

Daily programming consists of a variety of indoor and outdoor recreation activities. Homework assistance is available on a daily basis. Teens at the center are involved in the programming and are encouraged to help design and implement the daily activities.

Upcoming Activities

September 1: Closed in observance of Labor Day

September 3: 3:00 – 4:30PM: Swing on over to the Teen Center as we host a game of Marshmallow Baseball. Are you ready to step up to the plate?

September 11: 3:00 – 4:30PM: Join the Santee Branch Library in creating personalized notebooks. Open to youth 10 and up. Teen Center membership not required.

September 16: 3:00 – 5:00PM: SD Nights, sponsored by the County of San Diego Safe Destination program, will be hosting Laser Tag and Beat the Light. Wingstop will be provided for all who participate. Open to youth ages 10 and up. Teen Center membership not required.



Information

Santee Teen Center
8115 Arlette St.
Santee, CA 92071

Hours:

Monday-Friday
2:00-6:00PM
Closed Saturday-Sunday
Closed 09/1– Labor Day

Ages:

Open to all teens entering grades 5-12, up to age 17

Membership:

Residents: \$59
Non-Residents: \$74

After School Transportation:

Available during the school year for grades 6-8 through the Santee School District.

Enroll at www.SanteeRec.com

New Bus Rate for 25/26
School year: \$19/week
September: \$95
October: \$76
November: \$57

In Partnership with:



SAN DIEGO
County Library
Create Your Own Story

Contact Us:

Teen Center: (619) 258-4191 |
Recreation Coordinator: (619) 258-4100 ext. 210



SUPPLIES:

- fat wiffleball bat
- giant marshmallows (yes, these are a thing)
 - masking tape

There are only TWO bases in this game. They are taped to the wall at shoulder height. Batter scores by tagging base with hand, not by touching with foot.

Use same pitcher throughout. Change catcher for each team. **Rules:**

- Each batter gets 3 pitches to earn one hit. No *strikes* or *balls*.
- After hitting, batter runs to tag base 1, then base 2, then base 1, etc. Each base tag is worth ONE POINT. Batter continues tagging bases until the marshmallow is thrown back to the catcher. Once catcher has mallow, that batter's turn is over.
- When Team A bats, Team A people in crowd must sit on their hands and not interfere with Team B fielding.
- Catching a fly ball does NOT = out. Mallow must be thrown to and caught by catcher for turn to end.
- Create some automatic scores, i.e. if mallow hits far wall, automatic 10 points (batter doesn't need to run bases); if mallow goes into sound booth, automatic 5 points (batter doesn't need to run – and fielders will be excluded from entering and destroying the sound corner).

The game is played for one inning – a round of batters for each team.