

Pirate Registration

Child's Name: _____

Date of Birth: ____/____/____ Age: _____

Name of Parent(s)/Legal Guardian: _____

Street Address: _____

City _____ State ____ Zip _____

Primary Phone: _____

Secondary Phone: _____

Email: _____

Twitter: _____

Please mark your 1st and 2nd week choices:

June 19-23	_____
June 26-30	_____
July 10-14	_____
July 17-21	_____
July 24-28	_____
July 31 – August 4	_____
August 7 - 11	_____
August 14-18	_____
August 21-25	_____

Cost for a program session is \$160 and includes a \$50 non-refundable deposit. Enroll in more than one session and receive **\$20 discount on all registration fees**

Education Program Guidelines

Summer Education Program Registrations include free 1-Year Museum Membership f

Make Checks payable to:
The Watermen's Museum

Ages:

Children ages Kindergarten – 5th

(See "Other Available Education Programs" for info on programs for Kids in Grades 3rd – 8th and Grades 7th-11th)

Camp Times:

Hours will be 9 a.m.-3 p.m.

Students may be dropped off after 8:45.

Please pick up promptly at 3pm.

Drop Off and Pick Up:

A staff member will sign each participant at the beginning of the day. At the end of each day, a staff member will sign out the student to their parent. If the person picking up is not the person on this Registration Form, a signed letter must be submitted prior to pick-up. Use any of our 3 parking lots.

Lunch:

Students will have lunch at approximately 11:30 each day. Lunches are stored inside a cool building, but not refrigerated. Water, sports drink or juice are recommended.

Sun and Swimming:

Please provide sunscreen and a towel. Supervised campers will be wading or swimming in shallow water only - if concerned, provide your child with a *life jacket*. (No swimming during foul weather.)



PIRATE

SUMMER CAMP 2017

****Includes Free Transferable Watermen's Museum Family Membership for 1 Year****



Grades K – 5th

Weekly Sessions June 19 – August 25

Cost is only \$160 per Child

Activities are Virginia SOL based and directly relate to school programs. Materials and activities described herein are not sponsored or endorsed by the School Board

The Watermen's Museum
P. O. Box 519
Yorktown, VA 23690
757-887-2641

www.watermens.org
e-mail: admin@watermens.org

Avast, All Ye Young Pirates



All pirates attending the training days will participate in a host of activities designed to let you experience the life of a colonial Pirate. As new crew members ye will be divided up into four watches according to age and experience. The old salts will show ye the ropes and learn ye about the jobs aboard the ship. Activities will change each day and will build up yer skills so as to make ye ready to conduct a pirate treasure hunt and defend yerself from a pirate raid on the last day of yer Pirate Training.

Pirate Drills

Ye will learn all about military drills used on board of a pirate ship to include sword drill, musket drill, and cannon firing drill. At the military station ye will also learn how to set a sail and work a ship while under attack.



Pirate Beach Patrol

The crew will be responsible working on the beach to catch crabs and fish for the Captain's supper as well as making sand forts to defend yer precious beach home from attack.



for

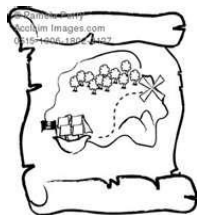
Pirate Team Building Skills

The crew will be learning about the importance of working together as they go through a series of challenges to include a pirate archeological dig and a treasure hunt.

Pirate Fun and Games

A Pirate's life is not all work and fighting. There will be plenty of time to learn colonial games, make music and sing songs.

Pirate Crafts



As a pirate, ye will need to learn all kind of useful crafts such as sewing clothing, painting, model ship building, and flag making, among other scallywag skills.

Other Available Programs

For Kids in Grades 3-8

Boatbuilding – Learn basic skills including lofting, hand tools, finishing and launching. See Brochure for Details.

Hours: Daily 9AM-3PM - **Cost:** \$180

Dates: June 19-23, July 24-28, Aug 14-18

Nature Explorer – Experience nature along the Chesapeake shores, including flora and fauna, seining, crabbing, etc.

Hours: Daily 9AM-3PM - **Cost:** \$180

Dates: July 17-21, July 31 - August 4

Archeology – Participate in a real dig. Learn to locate, identify, and catalog treasures and artifacts. See Brochure for Details.

Hours: Daily 9AM-3PM - **Cost:** \$180

Dates: July 10-14, August 7-11

For Kids in Grades 7-11

All About Boats – Learn about and spend time aboard Boats: Canoes/Kayaks, Rowing Skiffs, Sailboats, Deadrisers, and More. See Brochure for Details.

Hours: Daily 9AM-3PM - **Cost:** \$215

Dates: June 26-30

Maritime Trades – Learn skills necessary for life aboard ship: Rope and Sail making, Rigging, Blacksmithing, and more. See Brochure for Details.

Hours: Daily 9AM-3PM - **Cost:** \$190

Dates: August 21-25

Registration

Complete registration forms and drop-off or mail to: **The Watermen's Museum**
P. O. Box 519
Yorktown, VA 23690

All forms are available from Museum office

Registration Checklist:

____ **Registration Form**
1st an 2nd date choices

____ **Payment for \$160:** Includes \$50 non-refundable deposit

A **Medical Release Form** will be provided at check-in on the first day of the program. *Completed form MUST BE submitted prior to or during first day of attendance.* Please bring insurance emergency contact data with you on the first day.

Families with enrollees (same child or additional children) in more than one Camp Session (Any combination of Pirate, Nature Explorer, Boatbuilding, Archeology, All About Boats, or Maritime Trades) receive a **\$20 discount on ALL Camp Fees**

Make Checks payable to:
The Watermen's Museum

Payment can also be made by
Cash, Mastercard or Visa

FSA Dependent Care Eligibility:

Section 125 of the Internal Revenue code states that if you have a child in an eligible FSA plan that is under age 13, daytime education program fees are eligible for reimbursement items.