## Purpose of the Dress Code

The learning environment is significantly influenced by how students dress. The dress code impacts the school positivity by:

- Helping students focus on learning
- Reducing distractions
- Increasing wardrobe equality
- Fostering a distinct and positive Vanguard appearance


## Basic Standard of Appearance Guidelines for All Students

- Personal items are prohibited if they:
- Depict violence
- Advertise tobacco, alcohol, or illegal substances
- Display offensive slogans
- Make statements with sexual innuendos
- Discriminate on the basis of race, color, creed, religion, ethnicity, national origin, gender, disability, or sexual orientation.
- Interfere with or endanger oneself while participating in school or school-sponsored activities
- Clothing:
- Must be clean, pressed, and free of holes, tears, and frays.
- Must not be worn if it causes or is likely to cause a disruption of the educational process
- May not depict a style of grooming identified with membership in a gang
- May not distract from the learning environment

The final decision as to the safety of suitability of clothing, hair , jewelry, and other personal items, will be left up to the principal or designed.

## Hair

- May not distract from the learning environment.
- Must be maintained in a clean, neat, and professional manner at all times.
- Must remain out of the face and away from the eyes.
- Men's hair that extends to the top of the shoulder or below must be pulled back.
- Only natural colors are allowed.
- No radical styles or colors that distract from the learning environment.
- No undercuts
- No mohawks or faux hawks
- No design/pattern cuts, symbols, or shapes of any kind shaved on the head
- No angular fringe
- Guidelines for hair pulled into a bun:
- No top of the head knots (low or high on the back of the head only)
- No undercut or partially pulled back hair (full bun only)
- Must be well groomed and tight to the head (not loose)


## Facial Hair

- May not distract from the learning environment and must be well groomed.
- No radical styles (e.g., braided and/or pony-tailed beards)


## Jewelry

- Jewelry must not distract from the learning environment.
- An object that has a purpose other than jewelry cannot be worn as jewelry (e.g., chains or collars).
- No more than three necklaces may be worn at one time.
- No more than three bracelets may be worn on each wrist.
- No more than three rings may be worn on each hand.
- Earrings, ear cuffs, bars, gauges, or gauge-like earrings may not be worn.


## Tattoos and Body Piercing

- Tattoos must be covered at all times.
- No intentionally created marks should be visible on the skin.
- No pierced jewelry may be worn.
- No body art, including drawing or writing on skin made by the student with a writing utensil.


## Pants

- Pants must fit the waistline and cuffs may not touch the ground.
- No leather of any type or color. No faded jeans. Dress jeans of a dark solid color are allowed within the parameters described in this section. No faded denim regardless of color and no leather of any kind.
- Pants may not be excessively baggy or tight.
- Sweatpants, warm-ups, pajama pants, banded pants, and jersey (t-shirt fabric) pants are not allowed.
- Pants may be one solid color, striped, or plaid (i.e., no camouflage, no mixed striped/plaid or patchwork) without screen printing or faded areas.
- Pants must be in good repair.


## Shorts

- No denim or leather of any type or color.
- Shorts must fit the waistline.
- Shorts must be at least fingertip length.
- Spandex or tight-fitting shorts are not allowed.
- No athletic shorts.
- Shorts may be one solid color, striped, or plaid (i.e., no camouflage) without screen printing or faded areas.


## Shirts, Sweaters, Sweatshirts

- Shirts must have collars and be buttoned to the mid-sternum. No undershirt designs may be visible.
- All shirt collars are to be folded down.
- No shirts that are excessively tight or baggy, and no holes or tears.
- Shirts must have sleeves.
- Longer shirts must be tucked in.
- Patterned shirts are allowed; shirts with screen printing are not allowed.
- Any logos or sewn words must be on the front in the upper corner near the shoulder.


## Outerwear

- Outerwear (i.e., coats, non-Vanguard hoodies, jackets, fleece, hats, scarves, or gloves) shall be removed after entering the building.
- Vanguard letterman jackets may be worn in the building as well as Vanguard spirit wear that has a collar and is quarter-zip (not to include windbreaker-type jackets).
- Fleece-collared outerwear that has a quarter-zip may also be worn in the building.
- Hoodies that are officially approved as Vanguard sprit wear may be worn (hood must be down at all times) in the building.


## Undergarments

- No undergarments may show at any time, nor should they be worn as outer garments.


## Headwear and Sunglasses

- May only be worn outside of the building.
- Headwear includes, but is not limited to, hats, scarves, visors, and bandanas.


## Shoes

- Required at all times.
- Athletic sandals with a heel strap may be worn.
- No slippers, flip flops, slides, Croc styles, or Birkenstock styles.
- No writing on shoes.


## Physical Education and Sports

- Separate attire should be used for P.E., including athletic shoes and socks. (see P.E. syllabus)
- Vanguard issued sports uniforms are approved for use during practice and games.

Vanguard Sportswear

- Vanguard sportswear (team windbreakers, sweatshirts, etc.) may be worn at specific times with prior approval from the principal.


## Special Events

- For special events (musical performances, Graduation, Baccalaureate, etc.) the school may require more formal attire. Guidelines will be published for such events.

