

BVSW Marching Band

Event Permission and Travel Form 2019



Note: This form must be signed by the legal parent/legal guardian and returned before a student may participate in events. Students may be sent home at the parent's/legal guardian's expense for violating existing Blue Valley School District and BVSW Band policies and guidelines.

Dear Parents/Guardians:

Listed below are the required BVSW Marching Band events for the 2019 season. In many cases specific times have not yet been finalized, but a general timeframe is provided to assist you with scheduling. You will receive specific information, such as exact times and meeting places, prior to each event. By signing this form, you are giving your student(s) permission to travel and attend the specified events. Please add these events to your schedule. Travel will occur via school bus, school van or charter bus. Travel will be required for all the specified events.

Event	Date	Event Location	Timeframe
Football Game #1 - STA Senior Night	Fri Sep 13	BVHS Stadium	After School and Evening
Football Game #2 - BVH Homecoming	Fri Sep 20	BVHS Stadium	After School and Evening
Band of America (BOA) North Iowa Regional	Fri-Sat Sep 27-28	Cedar Fall, IA	Overnight Event
Blue Springs Golden Regiment Invitational	Sat Oct 5	Blue Springs, MO	All Day Event
Football Game #3 - BVN	Fri Oct 11	BVHS Stadium	After School and Evening
Shawnee Mission North Marching Invitational	Sat Oct 12	SMN HS	All Day Event
KBA State Championships	Sat Oct 19	Topeka, KS	All Day Event
Football Game #4 - Mill Valley	Fri Oct 25	BVHS Stadium	After School and Evening

An attendance grade will be given for all the events listed above. By signing below, you are giving your consent for your student(s) to travel to and participate in these events. Adults will supervise these activities.

Student #1 Name (Please Print): _____

Student #2 Name (Please Print): _____

Student #3 Name (Please Print): _____

Parent/Legal Guardian Name (Please Print): _____

Parent/Legal Guardian Signature: _____ Date: _____