3:50 P.M. **SHARP** ending at 6:35 P.M. Jr/Sr Double Detentions are on Tuesdays ONLY beginning at 1:50 P.M. **SHARP** ending at 4:35 P.M.- **NO EXCEPTIONS!**
3. Student is required to take all coats, books, etc. to the Detention Room - he/she is not permitted to go to their locker after detention.
4. Student must bring work to complete.
5. Card playing, games, radios/CD/cassettes/headphones, etc. are not allowed.
6. Talking is not permitted.
7. Student is **NOT** permitted to sleep or assume a sleeping position.
8. Student is not allowed to leave the Detention Room without Supervisor's permission.
9. Assigned After School Daily/Double Detention time missed due to suspension or absence is required by student to immediately serve upon return to school.

Students waiting for the 5:20/6:55 P.M. activity bus report directly to the Cafeteria - all other students should have prearranged transportation needs made. Students are required to leave the building as soon as possible. No loitering is allowed.

PLEASE NOTE: Student not complying with the After School Daily/Double Detention rules or do not serve an assigned detention is subject to additional disciplinary action as stated in accordance with the Parent Student Handbook.

Updated: 9/04/09