

June 2017

Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
5:00 AM–Fighting Fit 6:00 AM–Boot Camp 5:00 – Brown-Red TSD 5:00 – YJJ 6:00 – White-Green TSD 6:00 – Warrior Program 7:00 – Boot Camp 7:00 -- Battojutsu 8:00 – Muay Thai 8:00 – ATSD	2:00 – Open TSD 4:15 – LD 4:00 – YJJ 5:00 – ASJJ 5:00 – White-Green TSD 6:00 – Brown-Red TSD 6:00 – BJJ 7:00 – Black Belts Only 7-8:30 – Open Mat	5:00 AM–Fighting Fit 6:00 AM–Boot Camp 5:00 – White-Green TSD 5:00 – Brown-Red TSD 6:00 – LD 6:00 – YJJ 7:00 – Boot Camp 7:00 – Muay Thai 8:00 – ASJJ 8:00 – ATSD	2:00 – Open TSD 4:00 – Muay Thai 5:00 – LD 5:00 – YJJ 6:00 – ASJJ 6:00 – BJJ 7:00 – Open TSD 7-8:30 – Open Mat	5:00 AM–Fighting Fit 6:00 AM–Boot Camp 6:00 – Open TSD 6:00 – ASJJ 7:00 – Boot Camp 7:00 – Muay Thai	Various.

May 29 Closed for Memorial Day P “All gave some, Some gave all.”	May 30 Normal Schedule	May 31 Normal Schedule	1 Normal Schedule	2 Normal Schedule	3
5 BUDDY WEEK! Normal Schedule	6 BUDDY WEEK! Leadership Training 7-9 PM No Black Belt Class Otherwise normal.	7 BUDDY WEEK! Normal Schedule Wild Wednesday 1-4 Superhero Day	8 BUDDY WEEK! Normal Schedule	9 BUDDY WEEK! Normal Schedule	10 Star Wars Events 12 PM – 2 PM 5-8 years old 2:30 PM – 4:30 PM 9-12 years old
12 Normal Schedule	13 Normal Schedule	14 Normal Schedule Wild Wednesday 1-4 Ninja Day	15 Normal Schedule	16 Normal Schedule	17 Traditional Test 1 PM (required for TSD Brown+ to promote) Graduation 4:00-4:30 (Please be 15 mins early.)
19 Normal Schedule	20 Normal Schedule	21 Normal Schedule Wild Wednesday 1-4 Outdoor Fun Day	22 Normal Schedule	23 Normal Schedule	24
26 Normal Schedule	27 Normal Schedule	28 Normal Schedule Wild Wednesday 1-4 Nerf Day	29 Normal Schedule	30 Normal Schedule	July 1

Please see the back of the calendar for more information on the Wild Wednesdays and our Saturday Star Wars events!

Wild Wednesdays

Most Wednesdays in June and July, the ACMA hosts a themed party. Our parties are active, energetic events with inventive games and activities. Passes for these events are sold in packs of one (\$20), four (\$70), or eight (\$120). The passes must be turned in to the school no later than the Friday before the event. All Wild Wednesdays run from 1 PM to 4 PM.

Superhero Day (6/07) is a day of super-powered fun! Batman and Spider-Man didn't become heroes without practice and neither will we.

Ninja Day (6/14) features many stealth games in the dark.

Outdoor Fun Day (6/21) includes a lot of water games outside, assuming good weather. If the weather is too bad, we'll just play inside.

Nerf Day (6/28) lets the good times roll with epic Nerf warfare! The studio provides all guns and darts.

Outdoor Fun Day 2 (7/05) The name says it all— come back and double your water-gun fun!

Padded Weapons Day (7/12) is an opportunity to do epic battle with your friends and classmates in a variety of cool scenarios.

Games & Pizza (7/19) for everyone! How can you go wrong with a classic party set-up like this?

Glow Party (7/26) is our final event of the summer. Black lights and glow sticks combine in our ultimate Wild Wednesday. We'll have some glow sticks and glow jewelry on hand, but you can bring your own, too.

Star Wars Events

The Star Wars Events are separate from the Wild Wednesdays event series and must be signed up for separately.

ACMA students are \$15 and non-students are \$20. There will be a limit of ten participants for each time slot of this event.

These parties will be Star Wars-themed and the participants will pick a character type at the beginning that will give them special abilities and options in the games that follow.

For example: in Team Dodgeball, Jedi characters will be able to catch balls (blaster bolts) and Droids will require more than one hit to remove from play.