

DYA 2024 CAMP

PARENT INFORMATION

Q. When does camp officially start?

A. Campers officially start camp June 10 at 8:00 AM. Please do not be late! Your child misses so much if they are tardy!

Q. Where and when do I drop off/pick up my child?

A. There will be someone to meet your child beginning at 7:30 AM every morning of camp. There will also be someone waiting with your child until you pick them up. Please be no later than 5:30 PM.

Q. Who can pick up my child?

A. Only the people specified on the registration form are authorized to pick up your child. If this must change, please provide a written note specifying who will be picking up your child. We are not able to release your child to an unauthorized person.

Q. What does my child need to wear?

A. Please have your child wear comfortable clothing that they will be able to easily move in. (shorts, t-shirts, etc) Flip Flops are not allowed. Tennis shoes or dance shoes are appropriate foot wear. It is very chilly in the theatre. Please have your child bring a jacket, hoodie, and/or blanket.

Q. What will my child do during the day?

A. At 8:00 there will be a 30 minute warm up time. The campers will then be divided into 4 age groups. The campers will rotate between 4 classes: music, acting, craft, and dance till 12:00. 12:00 is lunch. The campers and interns eat together then have a play/relax time. At 1:00 we resume rehearsal and go until 5:00. There will also be a snack break around 3:00 for the campers.

Q. What about lunch?

A. Your child needs to bring a sack lunch to camp every day. There will also be a snack break in the afternoon. Please provide them with a snack and juice or water. Please be sure they have plenty to eat.

Q. What if my child needs medication during the day?

A. If your child takes medicine on a regular basis during camp hours, please specify this in a written note along with the medication. The medicine will be kept in the office and your child will come to the office to take their medicine. We cannot allow your child to keep medicine with them for the safety of your child and other campers.

Q. What are interns?

A. Interns are 15-20 high school students that auditioned in the spring. They come a week early to get ready for the campers. They also auditioned for the lead roles in the musical. They will be "camp counselors" for the entire 3 weeks of camp. Your child will grow to love every intern. These students have a passion for theatre and for children.

Q. Are there any roles left for my child?

A. Yes! There are small speaking and singing parts that we will be giving to some campers. ALL campers will be in the show.

Q. Who are the adults involved in the camp?

A. Mark Mullino – Director, Vonda Bowling – Music Director, Kelly McCain– Choreographers, Neely Boyd – Craft Teacher & Costume Design, Marilee Power – Crafts & Costume Design, Wendy Searcy – Scenic Design, Jeffrey Bowling– Production Management

Q. Who do I call if I need my child during the day?

A. Please call the Jeffrey Bowling at 469.878.1151 or come by the theater.

Q. How do I get tickets?

A. You can call the Garland Summer Musicals Box Office at 972.205.2970.

Or visit the GSM box office website.

Tickets are already on sale for \$15 each. Please do not send money through your child. All tickets will need to be purchased through the box office.

Q. Can I buy an ad for my child in the program?

A. Yes you can!! The program will be magazine size and thickness. You can bring a check or cash when you drop off or pick up your child. Instructions on how to send ad art and content will be emailed once camp as started.

Contact Jeffrey Bowling for more information at dallasyoungartists@gmail.com.

Q. What can I do to help?

A. We need parent help at all performances. Some of the jobs include tickets, concessions and raffle tickets. Please let us know if you are available to help and we will confirm the week before the performances.

Q. What if my question is not here?

A. Please contact Jeffrey Bowling at dallasyoungartists@gmail.com or 469.878.1151 with any questions.