

Adventurers Schedule

CAMP LEBANON

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
	7:00 Staff TAG Time 7:45 wake up/polar 7:50 counselor mtg 8:20 flag raising 8:30 Breakfast 9:00 cabin clean up(<i>Non-Counseling staff meet</i>)	7:00 Staff TAG Time 7:45 wake up/polar 7:50 counselor mtg 8:20 flag raising 8:30 Breakfast 9:00 cabin clean up (<i>program meet</i>)	7:00 Staff TAG Time 7:45 wake up/polar 7:50 counselor mtg 8:20 flag raising 8:30 Breakfast 9:15 The GREAT RACE (Main Site Loop)	10:00 All Staff off site for the weekend		
	9:15 Camp Picture 9:25 Games 10:00 chapel 11:00 Options 12:00 line up (Boys Cabin Pics) 12:15 lunch (<i>DRC</i>) 12:50 MAIL CALL	9:15 Games 10:00 chapel 11:00 options 12:00 line up 12:15 lunch (<i>On your Left</i>) 12:50 MAIL CALL	10:00 CABIN CLEAN INSPECTIONS * 10:30 Camp Clean Up 10:45 Mail Call 11:00 Closing Rally 11:50 Check out at cabin NOON Picnic Lunch			
3:00 staff mtg 3:40 staff ready 4:00 registration 4:00-5:15 swim tests 5:00 Jr Staff Training 5:30 Who's Who 5:50 flag lowering	Toes Up Time JrC Meeting 2:00 Counselor Hunt 2:45 free time 2:45-5:00 swim 2:45-5:00 crafts 2:45-4:00 stores 4:00 Option	Toes Up Time JrC Meeting 2:00 BIG Game Time 2:45 free time 2:45-5:00 swim 2:45-5:00 crafts 2:45-4:00 stores 4:00 Option	1:00 Staff Meeting (Non-Senior Staff excused) 1:30 Clean Camp Leadership Team Meet with Bill STAFF FUN TIME!			
6:00 picnic 6:35 Rules 7:00 cabin tour (<i>Program Meet</i>)	5:15 flag lowering (Girls Cabin Pics) 5:30 supper (<i>The Father Loomis Gibbon</i>) 6:10 cabin adventures	5:15 flag lowering 5:30 Supper (<i>Squashies</i>) 6:10 cabin adventures	5:00 STAFF SUPPER 5:30 STAFF TWO WEEK DEBRIEF MEETING WITH BOBBER BILL (Family A Huddle)			
7:20 chapel 8:00 Canteen 9:00 variety show 10:00 to cabins 10:15 in cabins 10:30 lights out	6:50 carnival 7:50 canteen 8:30 chapel 9:30 to cabins 9:45 in cabins 10:00 lights out	6:50 chapel 7:50 canteen 8:30 campfire 9:30 to cabins 9:45 in cabins 10:00 lights out	7:00 FREE TO GO STAYOVER OPTION (sign up required)			