



Announcements 3/16/22

Good Morning, please pause for a moment of silence.

Please stand for the pledge.

This announcement is in regards to attending the state basketball game today in person: Please remember that today is a school day. Therefore, if you are absent from school, it will count as an absence for the time missed. You may be excused for your absence to attend the game on **Wednesday afternoon**, provided you submit a parent note. However, if you miss a full day of school and you have already used your five parent notes, you will not be excused for missing school on Wednesday morning.

As a reminder, excused absences from 6th period for attending the game this afternoon will not be counted toward your exemption status for your 6th period second semester exam. However, excused absences from classes earlier in the day will count toward the absences allowed in order to be exempt from the second semester exam for those particular class periods.

As always, students must be checked out through the main office by a parent/guardian or someone that is noted on the student sign out list.

For students remaining at CCRA: We plan to live stream the game and allow students to watch the game in the Gym. We will run on the 1:00 Dismissal schedule today, with students going to Reaching Raiders class at 12:50. Students will be escorted to the gym at 1:00 and will remain in the gym until dismissal at 2:50. The Snack Shack will be open during the game for students who would like to purchase snacks.

Cheerleaders will be released this morning at 9:30. Teachers, please check your email for a list of names.

Around 11:00, if weather permits, there will be an announcement to escort 5th period students to the front (bus loading zone) to cheer for the Red Raider Basketball team as they pass CCRA.

Happy Birthday today to Brooklyn Deluca-Davis

Thought of the day:

“Little minds are tamed and subdued by misfortune; but great minds rise above it.”

Have a Winning Wednesday and remember, we are proud to be a Raider!