

# Registration

Child's Name:

\_\_\_\_\_

Date of Birth: \_\_\_/\_\_\_/\_\_\_\_\_

Name of Parent(s)/Legal Guardian:

\_\_\_\_\_

Street Address:

\_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_ Zip \_\_\_\_\_

Phone: \_\_\_\_\_

Cell Phone: \_\_\_\_\_

Email: \_\_\_\_\_

Please mark your 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> choices of these Camps offered the weeks of:

June 21-25 \_\_\_\_\_

June 28 - July 2 \_\_\_\_\_

July 12 - 19 \_\_\_\_\_

July 19 - 24 \_\_\_\_\_

July 26 - 30 \_\_\_\_\_

August 2 - 6 \_\_\_\_\_

August 9 -13 \_\_\_\_\_

August 16 -20 \_\_\_\_\_

August 23 – 27 \_\_\_\_\_

Cost for camp is \$150, including a \$50 non-refundable deposit.

Make Checks payable to:

The Watermen's Museum

# Camp Guidelines



## Times:

Hours of camp will be 9 a.m.-3 p.m.  
Campers may be dropped off after 8:30.

## Drop Off and Pick Up:

A staff member will sign each camper in at the beginning of the day. At the end of each day a staff member will sign out the camper to their parent. If they are different from the person that dropped them off a signed letter must be submitted.

## Lunch:

Students will have lunch at approximately 11:30 each day. Lunches will be stored inside a museum building, but will not be refrigerated.

## Swimming:

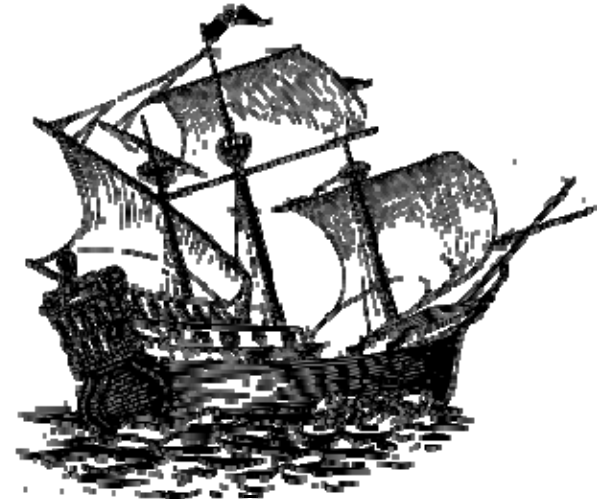
Campers will be wadding/swimming in shallow water only: A life guard will be present, but if concerned provide your child with a *life jacket*.



Watermen's Museum

# Pirate Camp

2010



**Summer Camps**  
**June 21 – August 27**

The Watermen's Museum  
309 Water Street  
Yorktown, VA 23690

757-887-2641  
Watermens.org

## Avast There All Ye Buccaneers, Pickaroons Wreckers, and Privateers

All pirates attending the camp of training will participate in a host of daily activities designed to let you experience the life of a colonial Pirate. As



new crew members ye will be divided up into four watches according to age and experience. The old salts will show ye the ropes and learn ye about the jobs aboard the ship. Activities will change each day and will build up yer

skills so as to make ye ready to conduct a pirate treasure hunt and defend yerself from a pirate raid on the last day of camp.

### Pirate Drills

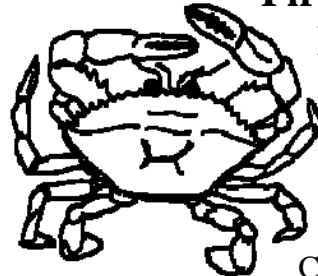
Ye will learn all about military drills used on board of a pirate ship to include sword drill, musket drill, and cannon firing drill. At the military station ye will also learn how to set a sail and work a ship while under attack.

### Pirate Crafts

As a pirate ye will need to learn all kind of useful crafts such as sewing clothing,

painting, model ship building, and flag making among other skills.

### Pirate Beach Patrol



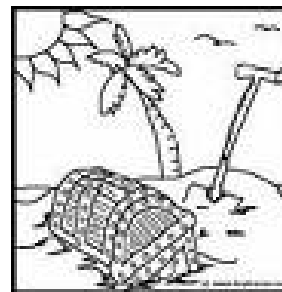
The crew will be responsible for working on the beach to catch crabs and fish for the Captain's supper as well as making sand forts to defend the beach from attack

### Pirate Boat Building

The crew will be building several wooden boats to be used in raids against local enemies. New pirates will learn how to use the safe hand tools to help finish the boatwrights projects. Those wishing to work on the water will be taught to row as well.

### Pirate Fun and Games

A Pirate's life is not all work and fighting. There will be plenty of time to learn colonial games, sing songs, and participate in skill challenges throughout the week



## Registration

Complete registration forms and mail to:

The Watermen's Museum  
309 Water Street  
Yorktown, VA 23690

All forms are available on line at  
[www.Watermens.org](http://www.Watermens.org)

Registration Checklist:

- \_\_\_ Registration Form  
with 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> date choices
- \_\_\_ Childs Medical Form
- \_\_\_ Check for \$150  
This includes the \$50 deposit

Payment can be made by  
Mastercard, Visa, and Paypal