September 6th, 2017

Welcome back Students.

Dear parents/guardians:

Your child is enrolled in one on my courses and I would like to share the following very important information with you prior to the start of the semester.

Safety is a very important aspect dealt with in the practical lab areas here at MVHS. ALL students must provide their own Personal Protective Equipment-CSA approved steel toed shoes or boots in good condition as well as CSA approved safety glasses with clear lenses. Other PPE as required will be made available for use when students are completing various tasks in our shop areas.

At no time are hats to be worn at MVHS-not even in the shops. Please ask that your child respect this school rule and not wear their hats. Time spent dealing with non-compliance to this rule takes away time from other areas of focus for staff.

Some students play on sporting teams throughout the year and “dress up” the day of the event they will be attending. They are not participating in practical activities as they are not properly attired for working in the shop. Please remind your child that if they are enrolled in my class they are expected to dress appropriately for the activities occurring in my shop not the extra-curricular activity they are participating in later that day.

Students must obtain permission before leaving the classroom or shop area.

Lastly, cell phone and iPods are not permitted in my classroom or my shop. Failure to comply with this request will result in your child having their phone taken and placed at the office for safe storage. In addition to the deliver the curriculum outcomes, I model work ethic for my students so if I am expected to not use my phone during class time-the expectation for my students is the same.

If you have any questions or concerns, please email [gregg.bruce@mvhs.nb.ca](mailto:gregg.bruce@mvhs.nb.ca), [raymond.innes@nbed.nb.ca](mailto:raymond.innes@nbed.nb.ca) or Matthew.Stewart@NBED.NB.CA

or call MVHS at (506) 627-4083.

Sincerely,

STTE Instructors MVHS