

Bowling Green Christian Academy: Dress Code Policy

Item	Females	Males	Colors
Tops All tops must be long enough to tuck into pants. *Shirts are required to be tucked into pants.	Blouses with collars, traditional polo with collars, turtlenecks, <i>BG Christian logo polo shirts.</i>	Dress shirts, polo or oxford button down shirts with collars, turtlenecks, <i>BG Christian logo polo shirts.</i>	Any solid color
Bottoms	Skirts, jumpers, slacks, shorts, or skorts, capris- all items must be two inches above the knee or longer.	Dress pants, corduroy pants, knee length shorts. No Cargos.	In solid colors of dark blue/navy, khaki/tan, black, or grey.
Sweaters	Cardigans, pullovers, vests, no sweatshirts except on Fridays.	Cardigans, pullovers or vests, no sweatshirts except on Fridays.	Any solid color
Shoes/Boots	Any style. Pants must be worn outside of boots. No platforms, slippers, flip flops, sandals, or Crocs.	Any style. Pants must be worn outside of boots. No slippers, flip flops, sandals, or Crocs.	Any color
Belts	Belts are required from 4 th grade on.	Belts are required from 4 th grade on.	Any color
Socks	Socks, tights, or knee socks must be worn.	Socks must be worn.	Socks - any color Tights – any solid color
Leggings	Allowed underneath the clothing only.		Any solid color
Physical Education Classes	Gym uniform as determined by the school.	Gym uniform as determined by the school.	
Friday Dress Code	Blue jeans are permitted and dress code tops or BG Christian spiritwear.	Blue jeans are permitted and dress code tops or BG Christian spiritwear.	

***Schoolwear can be purchased at any store that carries school uniforms such as:** J.C. Penney, Andersons, Sears, Meijer, Wal-Mart, etc.

***BG Christian polo shirts, sweat shirts, and PE clothing can be ordered through the school office. (It is recommended to order at least 4 weeks in advance of needing these items since there is a minimum order for printing these items.)**

If your child has special clothing needs for medical reasons please contact the school office.