

## **SUPPORT SERVICES**

### **SCHOOL BUS IDLING - POLICY EHA**

The Board of Education recognizes that emissions from school buses can be harmful to students and bus drivers and that unnecessary bus idling wastes fuel and financial resources. The Board is committed to transporting students on school buses in a manner that is safe and consistent with the Board's goal of resource conservation. To this end, the Board prohibits all unnecessary school bus idling on school grounds. In addition, the Board prohibits the warming up of buses longer than 5 minutes, except in situations involving student safety or circumstances beyond the bus driver's control.

This policy applies to school buses and activity buses when used to transport students to or from school, extracurricular activities, field trips and other school-related activities.

*Approved 12/05*

## **REGULATION**

In an effort to control fuel costs and reduce exhaust emissions, the following conservation and safety procedures shall be observed:

1. Vehicles shall be maintained in a condition ensuring safe and efficient operation.
2. During periods of increased fuel costs, fuel shortage, or fuel crisis, principals shall carefully evaluate the necessity of field trips or other travel impacting the resources of the school system.
3. During periods of increased fuel costs, fuel shortage, or fuel crisis, the superintendent or designee shall restrict field trips and other travel as deemed necessary.
4. Buses should not idle longer than five (5) minutes.
5. To maintain interior warmth during cold weather, buses should be driven to the school as close to the scheduled pick-up time as possible, then turned off while waiting for students to load.
6. Buses should not park "nose to tail" when it can be avoided.
7. Buses should not idle while loading or unloading on school grounds or at school related activities.
8. Buses should not park on school grounds near building air-intake systems.
9. No bus should run without the driver being on the bus.

*Approved 12/05*