



CAMPER RULES

Camp rules will be covered at camp on the first day each week. Camp rules are intended to provide every camper with a safe and fun camp experience.

If a camper does not follow rules, the following actions will be taken.

1. First offense, the camper will be talked to by their counselor and given the opportunity to change their behavior.
2. If the problem continues, the director will talk to the camper.
3. If the problem still continues, the camp coordinator will meet with the parents, and the director to discuss alternative ideas and possible dismissal from camp.

WEEKLY THEME DESCRIPTIONS

Back to the Future:

Great Scott! Explore the world around us in the past, present and future.

Wild West Week:

Yeehaw! Hop along cowboys and cowgirls as we have a hootin and hollering good time in the Wild West!

Holidaze:

Celebrate different holidays throughout the week including the celebration of our nation's birthday.

The Great Outdoors:

Join camp this week as we explore nature around us.

Fun and Games!:

This week it's time to get your game on as we get revved up with all sorts of fantastic games.

Comic Book Characters

Join us as we discover the character in all of us. Arrive as a mild-mannered camper and transform into a comic book hero!

Lost in Space:

Take off on an adventure into the far reaches of science and science fiction.

Treasure Island:

Yo Ho Ho and a whole lot of fun! It's a pirate's life for your buccaneer as we sail the high seas searching for adventure.

Under the Sea:

Your camper is sure to have a whale of a time as we explore a whole new world under water.

THOUSAND OAKS DAY CAMP



LOCATION

Monday – Friday

Conejo Creek Park North
Creekside Pavilion
1379 E. Janss Road
Thousand Oaks, CA 91360

CAMP HOURS

9:00am - 4:00pm Daily

Extended Care:

7:00 - 9:00am

4:00 - 6:00pm

**NO ADDITIONAL CHARGE
FOR EXTENDED CARE!**

WEEKLY THEMES:

Week 1 - June 15	Back to the Future
Week 2 - June 22	Wild West Week
Week 3 - June 29*	Holidaze
Week 4 - July 6	The Great Outdoors
Week 5 - July 13	Fun and Games!
Week 6 - July 20	Comic Book Characters
Week 7 - July 27	Lost in Space
Week 8 - August 3	Treasure Island
Week 9 - August 10	Under the Sea

*There will be no camp held on Friday, July 3



CONEJO COMMUNITY CENTER/OUTDOOR UNIT

1175 Hendrix Ave, Thousand Oaks, CA 91360

805-495-2163 Email: ccc@crpd.org

Summer Office Hours: M-F 7:00am-7:00pm

Sat/Sun 12noon-6:00pm

HOME OF THE HAPPY CAMPER!

LOCATION

All camp activities for weeks 1-9 take place at Conejo Creek Park North located at 1379 E. Janss Road, Thousand Oaks, CA 91362 (behind the Thousand Oaks Library). Drop-off and Pick-up is at the Creekside Pavilion. **All camp activities are outdoors.**

SIGN-IN AND SIGN-OUT

Your child must be signed in and out every day by an adult. Camp staff must be notified of all individuals not listed on the Health History Form that will be picking up.

- Photo I.D. will be required when signing campers out..
- Campers MAY NOT sign themselves in or out.

DRESS

- Please have your child wear clothes that you do not mind getting dirty. We have a lot of fun activities planned and your child could get messy.
 - Campers must wear closed-toed shoes at all times. No sandals or plastic shoes.
- NOTE: Your child WILL NOT be allowed to stay at camp if they do not have closed-toed shoes.**

CAMP COMMUNICATIONS

Camp and office staff stay in constant communication by phone. We only contact the camps in case of an emergency. Please do not ask us to call the camp for non-emergencies. We do not give out the camp phone number.

HEALTH

For the health and welfare of your child and other campers, we cannot accept your child at camp if they are sick. If symptoms of illness appear during the day, you will be called to pick them up. It is your responsibility to make sure your child is picked up. Please contact the office at 805-495-2163 immediately if your child contracts a communicable disease so we may inform other families. We will keep your name private.

MEDICATION

Camp staff is not permitted to hold or administer medication. If your child needs to take medication during the day, place it in their lunch. Let your child's counselor know and they will remind your child to take their medication. Our staff cannot make your child take medication, or administer it. All medication must be listed on the Health History Form.

EQUIPMENT AND SUPPLIES

Campers cannot bring cell phones, knives, lighters, matches, jewelry, electronic items, card collections, music players, etc. Any of the above items will be taken away and returned to a parent at the end of the day. No Exceptions.

LOST AND FOUND

Campers are responsible for all items brought to camp. All "LOST" items will be displayed at the end of each day near the sign in/out table. Check every day, to make sure your child has not left anything at camp. Make sure you clearly label things going to camp. We are not responsible for any items left.

NOTE: Lost and Found is disposed of every two weeks.

LUNCH

Campers must bring a lunch every day. Please pack a healthy lunch in a marked paper or plastic bag. No coolers please, our storage space is limited. A snack will be provided around 4:00pm each day. If your child needs more snack, you can pack them an extra snack with their lunch. Your child may not have access to their lunch throughout the entire day, only at lunch time and snack time. We do not have a refrigerator or microwave at camp.

PAYMENTS

To register, you must pay a \$25 non-refundable/non-transferable deposit per child for each week of camp you want them enrolled in. The \$25 deposit is applied towards the cost of camp. All following weekly payments will be processed automatically using the credit card on file when you registered. These payments will be processed on Mondays one week prior to the week of camp your child is attending. You may also pay the full fee at time of registration.

CANCELLATION/REFUND POLICY

Refunds may be requested up to two weeks prior minus the \$25 non-Refundable/non-transferrable deposit. If less than two weeks' notice, no refund will be granted.

