



# School Year Camps 24-25 Spring Break

www.umdgc.com; frontdesk@umdgc.com 610-731-0022  
530 Hertzog Blvd., King of Prussia, PA 19406



## DAY CAMPS

### SCHEDULE

8:30a-9:30a - FREE Extended Drop-off  
9:30a-4:00p - Scheduled Camp Activities  
4:00p-5:00p - FREE Extended Pick-up

### SPRING BREAK

- **Mon, Apr 14:** Intro Gymnastics, Beg. Tumbling
- **Tue, Apr 15:** Intro Gymnastics, Beg. Tumbling
- **Wed, Apr 16:** Descendants, Intro Gymnastics, Beg. Tumbling
- **Thu, Apr 17:** Wicked, Intro Gymnastics, Beg. Tumbling
- **Fri, Apr 18:** Intro Gymnastics, Beg. Tumbling

### DAILY RATE

#### NUMBER OF CAMPER

CAMP	1	2 (10% off)	3 (25% off)	4+ (40% off)
Spring Break	\$70	\$63	\$52.50	\$42

### DISCOUNTS

- **Family Discount:** Multiple campers must be enrolled on the same days; does not need to be the same camp type.
- **Military Discount:** 10% off when you provide proof of past or present military service **prior** to registering.
- **SNAP Discount:** 10% off camp fees if you have a screenshot of your annual SNAP eligibility on file with UMDGC **prior** to registering.
- **Early Registration:** Save 10% if you enroll by Dec 1, 2024.

## DANCE

Dance camps include dance instruction as well as crafts and afternoon activities. Campers may be split into two age groups for certain camps to accommodate numbers due to popularity. All music played is clean and appropriate. **Ratio:** 12-14. Minimum 4 campers required per day. **Attire:** Bare feet, ballet shoes or jazz shoes. Leotard and tights, or leggings with a t-shirt. No oversized clothing please.

### Descendants

Life is sweeter in this good vs evil camp based on the characters and music of this epic movie series. Learn combinations to popular Descendants tunes including the newly released Rise of Red. **Dance Styles:** Jazz, Hip Hop. **Prerequisite:** Coed Ages 5+

### NEW - Wicked - NEW

Come join this bewitching dance camp where everyone is "Popular and can be found "Defying Gravity." Campers will enjoy learning fun choreography to the tunes from the newly released movie. **Dance styles:** Jazz and Contemporary. **Prerequisite:** Coed ages 5+.



## TUMBLING, BEGINNER

Designed for anyone interested in learning back handsprings, walkovers, rolls, cartwheels, and roundoffs. Progressive instruction will be provided on the spring floor, airfloor, tumbltrak, and trampolines. Campers are divided into groups based upon level and/or age when appropriate and staffing permits. **Prerequisite:** Coed ages 7 & up. **Attire:** Non-restrictive, athletic clothing. Bare feet; or clean, dry cheerleading shoes. **Ratio:** 6-8.

## GYMNASTICS, INTRO

Designed for UMDGC Intro Gymnastics Levels 1-3, this camp is ideal for first-time gymnasts and those preparing for team. Campers will receive instruction on all of the gymnastics equipment, including trampoline and tumbltrak. Campers are divided into groups based upon gender, level, and/or age. **Prerequisites:** Coed ages 5 & up. **Attire:** Non-restrictive, athletic clothes. Bare feet. **Ratio:** 6-8.

## GENERAL CAMP POLICIES

The full list of UMDGC camp policies can be found on the UMDGC Policies packet online at [www.umdgc.com](http://www.umdgc.com) or at UMDGC's front desk. UMDGC Request Form from the top left of [www.umdgc.com](http://www.umdgc.com). Please take time to review the entire UMDGC Policies packet; following are just highlights.

### Changes & Withdrawing

- **UMDGC Request Form:** A UMDGC request form must be completed and confirm for all withdraws and changes. The form can be found on the top left of [www.umdgc.com](http://www.umdgc.com). No changes or withdrawals will be processed until the form is received by UMDGC. Time of the request is determined by the time UMDGC receives the confirmed request form.
- **Withdrawing:** 100% refund if received 24 hours prior to the start of camp. 100% UMDGC Credit if received before 9:30a on the day of the camp. No UMDGC Credits or refunds issued after 9:30a on the day of camp. Credits will be issued within 1 business day; refunds will be processed within 30 days.
- **Switching Camps Dates or Switching Camp Types:** May be made prior to the start time of the camp if the participant meets the requirements for the new program, the new program is not filled, and doing so will not disrupt the operations of the new program. Once switched from the original program, the space will be open to those on the waitlist or the public, or the limit may be lowered.
- **Exceptions:** Exceptions to the above will only be considered if a doctor's note or documentation of an emergency is supplied at the time of the request.

### Attendance, Activities, & Food

- **FREE Extended Supervision:** UMDGC staff will supervise campers while they play card and board games, watch a G- or age-appropriate PG-rated movie, watch child-appropriate TV programming, relax, or bring their own activity.
- **Sign-In:** All campers must promptly check-in at the designated sign-in location each day; parents do not have to come in if your account is current, Waiver & Release has been completed, and contact and special needs information is current.
- **Sign-Out:** An adult must sign-out the camper. \$5 per carload will be charged for each 5-minute period. If the fee is not paid at the time of pick-up, a \$10 fee per five minutes late will be charged to your account and you will be unable to register for additional programs until the fee is paid.
- **Snack & Lunch:** UMDGC will provide campers one 30-minute break for lunches and a 15-minute snack. UMDGC does not supply food, drinks, utensils, refrigerators, or microwaves. UMDGC staff will only enforce eating plans or eating expectations that are supplied by a health care professional. Please no glass containers.

- **Afternoon Activities:** Groups may be merged to do arts & crafts, group games, and activities hosted by special guest such as STEM, martial arts, slime, and circus arts, depending on instructor availability.

### **Special Requests & Group Assignments**

Groups within each camp type are split by level, gender, and/or age. The camp staff will attempt to accommodate requests to be grouped with a friend or family member if the request is received at camps@umdgc.com a minimum of 72 hours prior to the first day of camp. If it is possible to accommodate a request, the higher-level participant will be moved down to the lower-level group.

### **Forgotten Items**

UMDGC is not responsible for lost, stolen, misplaced, damaged, broken, or discarded items. Dance/cheerleading shoes, grips, bags, electronics, book bags, jewelry, and any item with initials or a name on it will be donated to charity or discarded seven days after being found. All other items will be discarded or donated to charity within 12 hours. If you find that you left something accidentally, immediately email frontdesk@umdgc.com or leave a voicemail at 610-731-0022 so that the staff can set it aside for you for up to one week.

### **Camper Rules and Expectations**

- Campers must follow the directions of UMDGC staff.

- Campers must remain with their group at all times when in the gym and studios.
- Notify a staff member immediately of all injuries or problems.
- Gum, food, and drinks other than water are prohibited in the studios and gym.
- Campers are expected to participate in all activities or must sit in the lobby for the remainder of the rotation.
- Campers are expected to behave in an appropriate manner and show respect to others.
- Campers may not touch other campers without coach/instructor permission.
- UMDGC is not responsible for damaged, stolen, lost, or misplaced property and money. Bring at your own risk and keep in your bag or check it in at the front desk.
- Proper attire is essential for the safety of the camper and staff. Anyone not dressed correctly will not be permitted to participate.
- All "official" calls will be made from the UMDGC phones, unless UMDGC has lost utilities.

### **Items to Bring to Camp**

- Bagged Lunch
- Snacks
- Water Bottle
- Bag to put everything in
- Activities to do during Extended Supervision
- Grips, proper shoes, braces, tape, and other personal equipment needed to do your activity.

