



## Summer Camp Information Sheet

### Dates and Times:

Regular Camp Sessions times 9:00-2:00 pm

Camp Session # 1 May 26-29

Camp Session # 2 June 9-12

Camp Session # 3 June 16-19

Advanced Camp June 22-25

Your child will need the following each day at camp:

**A BIG JUG OF ICE WATER**

with their name on the front or top not on the bottom of the jug!

(not a little plastic bottle but a jug with ice, they get hot!)

Jeans, leggings or riding pants, no capris or shorts

Sunscreen

\*Boots (with at least a  $\frac{1}{2}$  inch heel)- NO Fashion boots, paddock boots are best but cowboy boots will work

Hat

an extra shirt/shorts

tennis shoes

Change for sodas (1.00)

extra socks

Riding Helmet or bike helmet, they may use ours as well

**\*\*PLEASE LABEL EVERYTHING\*\***

Lunch should be in a container the critters cannot work their way into! ☺

Return the Camper information sheet along via email  
[jholmquest@gmail.com](mailto:jholmquest@gmail.com)

**Balances Are due May 1st for all camps.**



**BOOTS AND OTHER EQUESTRIAN STUFF!**

**Boots**- We wear paddock or tall boots in English riding. (no hiking boots allowed). Cowboy boots are okay, but paddock boots are much better.  
NO FASHION BOOTS ALLOWED

**Pants**: Campers should wear regular cut jeans (no bell bottoms or capris), riding pants or old stretch pants, Camper in “velour pants, shorts etc. “will not get to ride. Please send your camper in a t-shirt, riding pants and boots to camp each morning.

**Helmets**: We will provide helmets if you do not own one. You may send your rider with their bike helmet if they are NOT the aerodynamic ones, no points ☺

If you would like to purchase boots or helmets etc., you can visit  
[DOVER SADDLERY.com](http://DOVER SADDLERY.com)

Or you can purchase things at Dover Saddlery at Coit and Campbell.



**Campers may not be dropped off before 8:45 or picked up more than 15 minutes late will be charged \$5/15 minutes.**

**No Exceptions.**

If you have any further questions, please call me at  
(214) 724-6017