



# FUN YOU'LL FLIP OVER!

DAN MCKINNEY FAMILY YMCA

FEE & SESSION INFORMATION

PRESCHOOL	AGES	PARTICIPANT*
PARENT/CHILD	1-3	\$107
PRESCHOOL	3-4	\$107
LITTLE NINJAS	3-4	\$112
HOTSHOTS *	3-5	\$134
RECREATIONAL	AGES	PARTICIPANT*
BEGINNER 5-7	5-7	\$134
BEGINNER 7+	7-17	\$134
LEVEL 1 *	5-17	\$134
LEVEL 2 *	5-17	\$134
LEVEL 3 *	6-17	\$177
SPECIALTY	AGES	PARTICIPANT*
PARKOUR	6-17	\$137
TUMBLING	11-18	\$137

Members save up to 25% off all pricing



## PRACTICE & PLAY

### PRESCHOOL OPEN GYM

(10 months – 5 years old)

Mondays, Wednesdays, and Thursdays 10:00-11:00 am  
and Saturdays 3:00-4:30pm


### PRESCHOOL & SCHOOL AGE

(10 months – 15 years old)

QUESTIONS? CONTACT:

[ymcasd.org/mckinney](http://ymcasd.org/mckinney)

# AUGUST GYMNASTICS SCHEDULE

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
 Parent/Child			9:00-9:45			8:15-9:00
Preschool Gymnastics	3:15-4:00 4:15-5:00 5:15-6:00	3:15-4:00 4:15-5:00 5:15-6:00	3:15-4:00 5:15-6:00	3:15-4:00 4:15-5:00	3:15-4:00 4:15-5:00 5:15-6:00	8:15-9:00 9:00-9:45 10:00-10:45 10:45-11:30 11:30-12:15
Little Ninjas			4:15-5:00	5:15-6:00		
Hotshots *	4:30-5:25	4:30-5:25				10:00-10:55
Beginner 5-7	3:15-4:10 4:15-5:10 5:15-6:10 6:15-7:10	3:15-4:10 4:15-5:10 5:15-6:10	3:15-4:10 4:15-5:10 5:15-6:10	3:15-4:10 4:15-5:10 5:15-6:10	3:15-4:10	8:15-9:10 9:15-10:10 10:15-11:10 11:15-12:30
Beginner 7+	6:15-7:10	5:30-6:25				9:00-9:55
Level 1 *	4:30-5:25 5:30-6:25 6:30-7:25	4:30-5:25 5:30-6:25 6:30-7:25	1:00-1:55 2:00-2:55 3:15-4:10 4:15-5:15 5:15-6:10	3:30-4:25 4:30-5:25 5:30-6:25	3:30-4:25	9:15-10:10 10:15-11:10 11:15-12:10
Level 2 *	3:30-4:25 5:30-6:25	5:30-6:25	1:00-1:55 2:00-2:55 4:30-5:25	4:30-5:25 5:30-6:25	4:30-5:25	9:00-9:55 11:00-11:55
Level 3 *	4:00-5:25 5:30-6:55	4:00-5:25		4:00-5:25		10:00-11:25
Tumbling		6:30-7:25 (Ages 12-17)	6:30-7:25 (Ages 7-13)			
Parkour Intermediate		3:30-4:25			4:30-5:25	
Preschool Open Gym	10:00-11:00		10:00-11:00	10:00-11:00		3:00-4:30
School Age Open Gym						3:00-4:30
Team Gym Level 3				4:30-5:55		

No Classes August 1-10th