



SHADES
of Development

PreK Fees 2017-2018

Child's Name _____
 Starting Date _____
 School Karns _____
 School Teacher _____ Wing _____

Registration Fee \$25.00 for one child
 \$50.00 for two or more children
 Return customers (within 12 months) receive a \$10.00 discount on registration

Select the appropriate program by checking your service needs.
 Please complete a change of service form if your service needs change prior to the end of the school year.

<u>Plan A (Full Week Service)</u>	<u>Cost Per Week</u>	<u>Subsequent Child</u>
<input type="checkbox"/> 1:00 – 6:00 PM (PreK)	\$70.00	\$63.00
<input type="checkbox"/> 1:00 – 4:30 PM (PreK)	\$60.00	\$54.00
<input type="checkbox"/> 1:00 – 3:00 PM (PreK) Must be picked up at SHADES	\$40.00	\$36.00

<u>Plan B (Three Day a Week Program)</u>	Circle Days Attending	M	T	W	TH	F	<u>Cost Per Week</u>	<u>Subsequent Child</u>
<input type="checkbox"/> 1:00 – 6:00 PM (PreK)							\$58.00	\$52.20
<input type="checkbox"/> 1:00 – 4:30 PM (PreK)							\$48.00	\$41.50
<input type="checkbox"/> 1:00 – 3:00 PM (PreK) Must be picked up at SHADES							\$28.00	\$25.20

<u>Plan C (Two Day a Week Program)</u>	Circle Days Attending	M	T	W	TH	F	<u>Cost Per Week</u>	<u>Subsequent Child</u>
<input type="checkbox"/> 1:00 – 6:00 PM (PreK)							\$35.00	\$31.50
<input type="checkbox"/> 1:00 – 4:30 PM (PreK)							\$25.00	\$22.50
<input type="checkbox"/> 1:00 – 3:00 PM (PreK) Must be picked up at SHADES							\$20.00	\$18.00

Registration information, registration fees, and a deposit equal to one week of fees must be submitted to the SHADES of Development office by 6:00 PM 48 hours (two working days) prior to your child's start date. Weekly fees are due the first day your child attends SHADES of Development.

<u>Drop-in rates per day</u>	<u>First Child</u>	<u>Subsequent Children</u>
2:45-6:00	\$18.00	\$16.20
1:00-6:00	\$21.00	\$18.90
11:00-6:00	\$25.00	\$22.50
7:00-6:00	\$30.00	\$27.00

Drop in customers must participate in Tuition Express auto pay and make a reservation in advance.