



Summer Playground Program 2018

Biloxi School Sites



The City of Biloxi will be conducting registration for its annual Summer Playground and Enrichment Program on Saturday, April 21, 2018, 9 a.m. to noon at the Donal M. Snyder Sr. Community Center, 2520 Pass Road, Biloxi.

Registration is open to **Biloxi residents only** with children ages 5 to 14. Camp sites include Donal M. Snyder Sr. Community Center (Teen Camp - ages 12 to 14), Jeff Davis, Lopez (Sun Camp-physically and mentally challenged children), North Bay (20 slots), and Popp's Ferry. Each site is limited to 75 campers with the exception of Sun Camp which is limited to 12 campers.

If approved by the school board, camps will be held Monday through Friday from 7 a.m. to 3 p.m. with extended care, latch-key, from 3 to 6 p.m. Camps will begin Monday, June 4, and end on Friday, July 27.

If slots are available, non-Biloxi non-residents will be allowed to register Monday, April 23 through Friday, May 25 from 8 a.m. to 4 p.m. at the Parks and Recreation office, 377 Hiller Drive. Late registration will be also held at that time. To check availability, call the office at 228-388-7170 or email playground@biloxi.ms.us.

Program Fees:

Biloxi resident: \$10 registration fee
\$40 weekly fee for first child, \$20 for each additional child
\$60 field trip fee per child - one-time fee
\$60 latch-key fee per child- one-time fee

Non-Biloxi resident: \$20 registration fee
\$50 weekly fee for first child, \$25 for each additional child
\$60 field trip fee per child - one-time fee
\$60 latch-key fee per child- one-time fee

All fees must be paid at time of registration.

Required registration information (Mandatory through the State Health Department):

1. Proof of residency
2. Social Security number
3. Two emergency contact numbers
4. List of those who can pick child up
5. Health insurance
6. Health information on child



For more information, call the Parks and Recreation office at 228-388-7170 or email playground@biloxi.ms.us.



biloxi.ms.us

#BiloxiRec