



GRIDLEY HIGH SCHOOL

DAILY BULLETIN

Monday, May 18, 2026



New Information

Blood Drive is today! If you signed up you will get a pass for your time slot.

Math Stark is looking for next year's tutors. If you're interested in a paid after-school tutoring job, email estark@gusd.org to get your application.

Summer school letters have been mailed out. If you did not receive one and need to make up credits this summer, please stop by the front office to pick up a new form.

Open tennis — come join us every Thursday from 6:00–8:00 PM throughout the summer! Donated rackets are available if you need one, and we'll work on technique, conditioning, and play.

If you signed up for AP Language next year, you must attend the mandatory meeting during lunch on Tuesday, May 19th. Please come at the beginning of lunch. It should take no more than 10 minutes. During this meeting, you will receive vital information about your summer assignment. If you have a valid reason for not attending, come see Ms. Berti in room 505 to receive your summer assignment.

Sports Today:

Day	Date	Sport	Level	Opponent	Release	Game Time
Mon	5/18	Golf	V	@ Lake Almanor- Masters	=	12:00

Today's Birthdays

Dulcemaria Magallanes Llamas

Case Moffit

David Toranto

***And remember at GHS
We Grow, We Honor, and We Succeed.***

Reminders

Scholarship Portfolio

If you have not started your scholarship portfolio,
go to the GHS website and under the counseling link click on
SCHOLARSHIP PORTFOLIO:
RESUME RESOURCES AND POSTED SCHOLARSHIPS:
click link to access all of the resume resources and all posted scholarships.
**Students can see scholarship eligibility,
how/where to apply and scholarship deadlines.**

 **Did you know you can look up library books using your chromebook?** 

**On your Chromebook:
go to CLEVER,
click LIBRARY RESOURCES,
click FOLLETT DESTINY.**

You can search by title, author, or topic in the search bar.

Tutoring

Monday	3:15-4:15	Room #509
Tuesday	3:15-4:15	Room #509
Wednesday	2:15-3:15	Room #509
Thursday	3:15-4:15	Room #509