

DAILY ANNOUNCEMENTS MONDAY, FEBRUARY 27, 2023



Seniors: Cap and Gown orders are due by Wednesday, March 1. Graduation ticket sales began Friday, February 17 and ends Friday, March 17. Please see your email for details.

Athletics: Boys Volleyball will host tryouts at 4:30 on Monday, February 27 in the main gym. Any boys wanting to join the boys volleyball team should attend.

Detention: There will be no Wednesday school next Wednesday, March 1 due to SATs. You will have the opportunity to serve your Wednesday school on TUESDAY, February 28.

Freshman Play: Freshman Play portfolios are due Tuesday, February 28 and may be turned in to Mr. Jones in room B104 or to Mrs. Swetlik. Call out forms for freshman interested in performing can be found on the theater bulletin board and obtained from Mrs. Swetlik.

Senior Class Cabinet: Senior class cabinet meeting will be after school Tuesday, February 28 in E120.

Dollars for Scholars: The Dollars for Scholars scholarship application will be open until 11:55pm on Tuesday, February 28. If you have not submitted your application yet, please do it as soon as possible! Late applications WILL NOT BE ACCEPTED! If you have questions or still need to join the club, please see Mrs. Reznik in E122.

St. Baldrick's: St. Baldrick's Fundraiser is being held on Friday, March 17 in the main gym during Pte. We are looking for fundraising participants and brave "shavees". Please look for posters around the school and scan the QR code. You can then sign up to be a "shavee", fundraise or donate for the cause. Last day to sign up is Wednesday, March 15. If you have questions, please see Mrs. Ohlenkamp in room C333 or Mrs. Rokita in room D204.

RUNE Magazine: Calling all LC creatives! Starting now, submissions are open for the RUNE Creative Arts magazine! Anything creative, including 2D, 3D art, writing, acting, playing an instrument, etc, can be submitted to the magazine. Just find a poster around the school, scan the QR code, and submit! All submissions are due before Spring Break.