

VOLUNTEER APPLICATION PROCESS

1.1. Purpose

The purpose of the Volunteer Application Process is for the safety of all students and Mexico Public Schools. It also will reduce the liability of Mexico Bright Futures and Mexico Public Schools, by doing our due diligence in the selection of volunteers.

1.2. Volunteer Screening Process

- A. Complete a Volunteer Interest Assessment
- B. Pass a Background Check
- C. Approval of application by the Bight Futures Advisory Board
- D. Approval of application by Mexico Public Schools

1.3. Background Check Requirements

- A. Any required background checks will be submitted by Mexico Bright Futures.
- B. The result of the investigation shall be reviewed by the Bright Futures Advisory Board designee.
- C. Approval shall be documented prior to an individual beginning service
 - 1. Applications will automatically be denied for a conviction of certain felonies and misdemeanors, including but NOT limited to the following:
 - Criminal homicide
 - Crimes related to the possession, use, or sale of drugs/controlled substances
 - Sexual abuse
 - Sexual assault
 - Incest
 - Indecency with a youth
 - Inducing sexual conduct or sexual performance of a youth
 - Possession or promotion of child pornography
 - The sale, distribution, or display of harmful material to a minor
 - Kidnapping or unlawful restraint
 - Public lewdness or indecent exposure and enticement of a youth
 - Any crime that involves sexual misconduct or sexual abuse or abuse with a minor
 - Any crime that involves misuse of technology for sexual purposes, such as collecting or distributing photographs of minors who are naked or in sexual or inappropriate poses (child pornography)
 - Any crime that involves abduction and kidnapping
 - 2. Applications will be reviewed by the Bright Futures Advisory Board for a conviction of certain felonies and misdemeanors, including but NOT limited to the following:
 - Aggravated assault
 - Injury to a youth
 - DUI (Driving Under the Influence) or DWI (Driving While Intoxicated)