

## Squad Email

We are delighted to be opening back up, it has been a long time coming. As a club we are grateful to you all for the continued support over the past 4 months. We may have seen you for outside training, we may have not, and you are coming back for the first time. It may seem a little different when you first return, but we are ready to make you feel safe and are ready for the new challenges ahead.

**Remainder of July** – We will be finishing the month using the times that we created for outside training. So, from SATURDAY 25<sup>TH</sup> JULY – SATURDAY 1<sup>ST</sup> AUGUST your child will return to the gym inside for the first time. New times will be from Monday 3<sup>rd</sup> Aug 2020.

### **August training & Fee's**

Please see below for your child's training times, we will be doing mostly during the daytime as we need to accommodate the Recreational children and we will not be having no more than 30 gymnasts in the gym at any one time. Fee's will return to full fee's as of the 1<sup>st</sup> Aug, unless we have spoken with you regarding your circumstances.

**September** – This will be discussed and organised throughout August, as times may not go back to what there were pre-Covid, we will need to amend times to still help with the accommodation of Recreational and Pre-School. Please keep check of your emails and our Facebook page as we have said previously.

Please watch the video we are sending as this gives lots information on what our procedure will be upon our return. It just reiterates what was on the PowerPoint at the start of July.

Also with regard to the parking, please make sure that you park only in the large carpark to the right of the gym as the small area in front of the gym needs to be kept safe as we will be having parents and gymnasts standing in their social distance boxes. We also will be opening the doors approx. 10 minutes before the class start time to allow us to take in the gymnasts appropriately.

Again, we look forward to seeing you all return to the gym.