

Summer Camp Registration: 2024



Child's Name: _____

Date of Birth: ____/____/____ Age: _____
 Name of Parent(s)/Legal Guardian: _____

Street Address: _____

City _____ State _____ Zip _____

Primary Phone: _____

Secondary Phone: _____

Email: _____

Please select the camp week you desire

PIRATE CAMP - \$200		
Check Here		July 22- Jul 26
Check Here		July 29- Aug 2
Check Here		Aug 5-9
Check Here		Aug 12-16
ARCHAEOLOGY CAMP - \$215		
Check Here		June 24-28
BOATBUILDING CAMP - \$215		
Check Here		July 8-12
MARITIME SKILLS CAMP - \$215		
Check Here		July 15-19

Things Common to All Camps

* \$20 discount on all camp sessions if family is enrolled in more than one Camp Session.*

Enrollment in a Camp entitles the Family to a Free Family Museum membership.

- Please bring insurance data with you on the first day of camp. A Medical Release Form will be provided at check-in on the first day.
- **Daily drop-off and Pick-up:** Each day, students may be dropped off at the Events Tent behind the Museum main building after 8:45.
- Please pick up your child promptly at 3pm.
- You can park in either of our parking lots or in any of the free lots within the Village.
- **What to Bring:** Pack a lunch for your campers and make sure they arrive each day with a hat, swimming attire, sunscreen, water shoes (*Not Flip Flops*), and a towel.
- **Lunchtime:** Campers will have lunch around 11:30. Lunches are stored inside a cool building, but not refrigerated. Water, sports drinks or juices are also recommended.
- **Medications.** We do not have trained medical personnel on site and cannot dispense medications to campers.
- **Swimming:** At the end of each day, supervised campers will be wading in shallow water only. Make sure your child brings swimming attire, a towel and wading shoes to protect their feet from possible oyster shells on the river bottom.
- **Unruly Behavior Policy:** Our goal is to ensure the safety of all our guests and staff and promote a positive learning environment. If a child's actions or recurring actions place other children's safety or well-being in jeopardy, camp counselors are obligated to intervene. If a child's behavior is excessively unruly, the parents or guardians will be contacted and the behavior discussed with them to achieve corrective action. If Museum management deems the child's disruptive behavior is too severe or will not be corrected by parental intervention, the child may be expelled from camp. If this situation occurs, parents or guardians will be informed to take the child home and no refund will be given for the remaining hours of the camp.

Pirate Camp Description

(Grades K-5th (M-F, 9AM-3PM))

Avast, All Ye Young Pirates, Ye will

- join in sword, musket, and cannon drill, discover sea animals as we catch creatures for the Captain's dinner, learn about working together as a we form a . A Pirate's life is not all work and fighting. There will be plenty of time to play shipboard games, make music and sing songs.

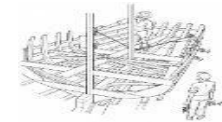
Our Other Camps are:

Grades 3-8th (M-F, 9AM-3PM)

Boat Building Camp Description

Learn the basics of boat construction. Compare various boat types. Learn to loft (draw) full size boat plans, use hand tools to create boat components, and work as a team to assemble a traditional 14-foot wooden rowing skiff.

Learn the basics of boat construction. Compare various boat types. Learn to loft (draw) boat plans, use hand tools to create boat components, and work as a team to assemble a traditional 14-foot wooden Chesapeake Bay rowing skiff.



Archeology Camp Description

Campers will explore basics of land and underwater archeology. Learn how a shovel test determines where to start an archeological dig. Lay out a dig site grid. When available, campers will observe a powered aerial or underwater drone.

Maritime Skills Camp Description

Learn the basics of Rope Making, Pottery, Sail making Blacksmithing, wood working and more of the skills that support maritime transportation and commerce. During colonial times