** BUS RULES **

- 1. Loud and boisterous behavior which distracts the driver is prohibited. [OAC 3301-83-08(C)(6).]
- 2. The bus is an extension of the classroom. Obey the driver promptly and respectfully. [OAC 3301-83-08(C)(6).]
- 3. ALWAYS obey the bus driver's signals. [OAC 3301-83-08(C)(6).]
- 4. Be at your bus stop, waiting in an orderly manner in a location clear of traffic, prior to bus arrival time. [OAC 3301-83-08(C)(1),(2),(3).] Wait at your designated Place of Safety until the driver signals you to proceed. [OAC 3301-83-13(B)(6).]
- 5. Go to your assigned seat and remain seated, keeping aisles and exits clear. [OAC 3301-83-08(C)(5), 3301-83-18(C)]
- 6. Ride your assigned bus to and from your assigned stop only. [OAC 3301-83-08(C)(13).]
- 7. No profanity. [OAC 3301-83-08(C)(7).]
- 8. No eating or drinking of any kind on the bus. [OAC 3301-83-08(C)(8)]
- 9. No alcohol, tobacco, or drugs except for required prescription medication. [OAC 3301-83-08(C)(10), 3301-83-20(A).]
- 10. Do not throw or pass objects on, from or into the bus. [OAC 3301-83-08(C)(11).]
- 11. Carry only objects that can be held in your lap. [OAC 3301-83-08(C)(12), 3301-83-20(J).]
- 12. Do not experiment with or tamper with bus equipment. [Eastwood Student Handbook.]
- 13. Keep the bus clean. The trash can is located in the front of the bus. [OAC 3301-83-08(C)(6), OAC 3301-83-20(E).]
- 14. No weapons of any nature are allowed on the bus. This includes lookalike or "toy" weapons. [OAC 3301-83-20(D).]
- 15. No laser pointers, squirt guns, playing cards, or trading cards. [Eastwood Student Handbook.]
- 16. Cell phones are permitted as long as they do not create a disruption. This is at the DRIVER'S discretion. Cameras on cell phones are not permitted to be used on the bus. [Eastwood Student Handbook.]
- 17. Seats may be assigned at the discretion of the bus driver. [OAC 3301-83-08(C)(6)]
- 18. REMAIN QUIET AT RAILROAD CROSSINGS. [3301-83-12(B)(3).]
- 19. Failure to obey the above rules could result in loss of bus riding privileges.