



Welcome to Denise Gucwa's School of Dance!

Our Mission

We are proud to provide many opportunities for your daughter or son to excel in all forms of dance in a comfortable, family atmosphere. It is our goal that our dancers leave class having gained confidence that will benefit them throughout their entire lives in any career they choose.

How Do We Communicate with You?

- Fall & Winter newsletters are sent home with dancers.
- Email reminders of important dates. Please be sure we have your current email address throughout the year.
- Dance Beat bulletin board at studio.
- Website at www.DeniseSchoolofDance.com.

Important Dates

Please be sure to check our Calendar at www.DeniseSchoolofDance.com/calendar for important dates: Holiday Performance, Spring Recital, Company Auditions, Parent Observation, Bring A Friend Week, and school holidays.

How Do I Pay Tuition?

Monthly tuition reminders are sent via email one week prior to the due date (1st of each month). Please enclose your check or cash in an envelope with your child's name and class day/time and deposit in the white Tuition Box in the waiting room. Please be sure to include the \$5 late fee when paying after the 10th of the month.

Quarterly payments are made September 1st, November 1st, January 1st, March 1st.

How Can You Help?

Communication with our parents is vital to your child's dance education and enjoyment of this wonderful art form. We have an open door policy in which we encourage parents to bring their issues to us. We cannot fix a problem if we don't know about it. Please contact us immediately with any concerns or questions.

How Can You Contact Us?

With back to back classes, teachers are very busy in between classes delivering dancers back to their parents and getting the next class started as soon as possible. To be considerate of all dancers, this is not the best time to talk. Email Artistic Director, Denise Gucwa at gucwadance@comcast.net or call 215-262-4938.

We look forward to getting to know your child and your family!