Shasta High School Parking Contract

STUDENT NAME (print CLEARLY)	STUDENT ID#
Parking on the campus of Shasta High School is a privilege. All students are expected to drive and park courteously and safely. The following parking regulations are in addition to the District's parking requirements.	
**Students: Read and initial items 1-9. Sign the bottom. **Parents: Read & Sign the bottom AFTER your student has initialed and signed.	
or on the dashboard (in plain sight) with the same and parking, including the road closure on I will park only in designated spaces in the in a different colored lot than what my per I will receive a parking citation of \$10.00 Fees account. Excessive citations will rest. I understand that if my permit is lost or stores.	at all times. I will obey all state & local laws regarding driving Wolf Way. The colored parking lot for which my permit is valid. If I parking mit is for, I am subject to a parking citation. The for each parking violation, which will be put on my Student and a referral to an Administrator.
by the Administration without a refund, due to breaking the parking contract. There will be no refunds on parking permits after November 1, 2021 for any reason.	
8 Students who check out of Shasta High School will need to turn in their parking permit to the ASB Financial Office located in the Student Store. 9 At NO time are parking permits to be transferred or loaned to another student. INFO BELOW MUST BE COMPLETED TO PICK UP PERMIT ****You must bring in a copy of your car Registration, Insurance, and your Driver's License on a separate sheet of paper. This copy will be kept on file in our Main Office.****	
(Please print legibly)	
DRIVERS LICENSE #	LICENSE PLATE #
MAKE OF VEHICLEMODEL OF VEHICLE	
YEARCOLOR	
AUTO INSURANCE COMPANY	
	I have read and understand the parking requirements and it is in violation of the above regulations will be cited and/or discipline.
	Date / /
Student Signature	
Parent Signature	
Office use only:	
Lot = Blue Green Orange Purple	Red Parking Permit #