

## **INTERNET SOCIAL NETWORKS**

## Facebook, MySpace, YouTube, etc.

The recent boom in Internet social networks such as MySpace, YouTube, Facebook and other forums have proven to be a great way for people to share information, ideas and opinions, and keep in touch with family and friends.

We understand Pony Club Members like to use these sites to communicate with one another on a social level between rallies and events. We ask that all Members treat their fellow members, club officials and instructors with respect by ensuring the language and comments they use are respectful, treating others, as they would like to be treated.

It has come to our attention that some Club Members may have recently been using Internet sites, including those mentioned above, to post disparaging and inappropriate comments and materials. It is important to remember that such conduct is absolutely unacceptable and is not in line with PCAV's values and Codes of Conduct. Breaches of the Codes of Conduct may lead to disciplinary action and serious breaches may lead to you be asked to leave pony club or by having your membership suspended.

Pony Club's Codes of Conduct expects you to be supportive of others and to treat them with respect, courtesy and tolerance. You should never resort to verbal abuse, harassing behaviour, hostility or violence. You should treat all those involved with Pony Club as you would like to be treated.

We would also like to remind Pony Club Members of the potential risks that posting your personal information in the public domain may pose to you, your family and friends. Remember many of these sites have features that allow you to restrict access to your information to trusted people. Loading photos of you and your friends, listing your school or work, where you will be going and other personal details in the public domain where the information can be seen by anyone, has the potential to impact your own personal security. Please be aware of this when communicating in such public forums and be careful.