



The City of Winder's Facebook page is a platform devoted to *celebration*.

The purpose of this page is to highlight the beauty and character of our City, promote special events that make our city unique, and provide a space for reflection on our local and national history.

This channel aims to honor our diverse community, celebrating its achievements and the people who contribute to its success.

Please note, while we value open communication, this page is not the primary contact point for City Council, our Mayor, City employees, or public safety teams. Instead, it's a space for us to come together as a community, to celebrate, engage, and share in the story of our great City.

We value the voices of our community members and are committed to upholding the principles of the First Amendment. As such, we do not block comments on this page.

However, we also have a responsibility to ensure that our social media space remains respectful, inclusive, and aligned with the guidelines outlined in our page's purpose. Any user who violates these guidelines will first receive a warning. Continued violations may result in the temporary blocking of the user from commenting.

Rest assured; we believe in due process. Blocked users will have the opportunity to understand the reasons for this action and the steps they can take to regain their commenting abilities.

Please refrain from the following types of language when engaging with us.

- Threatening, discriminatory, obscene, hateful, or profane
- Offensive terms that target protected classes
- Harmful to the reputation of any person or organization
- Suggesting or encouraging violent or illegal activity
- Information that reasonably could compromise individual or public safety
- Advertisements or solicitations of any kind
- Off-topic posts or repetitive posts that are copied and pasted or automated
- Promotion or endorsement of political campaigns or candidates
- Personal information including, but not limited to, identification numbers, phone numbers, and emails