FAIRGROUNDS YMCA

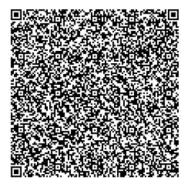
585 Rand Drive Watertown, New York 13601

For program questions contact: Paul Passino

Email: ppassino@nnyymca.org

Phone: 315.755.9622

For more information on programs, memberships, services, and to register: watertownymca.org



SCAN QR CODE TO REGISTER

Check out these other great YMCA programs:

- Battle Camp
- Baseball Camp
- STEAM & Sports Camp

Lacrosse Camp

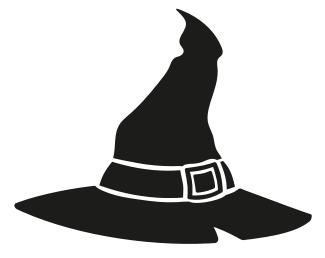


GATEWAY FINANCIAL SCHOLARSHIP

To successfully achieve our goal of providing service for all youth and families, with the support of the Northern New York Community Foundation, the WATERTOWN FAMILY YMCA, provides financial assistance to those who cannot afford the memberships or programs fees. Assistance is based upon the applicant's income and expenses.

Applications are available at the Welcome Center or online. YMCA is committed to protecting the privacy of its members and maintaining their personal information in confidence.





FAIRGROUNDS YMCA WIZARD CAMP 5-12 YEARS

REGISTRATION OPENS APRIL 7, 2025



WHAT YOU NEED TO KNOW

Ages: 5 - 12 Years

Location: Indoor Fields

Start Date: July 7, 2025

End Date: July 11, 2025

Days & Times:

Monday – Friday

12:15 - 2:15 PM

Program Fee:

Members: \$80.00

Non-Members: \$110.00

Military: \$105.00

CHILDREN MUST BE SIGNED IN AND OUT BY A PARENT OR GUARDIAN.



REQUIRED EQUIPMENT

Water Bottle Sneakers Athletic Clothing

WIZARD CAMP

Our magical camp is filled with activities. classes, events. and experiences inspired by popular wizarding stories! On the first day, young witches and wizards will receive a special owl-delivered invitation with along secret passwords to use throughout the week to earn points for their house. Open to ages 5–12, this enchanting adventure is perfect for those ready to explore the world of magic, spells, and mystery!

Wizard Classes:

- Potions
- Defense Against the Dark Arts
- Charms
- Care of Magical Creatures
- History of Magic
- Herbology
- Divination
- Dullwand Studies

Wizard Activities:

- The Sorting Ceremony:
 First-years are sorted into their houses on the second day of camp.
- Quadball lessons and games
- Mystery-themed activities
- Play fun and active wizard challenges
- Earning house points























