

Williamland Drum Class: 2020-2021

Hello Parents and Students,

Thank you so much for your interest in Drum Class. I'm happy to announce that I'll be teaching drum class via *Zoom* this year. Due to this new platform, space will be limited but I will make every attempt to accommodate as many students as possible. In the event that the class fills up and you do not get in, I will start a waiting list in order to maximize any potential availability. As in past years, priority will be given to returning students who **turn their drum class application in by the deadline.**

Drum class registration opens on September 19th and closes on September 26th.

Here are some important things to note:

- 1) Drum Class will be held on Monday's and Wednesdays.
New and returning students who are in 1st and 2nd grade will have a start time of 3:15pm and go until 3:45pm.
Returning students grades 3rd through 6th will have start time of 4:00pm and go until 4:45 pm.
- 2) Because we are doing Drum Class using Zoom for the very first time, I ask for everyone's patience, as we navigate these new waters.
As usual, please feel free to contact me with any questions and concerns.
- 3) Drum Class will likely continue via Zoom for the entirety of this school year, even if classroom instruction starts again.
- 4) Drum Class is \$75 per student for the entire year. In addition, there will be a \$75 deposit for those who want to borrow a drum from the school. The deposit will be returned at the end of the school year, given the drum is brought back in undamaged condition.
- 5) Payment for Drum class, as well as the drum deposit will only be accepted electronically. You can use: Paypal, Venmo or Zelle.
- 6) Parents and Students can sign up for Drum Class on the William Land School website. Please do not send money until you have confirmation that you are in Drum Class and you get instructions on how to pay. The **Registration window starts September 19th and closes on the 26th.** I will notify you after the 26th with more information.

