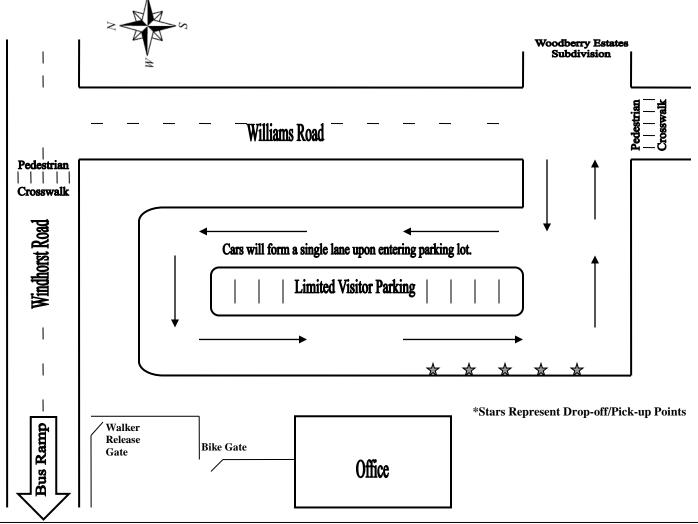
Hugo Schmidt Arrival & Dismissal Procedures



NO WALKER OR CAR RIDER MAY ENTER THE SCHOOL USING THE BUS RAMP.

The map outlines where students will be dropped off or picked up. Student drop off and pick up will take place in the front of the school facing Williams Road. When arriving at school, cars will form a single lane as they enter the parking lot off of Williams Road. You must wait for the car line to move to the drop off point before your child exits the car. During the opening week of school, Schmidt staff will assist students to their classes. After the child exits from your car, please move forward. You will exit off of the campus back onto Williams Road. If you are turning right on Williams, please be careful of the pedestrian crosswalk as walkers and bike riders will be crossing from the Estatewood Subdivision. Parking in the car lane is prohibited. No one in the car lane should leave their car. At this time, there will be NO Visitors on campus.

Dismissal will also occur in the front parking loop. Parents are asked to place **a large card** in their **front window with the child's name clearly written**. Children will be supervised inside their classroom until your car is visible. Upon seeing the car sign, a staff member will call your child's name by radio to exit their classroom and proceed to the carline. **Please do not get out of your car to come and retrieve your child.** It will take children a little time to come to the front of the school until they have learned the procedure. Keeping children in the classroom is a safety measure that will keep them social distanced from others. Please find time before pick-up on the first day to make a sign for your car.

No pedestrians may enter the school using the bus ramp. Walkers must use the sidewalk leading to the front of the school. Upon dismissal parents who want to meet their child to walk home may meet them at the walker's gate located on the North East Corner along Windhorst Road. **No parent may park in the carline.**