

# Get ready for Summer Camp at Red Butte Garden!

Thank you for registering for Summer Camp at Red Butte Garden! We are excited to see you and your camper next week for:

# Garden Bookworms June 17 – 21 | 9:00 a.m. – 12:00 p.m. | Kindergarten

To help us provide the best possible experience for your child, please review our <u>Summer Camp</u> <u>General Information</u> for important information about camp including the Camper Code of Conduct.

### Here are a few important reminders:

#### CHECK-IN - Check-in begins at 8:30 AM on Monday and at 8:45 AM the rest of the week.

University of Utah policy requires that all campers <u>must</u> be signed in with their counselors at the start of each camp. You will need to park your car and escort your camper to the Four Seasons Courtyard directly behind the Visitor Center each day. We enjoy creating connections between our campers and their caregivers and meeting you is an important part of that!

When you sign in your camper, we will ask that you also write down the name(s) of who is going to be picking them up at check out, even if it is you. This important step lets us know who to expect at checkout and helps us keep your camper safe.

## CHECKOUT - Checkout is from 12:00-12:15 PM

For your child's safety, only individuals whose name appears on the check in sheet, <u>with a valid</u> <u>picture ID</u> will be allowed to check campers out each day. If your plans change please let us know by calling (801) 581-8454 or 801-585-0020. Camp staff will check IDs daily, so please plan accordingly.

#### **CAMP OVERVIEWS**

Get a sneak peak of next week's activities with the attached Camp Overview.

We're looking forward to a week of discovery, adventure, and fun in the natural world! If you have any questions please don't hesitate to contact us at the information listed below.

### Red Butte Garden | Summer Camps | Refund & Cancellation Policy

# **Questions?**

Call (801) 581-8454 or contact Heidi Anderson, Summer Camp Coordinator, at heidi.anderson@redbutte.utah.edu