Parking Spot Painting (***Seniors Only - Class of 2021***)

Thursday, August 6 (Tentative)

8:30 am - 7:00 pm

Requirements to paint your parking spot:

- 1. Students must purchase their own paint and supplies and be able to paint spot on assigned day
- 2. Check in upon arrival
- 3. Painting cannot take place at any other time.
- 4. Cost #1: Must buy a yearlong parking pass before you are eligible to paint. Seniors must apply for a parking spot prior to July 31, 2020 to be approved to apply for painting.
- 5. Cost #2: Pay additional \$20 to be able to paint
- 6. The following form must be turned in by Tuesday, August 4 to Mrs. Wall (hwall@pasco.k12.fl.us)
- 7. Individual spots are not assigned to students; however the parking spot you paint is considered YOURS for the school year. Choose the spot when you check in.
- 8. May only paint in areas designated by administration
- 9. DO NOT paint over the parking stall number or white lines
- 10. Leave a 4-inch margin around the design
- 11. All spaces must be painted over with FLAT EXTERIOR BLACK PAINT on Saturday, May 22, 2021 or you will be charged \$50 repaint fee at graduation check out

Materials Suggested:

- 1. Latex paint- Exterior- Water Based (Home Depot, Sherwin-Williams, Lowe's). *No oil based, reflective, or spray paints*
- 2. Brushes, rollers or sponge to apply paint (nothing else permitted)
- 3. Masking tape to mark off 4 inch border from white lines
- 4. Stool or towel to sit on
- 5. Chalk to sketch design
- 6. Broom to sweep spot
- 7. Plastic drop cloth to put under paint cans
- 8. Plastic containers for water, paint and brushes
- 9. Sunscreen, hats, sunglasses, water, snacks, pop up tent (for shade)

Design Criteria:

- 1. No offensive language or gang symbols
- 2. No double meanings
- 3. No nicknames, girlfriend/boyfriend names, etc. (ONLY your own name)
- 4. Must be school-appropriate
- 5. Design must be approved by Mrs. Wall before the date of painting. Please email your design to hwall@pasco.k12.fl.us Students that do not have an approved design will not be able to paint.
- 6. Prohibited items will be painted over in black at the discretion of the administration and disciplinary action may be taken.
- 7. You are not permitted to deviate from your submitted design nor alter your design at any time.

Painting Tips:

1. Tape the edges of your spot with a 4-INCH margin before painting.

- 2. Do not paint on the white lines or parking lot curbs.
- 3. Sweep the dirt and pebbles off the spot before you paint.
- 4. Use chalk to draw out your sketch.
- 5. Start painting at the front of your spot out to the end (front bumper to back bumper) to avoid stepping on others' spots.
- 6. Consider making a stencil ahead of time for lettering or detailed images to save time.
- 7. Bring extra plastic containers (no glass) for water and brushes.
- 8. Bring a drop cloth or plastic sheeting to put under paint cans. NO paint is permitted outside your spot.
- 9. Limit your paint palette or share colors with a friend to save money.
- 10. It will take 2 quarts of paint to cover the spot if you are using a solid color.
- 11. Bring a pop-up tent to stay out of the sun when you paint

KEEP THIS PAPER FOR REMINDERS!

Senior Parking Spot Design Request

	Front Bumper	
	Parking Spot Number	
This design sheet must be done in color and must represent exactly what will be painted on your parking space if it is accepted. This form needs to be complete for approval and turned into Mrs. Wall via email by August 4. hwall@pasco.k12.fl.us		
	make a copy or take a picture of this before submitti	ing.
Student Name: _		

Student ID: Student Email:	
Student Cell #	
License Plate Number:	
Car Make/Model/Color:	
Parking Lot Assigned: (Circle One) South Lot N	forth Lot
I understand all the rules and agree to abide by them	in order to paint my parking spot. I have already
been assigned a parking pass and have paid the fee to	be able to park on campus.
Student Signature:	
Parent Signature:	
Please pay \$20 on ACORN and return to Mrs. Wall	
Name on check:	_ Check number:
Approved by Mrs. Wall	Date: