



## CLARION CREATIONS

*dance up a storm!*

### Clarion Creations Studio Policies

1. Please show up **on time** for all lessons.
2. Students must wear Highland dance uniform provided, or acceptable clothing from the following list: Shorts, skirt, skort or kilt, knee-socks or ankle socks and a t-shirt/leotard. Please see dress policies for more information.
3. Please bring appropriate materials such as dance shoes, binder and a water bottle to each class. \*Please see Required Materials section of the handbook for details on materials needed for all dancers.
4. Parents are asked to leave at the beginning of class with the exception of the tartan tots class. **Parents may come and watch for 5 minutes at the end of class, but NO talking is permitted.**
5. Dancers entering during lessons: please wait quietly on the side for your class to start.
6. Missed Lessons: Missed lessons cannot be made up, except by speaking to Genevieve. If you have a scheduling conflict, please contact Gen ASAP.
7. **Please contact Genevieve via phone, email or TEXT if you are going to miss a lesson. 778.688.5767**
8. Fees are due at the beginning of the year in post-dated cheques.
9. There will be no refunds for dance lessons after the second class unless there is a medical reason that is accompanied by a doctor's note. Doctor's notes **must specify** that the student cannot continue Highland dancing with the medical problem.
10. There is no eating during dance classes except between longer classes. Students are requested to bring **only water** to drink.
11. Please check your schedule for the whole year. Dance is NOT a seasonal activity. **Classes will run from September to June.** Please do not schedule other activities during your regular dance class as it disrupts the class and you will miss valuable information and dancing and make it challenging to choreograph dances.
12. Students withdrawing from the studio for **medical reasons**, must give **30 days notice**. Cheques after the 30-day notice will be returned or shredded.