



## EPIC Camper Rules and Regulations Contract

All rules are designed to ensure camp participants have a maximized learning experience in an environment encouraging the exchange of ideas and concepts. All participants are required to adhere to the rules and regulations outlined below. If, in the judgment of the EPIC staff, the participants' conduct violates the following rules and regulations, the student may be dismissed without refund and/or referred to appropriate authorities. In addition, depending on the severity of the infractions, a three-strike policy will be followed. Three strikes will also lead to dismissal from the program without a refund and/or referral to appropriate authorities.

### ALL UNIVERSITY RULES APPLY

1. **Attendance:** Participation and attendance of all activities, workshops, and meals is mandatory. Participants may not leave the event premises at any time without permission from EPIC staff.
2. **Behavior:** Participants are required to conduct themselves in a mature and orderly manner at all times. Vandalism and pranks along with lewd and offensive speech or actions will not be tolerated. In addition, there are no firearms, weapons, or fireworks permitted anywhere on university grounds.
3. **Visitors:** No visitors will be permitted during the camp.
4. **Remaining on Campus:** All participants are required to remain in the designated areas during the entire week. Certain areas are off-limits due to insurance reasons. Areas can include but not limited to construction or closed off areas.
5. **Drug, Alcohol and Tobacco Free:** This camp is promoting a drug-free lifestyle. Given that, drugs, alcohol or tobacco use is strictly prohibited throughout the entire camp session. Use of any prescription medication must be accompanied by a medication form signed by the parent/guardian. **Any drug or alcohol use is means for immediate dismissal from the program.**
6. **Electronic Games/Headsets:** Electronic games, portable CD/radio/iPods and mp3 players, radios, cell phones, laptops, tablets, etc. may NOT be used during any organized program. EPIC and Cal Poly are not responsible for any lost or stolen items, so it is preferred that these items are not brought to the camp.
7. **Dress Code:** All apparel should promote a positive learning environment and should not be distracting in any way. Clothing should cover cleavage, midriff, chest, and buttocks; undergarments should be covered and not visible. Attire that is see-through, strapless, or backless is prohibited. Shorts/skirts must extend to the end of the fingertips and pants should not sag. Apparel depicting illegal substances, profanity, or other offensive language is forbidden. Students will be asked to change clothes if what they are wearing is inappropriate. Swimsuits must be modest.
8. **Lockdown Rules:** Participants will be required to abide by the lockdown hours, which will be posted in the residence hall. Entrance and exit from the residence hall is forbidden during lockdown hours. **Participants are not allowed in the opposite-gender's hall at any time, for any reason.** Tampering with locks and security systems will not be tolerated. Participants must be in their rooms and quiet by the "lights-out" time designated by the EPIC Staff. **Additionally, participants found tampering with any fire equipment will be dismissed from camp immediately.** University officials are required by law to report the responsible individual(s) to local authorities who will fine and may prosecute the under State Statute 941.13.

# Three Strike Rule

The three strike rule is a system EPIC uses to establish a standardized disciplinary system. Both counselors and staff are allowed to give out strikes. A camper may receive multiple strikes at one time if their actions are especially reckless or dangerous. Outlined below are the explanations of the three strikes as well as examples of what would qualify for each of those strikes.

**Strike One:** A first strike is a warning strike. The camper must have a conversation with a staff member regarding their actions, and they will be given an official warning. Common actions that warrant a first strike are intentionally disrespectful language, consistently using their phone when a counselor has asked them to put it away, or being disruptive during a lab.

**Strike Two:** A second strike means that the camper must call their parents along with the staff. They must have a conversation with the staff beforehand, and then they must call a parent/guardian with the staff explaining how they violated camp policy. The parents will also be informed that if their camper receives a third and final strike they will be asked to leave camp and return home early. A camper may receive two strikes automatically if they are discussing violent actions towards another camper or a counselor, getting into a fight with another camper, or if they are found in the opposite gender's wing of the dorms. A camper can go from one to two strikes if they continue the disruptive behavior that earned them the first strike.

**Strike Three:** A third strike means the camper must leave camp. The staff will call the camper's parents and inform them the camper must be picked up as soon as possible because they are a liability to have at camp. A camper can get an automatic three strikes if they are in possession of drugs, alcohol, or if they are physically violent towards a camper, counselor, or staff member. A third strike may also be added on to previous strikes if the bad behavior is persistent, destructive, or distracting to those around them.

**I, the undersigned, have read, understand, and agree to the terms defined above. I am aware this camp is a professional development event. Professional behavior is expected at all times and I agree to abide by that requirement. I am aware I may be subject to disciplinary action by EPIC and/or the university if I act in a way such that others are harmed.**

Camper Name \_\_\_\_\_

Camper Signature \_\_\_\_\_

Date \_\_\_\_\_

Parent/Guardian Signature \_\_\_\_\_

Date \_\_\_\_\_