

Creating a Code of Conduct for Youth and Adults for Events

The following is a sample of content you may desire to have in a youth code of conduct for events, retreats, or other gatherings. Having clear expectations and consequences can prevent issues from arising.

Here are the three key questions a code of conduct must address:

- What is the behavior you desire?
- What is not acceptable?
- What are the consequences if someone does not follow the code of conduct?

Sample Code of Conduct

As a participant, I will:

- Project an image of Christian consideration, sensitivity and respect to everyone and to the property around them through language, dress and behavior
- Maintain the spirit of the event
- Attend all scheduled activities, arriving promptly and staying for the entire event
- Refrain from inappropriate touching, public displays of affection and verbal harassment
- Respect other persons and/or property
- Refrain from actions that could result in injury and/or damage to property
- Adhere to stated curfew and “lights out”
- Report emergency or problems of any kind to a trusted adult

As a participant, I will not:

- Possess weapons of any kind
- Purchase, possess, consume or distribute alcohol
- Purchase, possess, consume or distribute illegal drugs
- Engage in any form of sexual activity or peer sexual harassment
- Engage in any form of bullying, intimidation or harassment – verbal, physical or online
- Purchase, download, possess or distribute pornography
- Visit or gather in sleeping areas of or with the opposite sex

If a problem of any kind occurs during the event, I will immediately go to a trusted adult to discuss the matter.

We, my parent(s)/guardian and I, understand that failure to agree to and abide by the Youth Code of Conduct will result in the dismissal from the event and my parents being called to pick me up in a timely manner. If the violation in any way violates laws, local authorities may need to be notified.

Signature of participant: _____

Signature of parent/guardian: _____