



FOR YOUTH DEVELOPMENT®
FOR HEALTHY LIVING
FOR SOCIAL RESPONSIBILITY

WELCOME TO THE BEST SUMMER EVER!



OVIEDO YMCA
SUMMER CAMP

Week 1: June 3-7

Myth Busters

Week 2: June 10-14

Greek Greatness

Week 3: June 17-21

Tracking the Tundra

Week 4: June 24-28

Up, Up and Away

Week 5: July 1-5*

Party in the USA

Week 6: July 8-12

Ultimate Ninja

Showdown

Week 7: July 15-19

Lost Legends

Week 8: July 22-26

Blast from the Past

Week 9: July 29-August 2

Holiday Explosion

Week 10: August 5-9

Summer's Last Blast



CAMP DAYS / HOURS

Monday-Friday

Drop off starts at 7am

Pickup is no later than 6pm

AGES

Completed Kindergarten through
entering 6th grade

PRICING

Registration Fee: \$35/Camper

\$20 each additional child

YMCA Member: \$135/week

Community: \$175/week

Financial assistance is available for those
who qualify. Please see the membership
desk for more information.

*No Camp on July 4th.

7900 Red Bug Lake Road | Oviedo, FL 32765 | 407-359-3606

REGISTRATION PROCESS

REGISTRATION PAYMENT OPTIONS REFUND POLICY

1. Fill out the registration form for each child attending.

2. Confirm which weeks you would like to attend and make payment.

3. Any payments for additional weeks can be made at the membership desk by the Friday prior.

- Pay in Full
- Pay Weekly

Weekly payments are due by the Friday prior to the week attending. Payment for each week secures your child's spot in the program.

The Oviedo YMCA accepts debit and credit cards, exact cash or a check as a form of payment.

There will be no same day registration permitted.

- If the YMCA cancels a program, all enrollees will receive a refund of the camp fees, minus the registration fee.
- Camps canceled due to inclement weather will not result in any refunds. The YMCA will attempt to reschedule these camps, but can't guarantee all camps will be made up.
- All refunds are subject to the Director's approval.

WHAT TO BRING TO CAMP

Please label all belongings with your child's name.
The YMCA is not responsible for lost or stolen items

