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It is understood that the rules, as stated herein, are in addition to the official playing rules governed by the Florida High School Athletic Association Basketball rules.

I. MISSION STATEMENT

Our mission is to strengthen our community by offering exceptional leisure, cultural and innovative recreational opportunities.

II. PROGRAM LEADERS

Recreation Staff:  VACANT, Recreation Program Coordinator
Demetris Collins, Recreation Leader
Michael Fields, Recreation Leader
CJ Keester, Recreation Supervisor

The City of Port St. Lucie Parks & Recreation Department Staff will administer the Junior Basketball Program. This includes, but is not limited to:

- Scheduling of facilities, practices, games, and officials at the Minsky Gym, Civic Center and/or school site.
- Offering trainings and orientation to coaches. Ensuring coaches are background checked and possess all mandatory certifications
- Hosting player evaluations and coach’s draft.
- Enforcement of all policies, procedures and rules
- Coordinate Advisory Committee meetings

III. ADVISORY COMMITTEE

The Advisory Committee shall be comprised of JRBB parents, coaches, and/or officials that will be asked to serve as independent arbiters for specific scenarios. The committee will be selected on a case-by-case basis to account for conflict of interest and availability. The specific scenarios for which an Advisory Committee would be assembled include, but are not limited to:

- Conduct official protest hearings
- Conduct official appeals hearings
- Advisory Committee members serve as an extension of the staff. They provide recommendations only. Department staff will take all matters under advisement.

IV. CODE OF ETHICS FOR PATRONS AND PARENTS

I hereby pledge to provide positive support, care and encouragement for children participating in youth sports by following this Code of Ethics:
• I will encourage good sportsmanship by demonstrating positive support for all players, coaches and officials at every game, practice or another youth sports event
• I will place the emotional and physical well-being of children ahead of my personal desire to win
• I will insist that children play in a safe and healthy environment
• I will require that coaches be trained in the responsibilities of being a youth sports coach and that the coach upholds a Coaches’ Code of Ethics
• I will support coaches and officials working with children to encourage a positive and enjoyable experience for all
• I will demand a sports environment for all participants that is free from drugs, tobacco and alcohol and will refrain from their use at all youth sport events
• I will remember that the game is for youth - not adults
• I will do my best to make youth sports fun for my child and others
• I will ask my child to treat other players, coaches, fans and officials with respect regardless of race, sex, creed or ability
• I will read the National Standards for Youth Sports (available from the league or the Parks & Recreation Department) and do what I can to help all from the youth sports organizations implement and enforce them
• I fully support a policy of “ZERO TOLERANCE” to violence, abusive language and such matters detrimental to all players, participants and patrons

V. CODE OF ETHICS FOR NYSCA COACHES

• I will place the emotional and physical well-being of my players ahead of any personal desire to win
• I will remember to treat each player as an individual, remembering the large spread of emotional and physical development for the same age group
• I will do my very best to provide a safe playing situation for my players
• I will do my best to organize practices that are fun and challenging for my players
• I will lead by example, in demonstrating fair play and sportsmanship to all my players
• I will insure that I am knowledgeable in the rules of each sport that I coach, and I will teach these rules to my players
• I will use those coaching techniques appropriate for each of the skills that I teach
• I will remember that I am a youth coach, and the game is for children and not for adults
• I will provide a sports environment for my team that is free of drugs, tobacco and alcohol, and I will refrain from their use at all youth sports events

VI. DUTIES OF COACHES

• Will undergo a criminal background check through the Human Resources Department, and ensure that assistant coaches have completed and submitted the necessary paperwork and have been cleared through HR
• Will be of good moral character and able to deal with children, assistant coaches, parents, game officials and Program Leaders in a positive and professional manner
• All coaches will attend a Kids at Hope training
• There will ONLY be 2 coaches per team. Only CLEARED coaches may fill in.
• ONLY CLEARED Head and Assistant Coaches can hold practices
• The Head Coach and one Assistant Coach can coach ONLY from the bench and/or coaches box assigned to their team. During play, FHSAA rules state only one coach may stand during live ball play.
• The Head Coach is responsible to keep his/her coaches and teams in the appropriate area throughout the game.
• ONLY one coach can stand during live play.
• Responsible for the selection of his/her team.
• Responsible for the team's actions
• Responsible to appoint a representative to replace him/her if he/she is unable to be present. This individual must be certified and must have had a background check through the Human Resources Department and must successfully clear the fingerprint process as dictated by the City.
• Responsible to ensure that his/her assistant coach or designated replacement act in accordance with these rules
• Responsible to ensure that there shall be one mandatory practice per week during the season
• A head coach shall have the responsibility to notify the Program Leaders of any chronic absenteeism and/or discipline problem before taking any action
• Responsible to designate one parent for each game to sit at the scorer’s table and keep the scorebook and operate the scoreboard console. Please note that the scorekeeper and the console operators must be 16 years of age or older. It will be up to the coaches to schedule a scorekeeper who will operate the clock and/or a scorekeeper to record in the scorebook. If indeed the coaches do not provide a scorekeeper, the Assistant Coach will be required to maintain the score. If neither coaches nor assistants can provide a scorekeeper, the game will be declared a forfeit. If there are two “Cleared” student volunteer scorekeepers at the scorer’s table, the above rule will not be enforced. If there is only one “Cleared” student volunteer at the scorer’s table, it shall be the Home Team’s responsibility to provide the 2nd person at the scorer’s table. If the home team can’t provide a scorekeeper, the home team shall forfeit the game.
• No devices to amplify a coach’s voice are to be used at any time
• Parents or their designees at the score table must refrain from comments to officials, players and opposing team coach or team members. This is distracting to not only the players & coaches but to the timekeeper and officials as well.
• A coach’s tone of voice should be informative and not harassing or intimidating at any time
• Will agree to meet with the Program Leaders and opposing coach at any time to discuss any issues (except during live play of a game)
• A coach who removes his/her team from the court without the consent of the game official shall receive a forfeit and will be subject to disciplinary action
• During the game, the Coach or Assistant Coach may not approach the League Leaders if he/she feels there is a breach in playing rules or official performance. They must follow procedure and may ask staff or an official clarification during a dead ball. This may be done when there is a dead ball. ALL coaches must refrain from discussing foul calls with the table. If you need to confirm foul count is correct that needs to be during a dead ball as well.
• Any coach displaying behavior that is not within the guidelines of the Code of Ethics for Coaches, NYSCA, FHSAA or as set forth within this rules packet may be subject to disciplinary action.
VII. DIVISION ORGANIZATION

- Birth certificates only (complimentary hospital certificates are not accepted), passports, or alien registration cards are mandated for participants to register for JRBB.
- Late registrations (registrations taken after the draft) will be assigned to a waiting list using the date registered and will only be placed on a team by the JRBB Program Leaders if a spot on a team becomes available.
- Teams will be divided into the following age groups:
  a. Dribblers Divisions: Ages 8-9 and the player has not reached his 10th birthday before May 5th or November 3rd of the season year.
  b. Lower Divisions: Ages 10-11 and the player has not reached his 12th birthday before May 5th or November 3rd of the season year.
  c. Middle Divisions: Ages 12-14 and the player has not reached his 15th birthday before May 6 or November 3rd of the season year.
  a. 14 years old will have the option to play in the Upper Division if approved by Program Leaders prior to the start of the season if and only if Program Leaders agree that said boy/girl can compete in the Upper Division.
  d. Upper Division: Ages 15-17 and the player has not reached his/her 18th birthday before May 5th or November 3rd of the season year.

If there are not enough players to offer an age group(s), the Program Leaders will re-organize/combine divisions to best accommodate the players registered. Under this scenario, division rules may be combined and/or modified.

VIII. SELECTION OF PLAYERS

Ratings:
- Program Leaders and Coaches will rate players in their respective divisions.
- Players in ALL Divisions will be rated by A, B or C with A being excellent. This rating will be based on their ability to perform and every attempt will be made to make teams of an equal level of ability.

Player Eligibility:
- Only players of eligible age, whose eligibility is determined by the Program Leaders, shall be active participants in the program.
- Birth certificates, hospital certificates, or other legal documents, which must be presented to a league official at the time of registration, shall certify dates of birth of ALL players, or registration will not be accepted.

Replacement of Players:
- If a team loses one or more players from its roster at any point in the season through illness, injury, change of address or any justifiable reason, the replacement player will ONLY come from the waitlist in the order that they were placed on the list.
- Coaches cannot refuse players based on their individual assumption of ability. Once assigned, a player is eligible to play in all subsequent games.
IX. DRAFT RULES

1. Draft order will be determined by Blind Draw.
2. Players will be taken in their rated order starting with the highest rating level.
3. Players will be rated on their ability by coaches and Program Leaders in ALL divisions.
4. If a player does not attend the Player Evaluation, they WILL NOT be eligible for the draft. These players will be placed on a team (lottery style) as a “hat” pick after all draftable players have been selected. If hat picks all have ratings, (from previous seasons) then they will be distributed in rating groups (all A’s, followed by all B’s, then all C’s, then the unknowns.) All “hat” picks will be randomly distributed onto teams by staff.
5. THERE WILL NOT BE ANY CARRYOVERS.
6. Registration MAY NOT be contingent upon placement with a coach, a friend, practice location or day.
7. Trading players is not allowed.
8. A coach’s child WILL AUTOMATICALLY be placed on their team and count as their FIRST selections for that rating level. For example, if a coach’s child is rated a “B”, they will be their first “B” selection for that round. This may lead to a coach not having a selection in that rating level.
9. All siblings must be drafted as a pair unless otherwise indicated
10. After all available players have been selected, recreation staff will review rosters before they are FINAL.
11. All participants that sign up after the draft will be placed on the waiting list will be placed on teams when space is available. The player must come from the waiting list in the order that they applied for registration.
12. There will be a maximum of 10 players per team

X. SUPPLEMENTAL PLAYING RULES

IF NOT SPECIFIED IN THE SUPPLEMENTAL RULES, LEAGUE PLAY WILL BE GOVERNED BY THE FLORIDA HIGH SCHOOL ATHLETIC ASSOCIATION (FHSAA) RULES.

- Each team will be allotted two full timeouts per half.
  - Timeouts that are not used during regulation cannot be carried over to overtime periods. Each team will receive one full timeout for an overtime period. Overtime period timeouts may NOT carryover to another overtime period.
- If a team has two coaches one must ALWAYS remain seated during live game play
- Coaches may not approach the score keeper or league officials during live play. Any questions or concerns must wait until a dead ball or after the game is over.
- Coaches must call a timeout by signaling the referee not the scorekeeper.
- The clock does not stop for a timeout until the official signals a timeout has been awarded.
- Teams need at least 4 players to begin play. The opposing team does not need to play with 4 players. It is up to the coach.
- Ties in the final standings will be determined by overall record, head to head, and record versus common opponents. If that does not break the tie, the tie will be broken by point differential only in the games that the tied teams played each other (it will not be point differential for the entire regular season).
• When a player reaches their point cap, they may remain in the game
• If a player is one point within their point cap and they score a two or three-point shot, that shot will count on their individual scoring and their team score
• If a player who has reached their point cap is still playing in the game and has been fouled, the shooting team’s coach will designate another player to shoot their foul shots.
• Players foul out on their 5th foul
• If a player fouls out, they will be disqualified from the remainder of the game. The team must make a substitution. If no players are available, the team shall play with four players. The opposing team may continue to play with five players.
• When pressing is not allowed, the team bringing the ball up from their backcourt cannot be interfered with at all. Once possession is established, they have the freedom to bring the ball into the frontcourt without any interference (intentional or unintentional).

Game Time
• A game will be comprised of four 8-minute, running clock quarters, for every division.
• The clock will stop for the last minute of each quarter.

Overtime
Regular season games will have one overtime period that is two (2) minutes long. If the game is still tied at the end of the overtime period it will remain a tie. Playoff games will have two (2) minute overtime periods until a winner is declared.

Sportsmanship
• After games all coaches and players must shake hands
• After the game take all post game huddles outside. This will allow the next team to have access to the bench area. This is also a safety procedure for ALL to NOT have coaches, players, and parents on the floor while another team is trying to warm up.
• Coaches, Spectators and Players shall refrain from using inappropriate language at any point and time during the game. The referee shall assess a technical foul to the player or team whom he/she deemed is responsible.

Playing Time
• All players will play a minimum of 1.5 quarters per game.
• Coaches will submit a player rotation sheet (triplicate form) PRIOR to tip off. (One copy for each coach and one for the scorer’s table.) Teams that play out of rotation are issued a technical foul and must return to the rotation on the sheet.
• If a player fouls out or is injured and cannot return to play, during the rotation system, the opposing coach has the option to select the replacement player.
• If a player is removed from the game (fouls out or injured) that team must stay with the original number rotation for that game. The rotation may not be changed. The player selected as the “substitute” will play in that player’s normal rotation slot and in the slot of the removed player.
• Any player removed from the game because of injury must return to the game if they recover from their injury. The returning player shall resume their normal rotation slot status.
• If a player arrives during the 1st quarter, they may play in the 2nd quarter, provided the coach moves up one rotation number and keeps the first five players in the
original slots 1 through 5 players. The late arriving player must be slotted as the last player in the rotation. If a player arrives during the 2nd or 3rd quarter that player may only play in the 4th quarter at the coach’s discretion.

- In the case of only six (6) players showing for a game, the coach will be able to substitute freely, making sure all players participate in at least half of the game (16 minutes of playing time). The opposing team will play the appropriate rotation for the number of players in attendance for the game.

Division Specific Rules

Girls Divisions (All):
- A 28.5 ball will be used.

Dribbler Division (Boys & Girls):
- A 28.5 ball will be used.
- The hoops will be at 9'
- Full court defense is not allowed.
- The clock will only stop for on a “time-out” when a team is up 15 points.
- Each player present at the beginning of the game will shoot one free throw. Successful free throws will count in the game score. If teams have an unequal number of players, coaches will choose players from his team to shoot additional free throws (a player may only make one additional attempt) to make the total shots attempted by each team equal.
- 20 point maximum (“point cap”) per player

Lower Division (Boys & Girls):
- Full court defense may only be used in the 4th quarter. (Defenders must be behind the half court line, when full court defense is not allowed.)
- Full court defense is not allowed when a team is up by 15 points. (Defenders must be behind the half court line, when full court defense is not allowed.)
- The clock will only stop for on a “time-out” when a team is up 15 points.
- 25 point maximum (“point cap”) per player

Middle & Upper Division (Boys & Girls):
- Full court defense is not allowed when a team is up by 20 points. (Defenders must be behind the half court line, when full court defense is not allowed.)
- The clock will only stop for on a “time-out” when a team is up 20 points.
- 30 point maximum (“point cap”) per player

XI. OFFICIALS
- Referees shall have complete authority over the game, players, coaches and spectators. They may expel any player, coach or spectator for indecent language, unsportsmanlike conduct, or any infraction of the rules. If the expelled player, coach or spectator refuses to leave, this will constitute a forfeit. At this point, 911 will be called by the JRBB Program Leaders.

NOTE: JRBB Program Leaders and Parks & Recreation Department personnel WILL NOT interpret any rule from the time a game begins until the time it ends. They may, however, enforce any and all rules regarding conduct of players, coaches and parents contained herein. This is to include a spouse of
Referees are instructed to discuss any matter in question ONLY with the Head Coach
Coaches and/or parents SHALL NOT demand the removal or the scheduling of a particular referee/official

XII. PROTESTS

Whenever a matter arises during the progress of a game, the Coach, or appointed team representative of the protesting team, will notify the referees and the coach of the opposing team immediately that the game is being continued under protest. This will enable all interested parties to take notice of the conditions which will aid in the proper determination of the issue such as: time, score, team fouls, player fouls, timeouts. Protest MUST take place during a dead ball. Protest must also take place before the potential protest game ends and before another game starts.

Judgment calls are not subject to protest.
All protests will be reviewed by the JRBB Program Leaders to determine whether it is a valid protest. If a hearing is granted, the JRBB Program Leader must notify both involved teams of the time and place of hearing. This hearing is for JRBB Program Staff and the Advisory Committee to decide on a protest, and attendance by the team, parents, or coaches is not allowed.

XIII. IN CASE OF EMERGENCY/INJURY

Call 911 (if needed)
Do not move injured person. Stabilize and move everyone away from the injured individual(s)
Notify or have someone notify parents and league officials. Coaches should always have copies of emergency information with them
Do not treat any injuries unless life threatening and CPR is needed (if coach doesn’t know CPR, find someone who does)
It is more important to treat an injured person than it is to complete a game though we will make every effort to assure progression of the game

Weather:
When you are scheduled for a practice that will be held outside and there is inclement weather approaching, along with other occurrences that can happen without warning. Please move children from danger that appears imminent.
If you are practicing outside and you see lightning, you must cancel practice and ensure the safety of your players
Keep children calm and informed; remember, if you are scared, they are, too
**Altercations:**
- Adults: If a fight occurs between adults, do not attempt to break up the fight. Call 911 and report it. Move everyone out of harm's way and away from the fight area.
- Children: If a fight occurs between children, stop the fight if possible and restrain with care. If you cannot stop the fight, call 911 and move everyone away from the area.
- Inform all involved participants in the altercation that they will receive suspensions based on our disciplinary policy
- Issue a written report of the incident with league officials and include any police or injury report
- Parks & Recreation staff will be available at every game and indoor practice at Minsky Gym, Civic Center or a City secured school site.

**XIV. GENERAL**
- It is our mission to have all children enjoy this experience in a fun, safe, and fair environment
- Tobacco products or food of any kind are not permitted in Minsky Gymnasium or Civic Center Gymnasium at any time. Players only will be permitted beverages inside the gymnasium
- All coaches will receive a copy of the City of Port St. Lucie's Basketball Rules
- Players are not guaranteed a specific coach when registering for JRBB
- Prior to the start of the season, all coaches, JRBB Program Leaders and referees participate in a general meeting of questions and answers pertaining to the program
- Persons under the influence of alcohol/drugs or using alcohol/drugs in any form by players or adults are not permitted during games or practices
- All coaches are required to show proof of or become NYSCA certified prior to the start of the season
- The left-hand side of the score table is for the home team.
- All spectators must view the game from the bleachers.
- No basketballs belonging to players may be brought into the gymnasium on game or practice nights/days.
- All rules contained herein are subject to interpretation and/or change, upon review by the Program Leaders
- All persons that volunteer their time, have the great appreciation of all City employees, and volunteers are an extension of those employees and should at all times conduct themselves in a respectful manner. Likewise, they shall be treated as such and the same conduct rules from parents, fans and coaches apply to volunteers.
- At all times the League Administrators, coaches and officials attempt to be as fair as possible. At times, there are extenuating circumstances that must be reviewed on an individual basis, and decisions are based on the individual cases. By no means does this imply that Program Administrators are being biased, or treating any one individual unfairly. It has always been our mission to run a fair program and treat all involved with respect.
XV. PLAYER, PARENT & COACHES CONDUCT

1. This section will run in conjunction with the Breach of Player, Parent and/or Coach Code of Ethics and all violations will come under those specific categories.

2. Technical fouls will be assessed as deemed necessary by officials.

3. Any player or coach who is ejected from a game shall immediately leave the building.

4. Any player or coach who is assessed two technical fouls, will be ejected from that game and is subject to receive a one game suspension for the next scheduled game.

5. Technical fouls accumulated throughout the season will be recorded. Suspensions will be issued for players and/or coaches that receive multiple technical fouls.
   a. 3rd technical foul for the season – 1 game suspension
   b. 4th technical foul for the season – 3 game suspension
   c. 5th technical foul for the season – season long suspension

6. Any player, parent or coach using foul language will be immediately ejected from the game and will be subject to a one game suspension.

7. Any player, parent or coach using hand gestures or aggressive behavior toward another player, staff or game official will be ejected immediately from the game and subject to a three game suspension.

8. Fighting will result in immediate ejection. Program Staff will review all fights and assess suspensions as deemed appropriate. Extreme examples of violent behavior, such as punching, kicking and biting will be subject to a minimum 8 game suspension.

9. A coach suspended from a game will not be permitted on the bench during the suspension and must refrain from all coaching responsibilities including practices until the suspension is lifted.

10. Sportsmanship must be displayed before and after games. Any player being disrespectful (i.e. talking trash or foul language) will be assessed a Technical Foul and be subject to league disciplinary guidelines. (See Breach of Player, Parent and/or Coach Code of Ethics Section.) Actions before or after any league function, games or practices are subject to league policy.

11. Coaches are to be held responsible for conduct of their team and parents of their players. If a parent becomes verbally abusive, a technical foul may be assessed to the coach of that respective team. If a second technical foul is assessed, that parent will be asked to leave the gymnasium.

12. The team coach is responsible to inform parents of the league rules and explain that their conduct is an important part of the game.

13. The team coach and the players are responsible to be properly dressed for all games by wearing their team jersey and shirttail tucked in. Should a player not have a league-approved jersey (this included the number issued), a technical foul shall be assessed.

   Note: If this shirt is approved by Program staff before the game the above penalty will not be assessed.

14. Game times are strictly enforced. If a team is not prepared to start a game on time, five minutes will be placed on the time clock. When that time runs out, the game will be a forfeit by the team that is not prepared to play.
XVI. **BREACH OF PLAYER, PARENT AND/OR COACH CODE OF ETHICS**

- The Supplemental Playing Rules run in conjunction with the Florida High School Athletic Association (FHSSA)
- Violation of these rules will result in the following ramifications:

**Offenses:**
Offenses deemed severe, violent or a threat to the safety of the league will forgo the First and Second Offense policies and Third Offense ramifications will apply.

**First Offense:**
A written/verbal warning or suspension, if warranted, under the City of Port St. Lucie Junior Basketball & FHSSA rules and guidelines.

**Second Offense**
Suspension of game or games depending on the severity of the offense, if warranted, under the City of Port St. Lucie Junior Basketball & FHSSA rules and guidelines.

**Third Offense:**
Suspension from current league for the remainder of the season.

**Appeal Process:**
Any player that is involved in a suspension may request an appeal. In order to request an appeal, the player has 48 hours from his/her suspension to submit a letter to Program Leaders requesting a meeting for appeal. The Program Leaders will collectively determine if the suspension needs further consideration upon reading the letter. If the appeal has merit, an Advisory Committee meeting will be convened to hear the appeal within a week of the dated appeal letter.

*NOTE: All warnings and/or suspensions will be done in writing and approved by the Parks & Recreation Director.*

XVII. **TRESPASS WARNING**

A trespass warning is issued to anyone in violation of Port St. Lucie City Ordinance Chapter 96 or any other illegal offense (crime) which occurs on City property. All trespass warnings are valid for one year from the date of issuance and are applied to all City of Port St. Lucie Parks & Recreation facilities (i.e., Civic Center, Community Center, Minsky Gym, parks, Saints Golf Course), in addition to the location of the incident. The Director of Parks & Recreation may consider lifting the trespass warning only after the submission of a written request by the offender and after a minimum of a 90-day trespass period. Anyone in violation of the trespass warning has committed the crime of trespass as per Florida State Statute 810.09 (1)(a): Trespass on property other than structure or conveyance.-(1)(a) A person who, without being authorized, licensed, or invited, willfully enters upon or remains in any property other than a structure or Conveyance: 1. As to which notice against entering or remaining is given, either by actual communication to the offender or by posting, fencing, or cultivation as described in s.810.011.
XVIII. **TREASURE HUNTERS PLEDGE**

This pledge will be recited by every coach prior to all games:
As an adult and a Treasure Hunter
I am committed to search for all talents, skills
And intelligence that exist in all children and youth.
I believe all children are capable of success,
No exceptions!

XIX. **Kids at Hope Pledge**

This pledge will be recited by every player from each team prior to all games:
I am a Kid at Hope.
I am talented, smart and capable of success.
I have dreams for the future and I will climb to
Reach those goals & dreams every day.
All Children are Capable of Success,
No Exceptions!