

YMCA  
Veterans'  
Memorial

SUMMER  
DAY CAMP  
2005



AGES 6-17

YMCA  
SUMMER GUIDE  
TO FUN!



*We build strong kids,  
strong families,  
strong communities.*



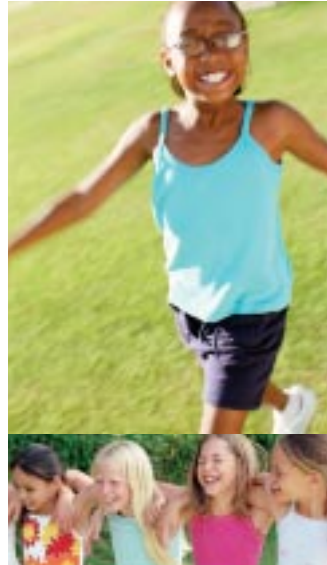
# Why YMCA Summer Day Camps?



**F**or nearly a century, the YMCA has led the way as the nation's largest and most respected provider of summer-time activities for youth.

What makes Y camps so special? For starters, **honesty, respect, responsibility and caring** are the cornerstones of every YMCA program.

In addition, the Y adds a unique component to help children develop positive identities, values, and social skills. That component is known as **"Developmental Assets."** These are 40 essential character-building blocks that young people need to grow up to be healthy, competent, caring and responsible adults.



So don't miss out on YMCA Summer Camp. We build strong kids and stronger lives.

**YMCA Summer camp...  
so many possibilities!**

**Enroll your children today!**

## D.E.A.R.

**(Drop Everything and Read)**

*Each day, we will celebrate reading by having the entire camp drop everything and read for 20 minutes. Staff and older campers will read to younger campers to promote literacy. Campers will also log their reading achievements in D.E.A.R. Diaries. Campers learn that reading is fun!*

**YMCA  
Veterans'  
Memorial**

**703-892-2044**

Read inside for all the exciting summer day camps offered at this YMCA.

For camps offered at other Ys, please call 202-232-6700 or visit our web site

[www.ymcawashdc.org](http://www.ymcawashdc.org)



## Mission

To foster the spiritual, mental and physical development of individuals, families and communities according to the ideals of inclusiveness, equality and mutual respect for all.

Learn more at [www.ymcawashdc.org](http://www.ymcawashdc.org) or call 202-232-6700

# Teen Programs and Travel Camps

## Teen Trek

**Weeks 3–6 — Ages 13–17**

This teen program will enable campers to enjoy a new adventure each day. The camp will meet at YMCA Veterans' Memorial each morning and depart at 9:00 a.m. in the camp van for their location(s) of the day. The camp van will return each day by 5:00 p.m.

## Urban Adventure

**Week 3**

Outdoor adventure is closer than you think! Each day campers will travel no more than 90 minutes to challenge themselves with fun outdoor adventures such as biking the sites in Washington, an Inner Harbor Tour in Baltimore, Sandy Point Beach, kayaking, and rock climbing.

*Fee: \$425*

## World of Amusements

**Week 4**

Do you live for games and amusement? This camp will take you there and back all in a week. The daily trips will involve activities such as batting cages, go carts, miniature golf, laser tag, paint ball, a water park, and a trip to Six Flags America or Kings Dominion.

*Fee: \$425*

## The Great Wilderness Escape

**Week 5**

Campers will experience the physical and mental challenges of the great outdoors in a safe and supervised setting. Fun explorations and adventures throughout the week include a hike at Great Falls, an adventure experience ropes course, a sailing trip, white water rafting, and a day of fishing.

*Fee: \$425*

## Sports Fans' Express

**Week 6**

A sports fan's dream! This camp will include visits to major sports events throughout the Washington area, and may include a sports figure from the area.

*Fee: \$425*

## Counselor in Training Program (CIT)

**All Sessions — Ages 13–17**

Each CIT will be placed in a Traditional Camp program of their own choosing at registration. This program is designed to help today's teen develop responsibility and leadership potential. CITs will receive training in choosing age-appropriate activities, behavior management, preparing lesson plans, and communicating effectively with campers. During the first week, part of the day will be spent in training; the other part of the day will be spent helping staff with an assigned camper group. Acceptance into the program is based on two reference letters and an individual interview.

*Fee: \$750 (full 10-week program, June 27–September 2)  
or \$80 per week*



*In addition to each theme, all campers will experience a daily dose of other fun, enriching activities such as swimming, sports, singing, arts and crafts, field trips, science and more!*

## Traditional Camp

All programs will meet at the YMCA Veterans' Memorial. Swimming will be offered

### Block by Block

**Week 1 — Ages 6–12**

Rock your block! Map out your neighborhood, city, or town and then design your very own! Lay out the roads, traffic signs and stoplights, construct cool buildings, and create mini-cities and communities.

*Fee: \$125 (one-week session)*

### Around the World

**Week 2 — Ages 6–12**

Get your global groove on this summer. Discover different cultures and countries around the world and learn what makes them interesting and unique. Taste exotic cuisines, try fun games from other countries, sing songs in new languages, and more! You'll feel like a world-class traveler! Campers will also participate in the International Olympic Fun Fest.

*Fee: \$125 (one-week session)*



### Rookie Cookie

**Session 2 — Ages 6–12**

Hey boys and girls, here's some food for thought... Become a rookie chef this summer! Cook up some delectable edibles. Discover what's cookin' behind the scenes of a local eatery. Learn the techniques behind preparing a healthy meal and how to be safe in the kitchen. You'll have fun no matter how hard you fry. Campers will also participate in the Great YMCA Cook-Off.

*Fee: \$250 (two-week session)*

### Junkyard Inventions

**Session 3 — Ages 6–12**

Let your imagination run wild! Build crazy inventions out of gadgets, gizmos and junkyard finds. Take apart common household appliances and discover how things work! Make your own sticky concoctions and other goops and potions. This is a great way to gear up for the 11th Annual YMCA THINGAMAJIG Invention Convention!

**Program Note:**

YMCA's 11th annual THINGAMAJIG Invention Convention! August 4th 2005. Parents are welcome to attend. Please RSVP by July 22nd 2005.

All completed invention projects are due on Monday August 1, 2004 at YMCA Veterans Memorial.

*Fee: \$250 (two-week session)*

d twice each week of the session.

## Y Spy

### Session 4 — Ages 6–12

Be a YMCA secret agent! Create your own authentic agent badge and learn about decoding, fingerprinting, lie detectors and other “top secret” information. Solve the “whodunit clue of the day,” concoct a few mystery meals and be a classified Y spy!

Fee: \$250 (two-week session)

## Medieval Madness

### Mini Camp I — Ages 6–12

Here ye! Here ye! Discover ze long-ago medieval world of kings, queens, knights, jesters, and castles! Learn about ze Middle Ages while you build ye own gothic castle and moat, play games from the Medieval times, and create old-timey arts and crafts!

Fee: \$125 (one-week session)

## Show Business

### Mini Camp II — Ages 6–12

Do you like to sing, dance or make people laugh? Do you like to be on stage? Show off your talents, learn new ones, and take part in the Y talent show. You could be the



next YMCA Idol! Every camper is a winner! This is your time to shine.

Fee: \$125 (one-week session)

## Camp Hours

Before Care: 7 a.m.–9 a.m.

Camp Day: 9 a.m.–4 p.m.

After Care: 4 p.m.–6 p.m.

## Extended Care Pricing

Before Care: \$45 per week

Before and After Care: \$80 per week

After Care: \$45 per week

## Summer Camp Dates

Session 1 (Weeks 1 & 2): June 27–July 8

Session 2 (Weeks 3 & 4): July 11–22

Session 3 (Weeks 5 & 6): July 25–August 5

Session 4 (Weeks 7 & 8): August 8–19

Mini Camp I: August 22–26

Mini Camp II: August 29–Sept 2

## What Should Campers Bring Each Day?

Non-perishable lunch, 32 oz. water bottle, snack, close-toed shoes, swimsuit, towel, and of course wear sunscreen! Please don't bring portable radios and CD players, trading cards, toys, knives, and inappropriate clothing. The YMCA is not responsible for any lost or stolen items.

## Easy Payment Plan

Sign up for any session before March 18 and pay in 6 easy pay installments.

# Important Information

## Family Nights

At the end of camp, get together with other families and experience some of the same excitement your kids have been having during the summer. See the branch for additional details.

## Special Needs

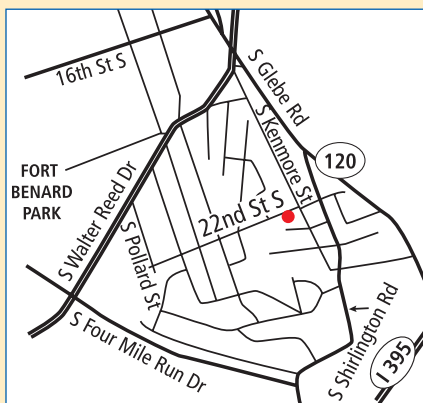
We strive to serve all children of all abilities. If your child requires special assistance or accommodations, please contact the Senior Program Director at 703-892-2044 before registering to schedule an appointment to evaluate suitable placement.

## Camp Tours

Call the Camp Director for a personalized tour of our YMCA program site, 703-892-2044. Ask for Raina Graves or Duncan Churches. Tours appointment can be scheduled any weekday between 10 a.m. and 4:00 p.m. and Saturday mornings between 10 a.m. and 12 noon.

## Where Are the Camps Held?

All camps meet at the YMCA Veterans' Memorial. Teen Trek campers will travel to other destinations listed in the camp descriptions.



### YMCA Veterans' Memorial

3440 S. 22nd Street  
Arlington, VA 22204  
703-892-2044

## How to Register

1. Pick up a registration packet at the Veterans' Memorial Branch office or call to have a packet mailed to your home address.
2. Complete the information that is enclosed in the packet. Please include all the health forms and forms of identification of the child that are required.
3. Please return all the paperwork and full payment or a non-refundable deposit of \$62.00 per session to the main office within 15 days of the start date of the camp session. Full payment will be required if registering within 15 days of the start date of the camp session. Full payment for each session is due the Wednesday before the start day of the session. All paperwork and payment must be returned to the office at YMCA Veterans Memorial no later than the Wednesday afternoon before the start of the camp session.

## Early Registration Dates

Register for any camp session before March 1st and receive a 15% discount off your first week of camp. If you register for any camp session before March 18th you will be able to pay for your summer camp fees in 6 easy pay installments.

## Admittance to Camp

No child will be admitted to camp without the following information on file in the YMCA office:

- A) A completed registration packet (with parent and emergency contact information, medical information that includes a complete health screening and immunization forms signed by a doctor within 12 months of the start date of camp.
- B) Payment in full for the first session for camp and a \$50.00 deposit per any additional sessions requested and the \$24.00 membership fee if required.

# check This out!

## Annual Youth Membership

An annual \$30.00 youth membership is required at the time of camp registration. This membership will also carry over should you wish to register your child in any other programs offered at YMCA Veterans' Memorial within 12 months.

## Refunds

To receive a refund (except for deposits and membership fees), you must notify the front office of YMCA Veterans' Memorial in writing within ten working days before the beginning of the camp session that your child is registered for. If a written cancellation notice is received on time, a 90% refund of the camp fee will be granted. No refunds can be granted after a camp session has begun.

## Financial Assistance

Through the Building Bridges campaign, the YMCA's annual fundraising program, we will provide funds to enable every child to attend the camp of his/her choice. Financial assistance is available as funds permit to support families that are unable to pay the full camp fee. Generally the YMCA will cover no more than 65% of the camp fee, though special need requests are considered on a case-by-case basis. You can pick up financial assistance information in the front office with the registration information packet.

## Field Trip Fees

An additional field trip fee of \$45.00 per session will be collected on the first day of each session. All required field trip fees must be paid in cash or check made out to the YMCA. The field trip during Session 3 to the YMCA's 11th annual THINGAMAJIG Invention Convention will be free to the parents and campers. This trip will include lunch and bus transportation to and from this hands-on invention convention. PARENTS ARE WELCOME TO ATTEND!!!

## THINGAMAJIG Invention Convention

August 4, 2005

Prince George's Equestrian Center  
Upper Marlboro, MD

Free • Open to the public

Put on your thinking caps and join us for the YMCA 11th Annual THINGAMAJIG Invention Convention! Campers, ages 5-14, enter inventions they've created and compete for fun prizes. In addition, interactive workshops teach kids about science, technology, and the arts...all while having a blast! To gear up for this event, sign up for our **Junkyard Inventions** camp held during Session 3!

For more information, please contact  
Janice Williams at 202-797-4460 or  
[jwilliams@ymcawashdc.org](mailto:jwilliams@ymcawashdc.org)

Don't  
miss this  
special  
event!



## YMCA Camp Letts

Experience an overnight  
camp adventure!

- sailing
- canoeing
- water skiing
- horseback riding
- high and low ropes challenge
- soccer and tennis
- martial arts, drama, arts & crafts and much more!



All on our 219-acre nature preserve on the Rhode River in Edgewater, MD. Just 10 minutes from Annapolis!

For more information, please call  
410-919-1400 or visit us on the web at  
[www.ymcawashdc.org](http://www.ymcawashdc.org).