

## **TERMS AND CONDITIONS**

## Thank you for volunteering with Project Harvest. Your time and hard work is incredibly valuable. We appreciate you greatly!

By Registering as a volunteer with Project Harvest and attending events we sponsor, you are agreeing to the following terms of participation. Please read the volunteer terms and conditions carefully.

- I understand that I am representing the Project Harvest program and will represent Project Harvest and our affiliate organizations in a positive manner at all times.
- I will cancel my roster spot, if after signing up for a gleaning event, I find I am unable to attend.
- I will not smoke, bring alcohol, or firearms to gleaning events.
- No dogs or pets are allowed at any gleaning site; please check with gleaning coordinator in cases it is a service dog.
- I understand that gleaning events are conducted on private property that the owner has granted permission to enter and glean. I will conduct myself in a manner that is respectful of the owner's property at all times.
- I will follow all directions given to me by the Gleaning Coordinator and follow safety measures related to machinery and tools at all times.
- I understand that Project Harvest reserves the right to deny me entry to a gleaning event, require me to leave a gleaning event, or remove me from the registration list if I do not follow these terms of participation.
- I will handle produce carefully, and pick only the produce that was instructed to pick.
- I will park only in the areas designated by the Gleaning Coordinator.
- I will be respectful of other volunteers at gleaning events.
- Wear comfortable, garden appropriate clothing, including clean\* closed toe shoes. Wearing clean clothes and shoes is a standard agriculture practice to prevent crop disease spread (especially applies to those who regularly work on farms or with animals).
- All Project Harvest property and donations must remain within the Project Harvest site, unless otherwise approved by an appropriate staff person.







