

2020 School Year Prices

Issaquah Contact:

1680 NW Mall St.
Issaquah, WA 98027
www.gymeast.com
425-392-2621

Issaquah Team Gym
1590 NW Maple Street
Issaquah, WA 98027

issaquah@gymeast.com

Priority registration begins Mon., Aug. 17th at 8am for both locations and will be ONLINE ONLY for the first two days!
You qualify for priority registration if you have a child registered in a summer class/camp by midnight July 31st.
Open Registration begins Mon., Aug. 19th at 8am for both locations and will be ONLINE ONLY for the first two days!

Tuition & Payment Schedule

When enrolling, you are automatically enrolled and responsible for payment through June 26th, 2021 unless a withdrawal notice is given to the office (**a minimum 2 week notice is required to withdraw**).

TUITION POLICY

There are 40 classes in our school year divided into 5 payments. 8 classes per payment cycle.

If during each payment cycle 8 classes are not offered you will be prorated accordingly.

Tuition is due 1 week prior to the commencement of each 8-week session.

Tuition is PAST DUE 7 days after the tuition due date and a late fee of \$20 will be applied to your account.

If payment is not received by 14 days after the due date, your child will be withdrawn from class.

A \$10 declined credit card fee will be added to your account if your credit card declines.

\$60.00 Non-Refundable Annual Registration fee per family.

Siblings discounted at 10% off the lesser tuition

Please see our policies: <http://www.gymeast.com/wp-content/uploads/2017/11/Gym-Policies-Procedures-07072020.pdf>

Tuition Due Dates:

at time of registration for 9/7/20-10/31/20
Oct. 26th for 11/1/2020 - 1/9/2021
Jan. 4th for 1/4/2021 - 3/6/2021
Feb. 22nd for 3/1/2021 - 5/1/2021
Apr. 19th for 4/26/2021 - 6/26/2021

Tuition per 8 Classes:

45 Minutes	\$189
60 Minutes	\$216.00
75 Minutes	\$240.00
90 Minutes	\$264.00

Gym Closures

Sept. 7th (Monday) Labor Day
Nov. 26th -28th (Thur-Sat) Thanksgiving
Dec. 24th - Jan. 2nd Winter Break
May 28th - 31st (Fri-Sun) Memorial Day