Used Uniform Donation Guidelines





The Friar FSA has organized a Gently Used Uniform closet where school families can donate and purchase items as their children grow.

The goal is to provide an opportunity to circulate clothing that will benefit school families for their children of all ages. This is a fantastic way to assist our school families while promoting the recycling and reuse of clothing.

Guidelines for donations

- Donations may be dropped off at SVF school Monday Friday between school operational hours between 7:30 am and 3:30 pm. Hours vary in the summer. There is a donation bin located in the entryway of the breezeway.
- Items should be clean, gently used and adhere to the school uniform guidelines. The clothing should retain the dignity to the child that wears it so please be mindful in your donation. As a rule of thumb, please ask yourself if your child would be happy to wear the item(s) you are donating.
 - o Please do not donate items with holes in them.
 - Please do not donate uniform or sweatpants with holes in the knees.
 - Please do not donate items with stains on them.
 - If the size tag of the item is missing, please attach an adhesive label or a tag with a safety pin that notes the size of the item.
- Items ACCEPTED include: (all items must be clean, washed, and to uniform code)
 - School Uniform items
 - pants (navy blue) no cargo pants
 - Girls Jumpers
 - Girls Skirts
 - Walking shorts (navy blue)
 - Polo shirts (navy blue or white)
 - Turtleneck top & Mock Turtleneck (white only)
 - Sweatshirts and hooded sweatshirts w/school logo only
 - Ties (navy blue or black)
 - Sweaters (navy blue, green, gray, or black cardigan or pull-over)
 - Approved Gym Wear items (black, gray, white)
 - T-shirts w/school logo
 - Gym shorts w/school logo
 - Sweatpants w/school logo
 - Spirit Wear items
 - Friar wear, SVF race shirts, and SVF shirts with different colors
- Items NOT ACCEPTED:
 - o Torn, frayed, stained faded, or overly worn looking clothes
 - Shoes or socks
 - Non-uniform clothing