CONDON SCHOOL DISTRICT 25J

210 E. Bayard Street Condon, OR 97823 541-384-2441 Phone 541-384-2504 FAX Brian Schimel, Superintendent/Principal Teren Humphrey, Vice Principal Lori Myers, Business Manager

Thursday, February 1, 2023

Dear Parents, Fans, and Spectators,

With a few important games coming up at the end of this basketball season, we wanted to send a reminder about sportsmanship because we know emotions will be heightened. Good sportsmanship should be one of the top priorities to provide a positive experience for everyone involved in athletic events—fans, coaches, players, and officials. While participating in a game, home or away, athletes should have a positive experience. Athletics are about much more than winning games or state championships. The lifelessons that can be taught through athletics is infinite.

Each of us comes to either compete in a sporting event, or to support those who are. An event in which the rules apply equally to everyone, designed to ensure fair competition, encourage sportsmanship, and bring out the best in each participant. On the court, the officials enforce those rules, and assess the appropriate penalty when they are broken.

As fans, friends, parents, and members of the Condon School District community, we have our own rules designed to ensure and encourage an atmosphere of SAFETY, TOLERANCE, ACCEPTANCE and RESPECT for all of us. This means not threatening or ridiculing anyone in attendance based on their race, gender, age, color, national origin, ethnicity, disability, sexual orientation or religion. Violation of these rules will result in the appropriate penalty, including potential ejection from this and all future interscholastic events.

Let's all make an effort to bring out the best in the students we are here to support, and in ourselves. We all have a role to play in making events a success. Whether you're on the court or in the stands—play well, play hard, and play fair.

Thank you,

Teren Humphrey Vice Principal Athletic Director Condon School District