



Richard Louis Varone II, President

228 PARK AVE S, PMB 308921 NEW YORK, NY 10003

EIN: 33-1468598 Phone: (631) 987-6034 Email: Info@BS-STEAM.com

Consent and Agreement for Use of BS-STEAM Resources

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About BS-STEAM. Bay Shore STEAM Corporation (BS-STEAM) is an independent 501(c)(3) nonprofit organization that provides resources such as communication platforms, equipment, mentors and volunteers, funding, and event and travel support to students in programs it supports, including but not limited to FIRST Robotics Competition Team 271, the Manufacturing Club, other school clubs and classes, STEAM workshops, competitions, and related events. BS-STEAM is not a program, department, or affiliate of the Bay Shore Union Free School District (the District) or Bay Shore High School, and the District does not own, operate, fund, manage, or control it.

What this agreement covers. This agreement covers activities that BS-STEAM organizes and runs, BS-STEAM's support of activities that others organize and run, and the use of BS-STEAM resources wherever they are used. For example, Team 271 and other school clubs are run by the District, which holds their meetings and enters their competitions; BS-STEAM supports many of them with resources, mentors, and volunteers, and this agreement covers that support. Activities run by the District, including classes, school club meetings, competition trips, bus transportation, Parents Night, Open House, and STEAM Night, remain governed by the District's own forms and procedures, which this agreement adds to and does not replace. This is BS-STEAM's agreement. The District is not a party to it, and BS-STEAM cannot speak for the District.

Words used in this agreement. In this agreement, "BS-STEAM staff" and "mentors and volunteers" both mean everyone who works with or for BS-STEAM: its employees, mentors, volunteers, officers, directors, and board members.

Term and updates. This agreement stays in effect for a family until the student stops using BS-STEAM resources, the family withdraws, or the family accepts a newer version; the last version a family accepted stays in force until then. BS-STEAM asks families to sign this agreement again at the start of each school year, and a student who turns 18 signs it in their own name.

BS-STEAM may update this agreement. It will email a summary of the changes and the new version to the parent/guardian email address on the signature page, and to a student who is 18 or older, at least 14 days before the update takes effect, and will post the notice on BS-STEAM's communication platform (currently Mattermost). Updates to contact details and other changes that do not reduce a family's rights take effect on that date for families who keep using BS-STEAM resources. A change that widens a release, widens the Media Release, adds a new use or sharing of student data, or loosens a safety rule applies to a family only when a parent or guardian, or a student who is 18 or older, accepts it in writing; a reply email or an electronic signature is enough. Adding, replacing, or retiring a tool or vendor is not an update to this agreement and needs no advance notice. No update applies to anything that happened before it took effect. Please tell BS-STEAM if your email address changes; notice is given when it is sent to the address on file. A parent, guardian, or adult student who does not accept an update may withdraw as described in Section 8.



Digital Communication & Collaboration Consent

This section explains the rules BS-STEAM uses for online communication with students. The rules lower risk; they cannot remove it.

This consent applies to all digital communication and collaboration tools that BS-STEAM provides or uses, now or in the future (together, the BS-STEAM platforms). There are two kinds. Platforms that BS-STEAM hosts are operated by BS-STEAM and currently include Mattermost and Nextcloud (the BS-STEAM file server). Outside services are run by other companies and used by students with their own accounts, such as Microsoft 365 (Office, OneDrive, and SharePoint), Onshape, and services from other vendors. BS-STEAM controls settings and accounts only on the platforms it hosts. BS-STEAM may add, replace, or retire tools and vendors at any time, without advance notice, and this consent applies to them in the same way. Mattermost is a privately hosted chat and collaboration platform, similar to Slack or Microsoft Teams, that BS-STEAM currently provides for communication among mentors, volunteers, and student participants.

1. Independent Organization Notice

- a. I understand and acknowledge that:
 - i. BS-STEAM is an independent nonprofit corporation. It is not owned, operated, funded, managed, or controlled by the Bay Shore Union Free School District or Bay Shore High School. BS-STEAM, not the District, is responsible for the platforms BS-STEAM hosts and the activities BS-STEAM itself organizes and runs. Some or all BS-STEAM staff may also be District employees or District-approved volunteers, as described in item iv.
 - ii. Platforms that BS-STEAM hosts, currently Mattermost and Nextcloud, are administered by BS-STEAM; the District has no role in them.
 - iii. Use of the BS-STEAM platforms is not a school-provided service and is not monitored by the school. District policies and state law may still apply to conduct on them, as described in Section 4.
 - iv. Some or all mentors and volunteers may hold roles with both BS-STEAM and the District, and those roles may change over time. At activities the District runs (classes, club and team meetings, competitions the District enters, District transportation, and District-approved trips), District employees and District-approved volunteers act in their District roles and under the District's direction, including when BS-STEAM-owned equipment is in use. They act for BS-STEAM when they administer BS-STEAM's platforms, funds, and property, and at activities BS-STEAM itself organizes and runs. Nothing in this agreement changes anyone's status, duties, reporting obligations, or legal protections as a District employee or volunteer.

2. Consent to Use Digital Collaboration Tools

- a. I give permission for my child to:
 - i. Create an account on, access, and communicate within the BS-STEAM platforms;
 - ii. Participate in team and club discussions, announcements, project coordination, and STEAM-related communication; and
 - iii. Interact with mentors, volunteers, and other student participants approved by BS-STEAM.
- b. I understand that my child will create these accounts using a personal (non-school) email address, that BS-STEAM does not issue student email accounts, and that BS-STEAM never holds student credentials for outside services, which are governed by those services' own terms of use and privacy policies. Students should use the education plan of any outside service that offers one, because work created on some free plans is public.

- c. Accounts are for students aged 13 or older. BS-STEAM activates an account on a platform it hosts only after it has this agreement with Section A marked Agree. Section A is also needed to use BS-STEAM electronic devices such as laptops.

3. Safety and Communication Policy (No 1-on-1 Messaging)

- a. I acknowledge that:
 - i. BS-STEAM requires every mentor and volunteer, including mentors-in-training, to be an adult who has finished high school, to be on the FIRST team roster, and to hold current FIRST Youth Protection Program (YPP) Clearance (<https://www.firstinspires.org/programs/youth-protection-program>). YPP Clearance includes a background check, training, and conduct guidelines such as not communicating with students one-on-one. In this agreement these adults are called YPP-cleared. BS-STEAM confirms an adult's clearance before activating the adult's account and closes the account when the adult stops volunteering or is no longer cleared. A student who turns 18 remains a student under these rules.
 - ii. A mentor or volunteer does not privately message, email, text, call, or connect on social media with a student, and students and mentors do not engage in one-on-one digital communication. Adults communicate with students in group channels on the BS-STEAM platforms that include at least two YPP-cleared adults; by default all mentors and volunteers are members of every channel. If one or more students need to raise something with mentors and volunteers only, an automated process creates a separate chat that includes the students who started it and all mentors and volunteers; it is never one-on-one. The only exceptions are an emergency during travel, which the adult reports to a parent or guardian and a second adult the same day, and a parent or guardian communicating with their own child. Automated system emails, such as account set-up and password resets, are not contact from an adult. Adults who also work for the District may use District-managed channels as District policy allows. This rule does not limit how students talk to each other outside the BS-STEAM platforms.
 - iii. On BS-STEAM's chat platform (currently Mattermost), direct messages are turned off by platform settings and plugins, and BS-STEAM's administrators follow the same rule. On outside services that students use with their own accounts (such as Microsoft 365 and Onshape), BS-STEAM cannot turn private features off, so the rule is that adults share and comment only where at least two YPP-cleared adults can see it. Trying to get around a safety measure, for example by creating a private channel, is not allowed.
 - iv. Accounts on platforms that BS-STEAM hosts are limited to student participants and YPP-cleared mentors and volunteers. Parents and guardians are not given accounts, because an account holder can see other families' children. A student may show a parent or guardian anything on the platforms at any time, and no adult may ask a student to keep any communication from a parent or guardian. Other students' contact details and personal information seen on the platforms are for use on the platforms only. Students, parents, and guardians must not copy, forward, post, or use them elsewhere, except to report a safety concern as described in item vi. On request, BS-STEAM will send a parent or guardian its announcements by email and a copy of their child's own posts, as described in Section 6.
 - v. Any email, text message, direct message, phone call, or social media contact from a BS-STEAM staff member to a student, other than in a travel emergency or through District-managed channels in a school role, is outside this policy and should be reported, as should any attempt to circumvent these rules.
 - vi. Anyone may report a concern about an adult, a student, or a breach of these rules to any of the following, without telling anyone else at BS-STEAM first: any BS-STEAM board member (their email addresses are on the Board of Directors page at bs-steam.com); Info@BS-STEAM.com; the Bay Shore High School principal or the District's Dignity Act Coordinator; FIRST Youth Protection

(firstinspires.org/report, safety@firstinspires.org, or (603) 206-2050); the New York State child abuse hotline (1-800-342-3720); or 911 in an emergency. Mentors and volunteers who work for the District report bullying, harassment, discrimination, and suspected abuse to the District as the law requires. No one is penalized for a report made in good faith.

4. Code of Conduct and Expectations

- a. I acknowledge and agree that:
 - i. My child must follow the conduct and safety rules in this agreement, the handbook of the program my child is in (such as the Team 271 Student Team Handbook), and the instructions of the adults supervising an activity. At District-run activities, the District's rules and its staff's instructions come first.
 - ii. My child is expected to treat all mentors, volunteers, school staff, and fellow students with respect, courtesy, and professionalism.
 - iii. Bullying, harassment, discrimination, intimidation, or inappropriate language of any kind is strictly prohibited. BS-STEAM applies the District's rules against bullying, harassment, and discrimination to conduct on the BS-STEAM platforms wherever it can.
 - iv. Students must use all tools, equipment, digital platforms, and collaboration spaces responsibly and only for their intended educational purposes.
 - v. Students must follow all shop, lab, and workspace safety rules, including wearing required personal protective equipment (PPE), following mentor and volunteer instructions, and maintaining a safe working environment.
 - vi. No student may use a BS-STEAM power tool or machine until an authorized adult has trained the student on it and recorded that training, and never without an authorized adult present. A student may always decline a task that feels unsafe.
 - vii. My child must report any unsafe behavior, equipment issues, or concerns to a mentor or volunteer immediately.
 - viii. Students may not engage in disruptive behavior, intentional damage of property, or unsafe conduct.
 - ix. BS-STEAM may suspend or end my child's access to BS-STEAM platforms, devices, tools, travel, and activities BS-STEAM itself runs, temporarily or permanently, for inappropriate conduct, safety violations, or repeated failure to meet these expectations, and will tell me the reason. Access also ends when the District removes a student from the program the access is for. BS-STEAM does not decide who takes part in District classes, clubs, or teams and does not discipline students in them; it may tell a parent or guardian and the District about conduct and safety concerns.
 - x. BS-STEAM mentors and volunteers do not actively monitor every message, document, and log in real time but may review communication history as needed.

5. Use of BS-STEAM Devices (Laptops, Computers, Tablets, Etc.)

- a. I acknowledge and agree that:
 - i. Any BS-STEAM–provided device (including laptops, desktop computers, tablets, or loaned equipment) must be used solely for educational, STEAM-related, or team-approved purposes.
 - ii. Devices remain BS-STEAM property. They do not go home with students; students use them at meetings, events, and other functions and when traveling with a program, and return them when asked or at the end of the activity.
 - iii. Students must handle all equipment responsibly and follow mentor and volunteer instructions when using devices, tools, or specialized software.

- iv. Students may not install unauthorized software, attempt to bypass security settings, access inappropriate content, or modify system settings.
- v. Students are prohibited from using BS-STEAM devices for personal social media, gaming, or non-educational activities unless explicitly authorized by a mentor or volunteer.
- vi. Students must immediately report any damaged, malfunctioning, or lost equipment to a mentor or volunteer.
- vii. Intentional damage, negligent misuse, or repeated failure to follow device rules may result in loss of device privileges.
- viii. BS-STEAM may review files and activity on its devices for safety and security. Students should not expect privacy in what they store or do on BS-STEAM devices. On District premises, the District's network and device rules also apply.

6. Data, Privacy, and Online Safety

- a. BS-STEAM collects and stores only the information it needs to provide its resources: the information needed to run student accounts and keep the platforms safe, the information on this form, the details travel providers require when BS-STEAM books a trip, and records of safety or conduct reports. Information from the platforms is used only to run and secure them, keep users safe, and meet legal duties; it is not used for publicity or fundraising. BS-STEAM does not receive student records from the District, and adults who work for the District do not place District student records on the BS-STEAM platforms.
- b. I understand that:
 - i. Accounts on the BS-STEAM platforms may store usernames, full names, email addresses, and other personally identifiable information (PII) required for account creation and platform functionality.
 - ii. Data on BS-STEAM-hosted platforms is stored on U.S.-based servers.
 - iii. Additional data—such as messages, files, timestamps, and activity logs—may also be stored.
 - iv. BS-STEAM's system administrators (currently two of its directors) can read everything on the platforms BS-STEAM hosts, including the mentors-only chats. They do so only to keep the system running, to look into a report, or when the law requires.
 - v. BS-STEAM does not sell student data. It shares student data only with: vendors that host or protect its systems (currently Cloudflare) or that students use through BS-STEAM (such as Microsoft and Onshape, which receive a student's account email when a workspace is shared); travel providers, when BS-STEAM books a trip the family has agreed to; sponsors and the public, as allowed by the Media Release; and a parent or guardian, the District, FIRST, or public authorities, when needed for a student's safety, to address a conduct concern, or when the law requires it. Information students give directly to third-party vendors is held by those vendors under their own policies.
 - vi. Parents may request a copy of their child's stored data. The request must come from the parent/guardian email address on file. The copy contains the student's own posts and files, with other students' messages removed, and BS-STEAM answers within 30 days. Once a student is 18, the request is the student's to make.
 - vii. Student accounts may be deactivated at the end of each program season. BS-STEAM keeps message history as a safety record with no fixed end date and may clear it when it is no longer needed, except that records connected to a safety report or legal claim are kept until the matter is closed. BS-STEAM makes a best effort to preserve what it keeps but cannot guarantee that data will never be lost, deleted, or unrecoverable.
 - viii. Online communication presents inherent risks, and BS-STEAM will take reasonable steps to maintain a safe environment but cannot guarantee the actions of all users.
 - ix. If BS-STEAM learns that student information was accessed without authorization, it will tell affected families without unreasonable delay and within 30 days.

- x. BS-STEAM retains signed copies of this form securely for as long as the student participates and afterward at least until the student turns 21.

7. Online Risks

- a. I understand that BS-STEAM does not control user-generated content and that online platforms carry inherent risks despite reasonable safety measures. If Section C is agreed, the Release of Claims (Section 13) also covers my child's use of the BS-STEAM platforms.

8. Withdrawing

- a. A parent or guardian who signed, or a student who is 18 or older, may withdraw from Section A, B, or C at any time by written notice to Info@BS-STEAM.com from the email address on file. No particular wording is needed. Withdrawing from A ends the student's use of BS-STEAM electronic devices, closes the student's accounts on platforms BS-STEAM hosts, and removes the student from BS-STEAM-managed shares on outside services within 5 business days; BS-STEAM cannot delete personal accounts held with other companies. Withdrawing from C ends the student's use of BS-STEAM tools, devices, and travel. Withdrawing does not affect a student's place in any District program and does not undo a release for anything that happened before the withdrawal.
- b. I acknowledge that messages, files, documents, revisions, logs, and other data my child created may remain on the system as part of platform history. BS-STEAM is not required to delete historical communication data, which it may retain as a safety record and for security, legal, or compliance purposes, as described in Section 6.

9. Optional Participation Notice

- a. I acknowledge that:
 - i. This agreement is optional, in whole or in part. Declining any section affects only what that section covers: Section A covers accounts on the BS-STEAM platforms and the use of BS-STEAM electronic devices such as laptops, and Section C covers BS-STEAM-owned tools, machines, and devices, travel and lodging that BS-STEAM books, and activities BS-STEAM itself runs. Mentoring by BS-STEAM volunteers and BS-STEAM's funding of a District program never depend on this agreement. Declining does not prevent a student from participating in Team 271, the Manufacturing Club, or any other school club or class. BS-STEAM offers its resources on the same terms to every student the District places in a supported program, and does not discriminate on any basis protected by law.
 - ii. Participation in Team 271 and other school clubs and classes is decided by the District, not BS-STEAM. The District might not offer an alternative to a declined BS-STEAM resource, and some roles may need specific tools, such as Onshape for design work.
 - iii. The District communicates through its own channels, such as school email and ParentSquare, which BS-STEAM does not operate.

10. General Terms

- a. If any part of this agreement cannot be enforced, the rest stays in effect.
- b. New York law governs this agreement, and any dispute is heard in Suffolk County.
- c. This agreement does not replace the District's or FIRST's forms, and the District is not a party to it.
- d. Copies and electronic signatures are as valid as originals.
- e. BS-STEAM provides its resources at its discretion and as available, and may change or end them.
- f. Students keep ownership of what they create. They give BS-STEAM and the programs it supports permission to keep, use, change, and share team project work, including publicly, as is customary in FIRST.

11. Media Release & Publicity Consent

Bay Shore STEAM Corporation (BS-STEAM) takes photographs, video and audio recordings, and written testimonials of students participating in programs BS-STEAM supports, including but not limited to FIRST Robotics Competition Team 271, the Manufacturing Club, other school clubs and classes, STEAM workshops, competitions, and related events, as well as events and travel that BS-STEAM organizes or supports. BS-STEAM uses them to describe those programs and to ask for donations, sponsorships, and grants. At District-run activities and on District property, BS-STEAM photographs or records only as the District permits. The District's media policy is separate from this release, which covers BS-STEAM's use only.

I choose one of the following on the signature page:

1. **No.** BS-STEAM will not publish or share an image or recording in which my child can be identified, or my child's name, and will crop, blur, or leave out such images. BS-STEAM cannot control photographs taken by FIRST, the District, event organizers, news media, or other families.
2. **Images without name.** BS-STEAM may use images and recordings of my child, without my child's name.
3. **Images with first name and last initial.** BS-STEAM may also use my child's first name and last initial, school, grade, team role, achievements, and photographs of project work.

Where I agree, BS-STEAM may use these materials in print, online, digital, or broadcast formats, including but not limited to BS-STEAM websites and social media, sponsorship proposals and fundraising materials, grant applications, newsletters, presentations, donor communications, and press releases and local media, and may share them with current and prospective sponsors, partners, and donors, who may repost them only to recognize their support of the program.

I acknowledge that:

- a. BS-STEAM will not publish a student's full last name, home address, personal phone number, personal email, or other sensitive identifiers in its own channels and materials unless I agree in writing to a specific item, such as an award announcement. BS-STEAM asks press and sponsors to follow the same practice but cannot control their editorial decisions.
- b. BS-STEAM does not sell or license student images or content. It uses them to promote BS-STEAM and the programs it supports and to raise funds for them.
- c. BS-STEAM does not post where students are staying or traveling while a trip is under way.

This consent is voluntary. I, or my child once 18, may withdraw it at any time by written notice to Info@BS-STEAM.com. BS-STEAM will then stop new uses and remove the materials from websites and social media accounts it controls within 10 business days. Materials already printed or distributed, or republished by others, cannot be recalled.

12. Injury & Activity Liability Waiver

I understand and acknowledge that participation in activities, events, and travel that BS-STEAM organizes or supports—including but not limited to robotics, fabrication, manufacturing, engineering projects, use of power tools, shop equipment, mechanical systems, computers, electronics, hand tools, and participation in workshops, events, travel, and competitions—carries inherent risks of injury. These risks arise wherever BS-STEAM-owned equipment, devices, and tools are used, including during team and club meetings at school. Activities run by the District, including club activities in school facilities, are also governed by the District's own forms and procedures.

By signing below, I agree to the following:

1. I voluntarily allow my child to use BS-STEAM resources and to participate in activities, events, travel, and workshops that BS-STEAM organizes or supports.
2. I understand that BS-STEAM mentors and volunteers provide safety briefings, training, and supervision at activities BS-STEAM organizes, and assist District staff at District-run activities BS-STEAM supports, but **cannot guarantee complete prevention of injuries or accidents.**
3. I understand that robotics, fabrication, and shop work can cause serious injury, including cuts and amputation, eye injury, burns, electric shock, crushed or pinched fingers, hair or clothing caught in rotating machinery, hearing damage, strains from lifting, being struck by a robot or game piece, battery fires, and falls, and that travel carries its own risks. My child and I understand these risks and accept them.
4. I certify that my child is physically capable of participating in these activities or I have told BS-STEAM in writing about any relevant conditions, by email or on a trip or health form BS-STEAM provides.

13. Release of Claims. Please read carefully. This affects your legal rights.

1. “Released Parties” means Bay Shore STEAM Corporation and its directors, officers, mentors, and volunteers. It does not include the District, FIRST, or sponsors.
2. To the fullest extent New York law allows, I release the Released Parties from, and agree not to sue them for, my own claims for injury, loss, or damage arising from: (a) my child’s use of BS-STEAM-owned tools, machines, equipment, and devices, wherever they are used; (b) my child’s use of the BS-STEAM platforms; (c) activities BS-STEAM itself organizes and runs; and (d) lodging, air travel, and other travel that BS-STEAM books or pays for (bus transportation provided by the District is governed by the District’s own forms). **This includes claims arising from the ordinary negligence of a Released Party.**
3. A student who is 18 or older and signs this agreement releases the Released Parties from the student’s own claims for the same things, on the same terms.
4. This release **does not apply** to gross negligence, recklessness, or intentional misconduct by anyone; to abuse or sexual misconduct; or to anything New York law does not allow to be released.

14. Travel

For District-approved trips, the District’s trip rules, permission forms, and staff govern; BS-STEAM books and pays for lodging and air travel. BS-STEAM may ask families to pay part or all of their portion of trip or event costs; the amount, due dates, and refund terms are on the form for that trip or event, which a parent or guardian signs. Students and their families are responsible for any additional costs the student causes or incurs, whether on purpose or by accident, such as damage to a hotel room, room service, and pay-per-view charges. On any trip BS-STEAM supports, at least two YPP-cleared adults travel, adults and students do not share sleeping rooms (other than a parent or guardian with their own child), any room check by adults is done by two adults together, and no adult is alone with one student in a room or vehicle. Students travel by District bus or licensed carrier and never in a mentor’s or volunteer’s car.

15. Emergency Care

At District-run activities, including District-approved trips, the District’s staff and emergency procedures are in charge. If my child needs emergency care during an activity and I cannot be reached in time, I authorize the BS-STEAM mentors and volunteers present to call emergency services, arrange emergency treatment and transport, and give responders the health information I have provided. For overnight trips BS-STEAM may ask me to sign a trip sheet naming the chaperones who may consent to care if I cannot be reached. I understand that:

1. BS-STEAM does not provide medical or accident insurance,
2. Parents/guardians remain responsible for all medical expenses,
3. BS-STEAM will make reasonable efforts to contact a parent/guardian before treatment when possible.

Agreement and Signatures

Please mark each section below and initial it. Everyone who signs acknowledges the introduction on page 1 and Sections 1, 4, 6, 9, and 10, and agrees to the sections marked Agree, including updates made under Term and updates on page 1. A section left unmarked is treated as declined. Sections A, B, and C may each be declined. Section A is needed to have accounts on the BS-STEAM platforms and to use BS-STEAM electronic devices such as laptops. Section C is needed to use BS-STEAM-owned tools, machines, and devices, travel and lodging that BS-STEAM books, and activities BS-STEAM itself runs. Mentoring by BS-STEAM volunteers and BS-STEAM's funding of a District program never depend on this agreement. Declining a section affects only what that section covers; it does not prevent a student from participating in Team 271 or any other school club or class, although the District might not offer an alternative.

A. Digital Communication & Collaboration Consent (Sections 2, 3, 7, and 8)

☐ Agree ☐ Decline Parent/Guardian initials: _____ Student initials: _____

B. Media Release & Publicity Consent (Section 11)

☐ No ☐ Images without name ☐ Images with first name and last initial

Parent/Guardian initials: _____ Student initials: _____

C. Use of BS-STEAM Devices (Section 5), Injury & Activity Liability Waiver, Release of Claims, Travel, and Emergency Care (Sections 12–15)

☐ Agree ☐ Decline Parent/Guardian initials: _____ Student initials: _____

Student

Name: _____ Date of Birth: _____

Signature: _____ Date: _____

If 18 or older: I sign for myself. Wherever this agreement says “my child,” it means me, and I make each acknowledgment, consent, and release myself. Update notices go to my email below. A student who turns 18 must sign this agreement in their own name within 30 days to keep using BS-STEAM resources.

Email (if 18 or older): _____

Parent or Guardian (required if the student is under 18)

Name: _____ Phone: _____

Email: _____

BS-STEAM uses this email for official communication, including update notices, sent from an @bs-steam.com address. I am the parent or legal guardian of the student named above and have authority to sign. I have read this agreement, including the Release of Claims, and I sign voluntarily.

Signature: _____ Date: _____

Second Parent or Guardian (optional)

Name: _____ Phone: _____

Email: _____

Signature: _____ Date: _____

Emergency Contact (someone other than the people above)

Name: _____ Phone: _____

I am signing Version 2.0, dated October 1, 2026. Return the signed agreement to any BS-STEAM staff member or email a scanned copy to Info@BS-STEAM.com.