



SUMMER SESSION RECREATIONAL PROGRAM POLICY

- **Tuition:** Tuition is due in full upon registration.
- **Withdrawals:** In order to withdraw from class, a written notice must be submitted to the office. Summer tuition is non-refundable and non-transferrable.
- **Trial Class:** A trial class may be taken for a stand-alone fee of \$25.00. Trial classes are permitted on a one-time basis, per child.
- **Make-up Class:** Students are encouraged to attend all classes. In case of absences, make-up classes are allowed for **ILLNESS and FAMILY EMERGENCY ONLY**. In order to manage class size, the makeup must be scheduled through the office. We do not guarantee availability of make-up classes, there will be no refunds or proration for missed classes.
- **Gym Rules:** Please try to be prompt for your class. Allow time for your child to dress, use the restroom and properly prepare for the class. No gum or food is allowed on the gym floor. All siblings must be well supervised.
ONLY STUDENTS WHO ARE REGISTERED IN CLASS ARE ALLOWED ON THE GYM FLOOR.
- **Attire:** Leotards are always acceptable attire. Shorts and a t-shirt may be worn with the clothing somewhat snug fitting and the t-shirt tucked in. Small post earrings are the only acceptable jewelry, and hair must be worn in a ponytail or otherwise secured away from the face.
- **No Pets:** Pets are not allowed in the gym or left tied up outside.
- **Campus Safety:** Do not park in front of the gym or leave your vehicle running unattended. Extreme caution should be used while driving on campus grounds.
- **LOST OR STOLEN ITEMS:** SEG is not responsible for lost or stolen items. We do not have a lost and found, so please be sure to take everything with you when you leave the gym. Please lock valuables in your vehicle.
- **Early Drop-offs and Late Pick-ups ARE NOT PERMITTED:** We require children to be walked to and from class
- **Campus Safety:** Do not park in front of the gym or leave your vehicle running unattended. Extreme caution should be used while driving on campus grounds