School Uniform Policy

The School Uniform is available from Uniform World, Unit 12b, Ard Gaoithe Business Park, Cashel Rd, Clonmel. The wearing of the uniform is compulsory.

The uniform consists of: Navy Skirt / Trouser Red Jumper / Cardigan White Shirt and navy tie

There is also an official school tracksuit consisting of: Navy and red top Plain navy bottoms White polo shirt

- a) The uniform must be worn on Monday, Tuesday and Wednesday.
- b) Children in Junior and Senior Infants do not have to wear a school tie.
- c) The tracksuit is to be worn only on P.E. days, i.e. Thursday and Friday.
- d) All items of clothing and footwear must be clearly labelled.
- e) Indoor shoes must be worn in the school at all times.

School Uniform School Related Activities

It is compulsory to wear the school uniform at all school related activities. Indeed, it is an honour to wear the Ballylooby school uniform and pupils should be proud to wear it.

All children are expected to be on their best behaviour when representing the school. It is especially important that uniform is worn at out of school activities for the following reasons

- When wearing the uniform your child represents the school and this should be a source of great pride.
- The high cost of childrens' clothes would put an unacceptable financial burden on parents. The uniform on the other hand can be worn for years and passed on to other children.
- The Ballylooby School uniform in particular looks extremely well in photographs and is admired by all as opposed to a mismatch of various outfits.
- Other schools have found that huge pressure is placed on children/ parents to purchase top of the range clothes instead of uniforms. Competition of this kind is totally unfair on children and parents.
- The uniform means that the clothes worn by pupils, in particular at first Holy Communion and Confirmation are suited to the solemnity of the sacred occasion.

Without a uniform, totally unsuitable outfits can be worn. This again puts unnecessary

pressure on parents.