

To Complete the Registration Form:

1. Complete a separate form for each child coming to camp. If you are sending more than one child, copy this blank form, download one at www.summer.uncc.edu/camps, or request another by calling 704-687-4447 or 704-687-2958. We can mail, FAX or e-mail a copy to you.

2. Choose the week(s) and the camp(s) your child will attend.

3. For each week, decide if your child will attend as a

Day Camper – Regular	drop-off 8:30 – 8:50 am, pick-up 4:15 - 4:45 pm;
Day Camper – Extended	drop-off 7:30 – 8:30 am, pick-up 4:45 - 5:30 pm;
<u>or</u> Overnight Camper	drop-off Sunday between 7:00 and 8:00 pm; pick-up Friday after 4:30 pm (for rising grades 5 and up).

4. Then decide if you want to pay

just the deposit	Day Camper \$35/week;	Overnight \$70/week;
<u>or</u> the full cost	Day Camper – Regular \$206/week	
	Day Camper – Extended \$226/week	
	<u>or</u> Overnight Camper \$422/week	

For each camp, check the appropriate box under your payment choice.

(Overnight camps are available for rising grades 5 and up. The *Aspire!* program is overnight only.)

5. Calculate the Total Amount Due and the Total Amount Paid Now, and write these amounts in the spaces provided. If you pay just the deposit now, we will bill you for the balance, due 10 days before the start of the camp. **You must pay in full by then, or lose your child’s place in the camp. We usually have long waiting lists, and need to know if unpaid registrants still plan to come, or if we should fill the camp from our waiting list.**

Make checks payable to UNC Charlotte.

Mail to: Office of Summer Programs, UNC Charlotte, 9201 University City Blvd, Charlotte, NC 28223; or
FAX to: 704-687-4405

REFUNDS (except for the non-refundable deposit) will be made up to 10 days before the start of a camp. After that, no refunds can be made. Deposits are non-refundable and non-transferable.

Our Tax ID # is 56-0791228

Camps fill fast – check the website for availability www.summer.uncc.edu/camps



UNC CHARLOTTE CAMPS ON CAMPUS 2009 REGISTRATION FORM

Camper's name: _____ Grade ('09-'10 school year): _____

Gender (circle): male female Parent's name: _____

e-mail address : _____ Day phone: _____

Mailing address: _____

date	street		city/state/zip				
	camp (grade in '09 – '10)		Day - Regular Deposit \$35	Full \$206	Day - Extended Deposit \$35	Full \$226	Overnight Deposit \$70
6/15 – 19	Cool School (1–2)	Candyland					day only
	Cool School (2–3)		Candyland (2-3) is FULL.				
	Buggy Science (4–6)		Buggy Science is FULL.				
	IT: Exploring Math & Technology thru Culture & Art (6–8)		Exploring Math & Technology is FULL.				
	Musical Theater (7–10)		Musical Theater (7-10) is FULL.				
	Writing Project: Japan (9–12)						
	Aspire! NanoScience (11&12)		overnight only				
6/22 - 26	Cool School (1–2)	Time Travelers					day only
	Cool School (2–3)						
	Fun Wits (2&3)						
	What's Wrong? Write It! (4-7)		What's Wrong? Write It! is FULL.				
	MEDCamp (8 & 9)		MEDCamp 8 & 9 is FULL.				
	Acting & Stagecraft: Swashbucklers! (9 – 12)						
	Aspire! Journalism (11&12)		overnight only				
7/6 – 10	Cool School (1–2)	All About: North Carolina					day only
	Cool School (2–3)						
	Math + Art = (FUN) ² (4–6)		Math + Art = (FUN)² is FULL.				
	MEDCamp (6&7)		MEDCamp 6 & 7 is FULL.				
	CSI – Campus! (8-10)		CSI – Campus! is FULL.				
	Paleontology (9 – 12)						
	Aspire! Drama: Edgar Allan Poe (11&12)		overnight only				
7/13 – 17	Cool School (1–2)	Kid's Community					day only
	Cool School (2–3)						
	A Fungus Among Us (with Botanical Illustrations) (4–6)		A Fungus Among Us (with Botanical Illustrations) is FULL.				
	Mathem-ART-ics (6–8)		Mathem-ART-ics is FULL.				
	Move to the Beat (6-9)		Move to the Beat is FULL.				
	The Game of Politics (9–12)						
	Aspire! IT (11-12)		Aspire! IT is FULL.				
7/20-7/24	Cool School (1–2)	Sports Study					day only
	Cool School (2–3)						
	Chess & Board Games (4–6)		Chess & Board Games is FULL.				
	Journey Inside Your Computer (5&6)		Journey Inside Your Computer is FULL.				
	Engineering & Technology (7-9)		Engineering & Technology is FULL.				
	Acting & Stagecraft: Myth-illogical! (9-12)						
	Aspire! Health (10 – 12)		Aspire! Health is FULL.				
7/27 - 31	Cool School (1–2)	Problem Solvers					day only
	Cool School (2–3)		Problem Solvers (2-3) is FULL.				
	Science: Solve the Fossil Puzzle(4–6)		Science: Solve the Fossil Puzzle is FULL.				
	Deconstructing Twilight (6–8)		Deconstructing Twilight is FULL.				
	Microbes, Math & Medicine (8-10)						
	Geometry/Geometrical Art (9-12)						
	Aspire! Engineering & Technology (10-12)		overnight only, call for availability				
8/3 – 7	Cool School (1–2)	Junior Nature Detectives					day only
	Cool School (2–3)		Junior Nature Detectives (2-3) is FULL.				
	Musical Theater (4–6)		Musical Theater (4-6) is FULL.				
	Chess for "Experts" (5+)						
	Science: Astronomy (6–8)		Science: Astronomy is FULL.				
	Engineering Lab + Coding & Cryptology (9–12)		overnight spaces only available				
	Aspire! Gear Up Health (11-12)		overnight only, call for availability				

Debit or Credit card VISA/MC/AMEX # _____ Name on card _____
 EXP DATE _____ TOTAL DUE _____ AMOUNT PAID NOW _____

Tell us how you heard about camps: Returning customer ___ Newspaper ad ___ Website ___ School ___ Friend or neighbor ___ Other ___

If your overnight camper wants to share a dorm room with a friend, **print** the friend's name here: _____