



All Star Activity Program

City of Deer Park - Parks and Recreation

JANUARY 2015

Happy New Year!
 ASAP is ringing in the new year
 with a hole slew of activities and trips!

We are going full steam ahead with our plans
 for our Walt Disney World Trip! We will be
 making reservations, purchasing
 tickets and planning itineraries.
 So look out for more information to follow
 for Junior High participants.



ASAP Registration for the 2015-2016 school year will be Monday, February 2 through
 Friday, April 24th. There will be a fee of \$75 at the time of registration, per participant.

If at any time during the school year you have any questions, please don't hesitate to contact the program
 Coordinator; Kristen Villalovos at (281)478-2068 or kvillalovos@deerparktx.org. Thank You!

Elementary

- *Field Trips* -

"Mr. Clint the Snake Guy"

4-5p.m. \$8.00 per child

Due: 1/23

(Included: Chips, fruit
 snacks and a drink.)

SJE.....1/26

DPE.....1/27

Dabbs.....1/28

Carpenter.....1/29

Site Contact Information

DPE: 281-831-2916

SJE: 281-808-2240

Carpenter: 281-831-4290

Dabbs: 281-831-2455

DPJH: 281-924-1231

BJH: 832-628-6412

DPE: asap-dpe@deerparktx.org

SJE: asap-sje@deerparktx.org

Carpenter: asap-ce@deerparktx.org

Dabbs: asap-de@deerparktx.org

DPJH: asap-dpjh@deerparktx.org

BJH: asap-bjh@deerparktx.org

Junior High

- *Field Trip* -

*"DP Fire Department
 Tour"* (Tentative)

Date: TBA

Cost: **FREE!**

Vist to Baskin Robins

(Cost: On Own)

DPJH/BJH.....

- *Volunteering* -

TBA

IMPORTANT ITEMS TO REMEMBER

ABSENTEE CALL IN

Call (281)478-2050 before 2pm
 to notify us that your child will
 be absent for the day. A fee of
 \$10 per child and per incident
 will be assessed on your monthly
 tuition for no calls.

PICK UP TIME

Children must be picked up
 6pm. If not picked up by this
 time, a late fee of \$10 for the first
 ten minutes and \$1 per every
 minute after will be assessed per
 child.

PARKING

When picking up your child
 from ASAP, please do not park
 in handicapped parking, block
 loading or unloading ramps, or
 leave your car running.