

# Boy's Clothing List

## YEARS 7 - 11

School uniform should be worn and an appropriate appearance is expected at all times. This means shirts tucked in. Hair should be kept tidy. Unnaturally coloured hair or excessively styled hair that draws attention to the wearer is not allowed. Facial hair (beards and stubble) is not permitted.

Box Hill School branded items (marked with an \*) can be purchased from:

- 1. [www.unismart.co.uk](http://www.unismart.co.uk)** – You can buy and pay for your new school uniform online, it will then be delivered to the school uniform shop on campus for collection.
- 2. School Shop on campus** – You can also purchase your new uniform from the school shop. Please phone **01932 868233** for an appointment.

For a full uniform list, including sportswear, please see below.

### UNIFORM

- Blazer\*
- School Tie\*
- Green Sweater\*
- Grey School Trousers
- White long or short-sleeved Shirts
- Black Leather Shoes (not suede or canvas, boots or Vans/Converse style)
- Grey Socks

### OPTIONAL

- Fleece Lined Jacket\*
- Green or grey Leisure Hoody\*
- Coat – should be dark in colour (blue or black), solid colour, no trim, no fringes, no fur.

### PE/ACTIVITIES KIT

- Black PE shirt\*
- Black PE shorts\*
- White PE socks\*
- Black hoody\*
- Black tracksuit trousers\*
- Tracksuit Top\*
- Black/green reversible games shirt\*
- Green games socks\*
- Inter-thirds polo shirt\*  
(to be purchased when Thirds are allocated at the start of term)
- Cricket shirt, trousers and box (Cricket players only)\*
- Games bag\*
- Appropriate trainers

### Compulsory for Rugby and Hockey

- Gum shield
- Football boots
- Shin pads

### OPTIONAL EXTRAS

- Black or white base layer (base layers should be worn underneath the black games shirt)
- Black leggings (leggings should only be worn underneath shorts)
- Boot bag

***NB: Parents and Guardians should ensure that all items of clothing are clearly and permanently marked with the pupil's name. Name labels are available to purchase from the school shop.***