



Sample Week at Camp



Monday

8:00 – 10:00 a.m.
Opening staff meeting

10:00 a.m. – 1:00 p.m.
Check-in & lunch

1:00 – 2:00 p.m.
Get to Know You games

2:00 – 3:00 p.m.
Camp tour and rules

3:00 – 4:00 p.m.
Move into living area

4:00 – 6:00 p.m.
Program block*

6:00 – 7:00 p.m.
Flag & dinner

7:00 – 8:00 p.m.
Fire drill

8:00 – 9:00 p.m.
Opening campfire

9:00 – 10:00 p.m.
Bed time

Tuesday

7:00 – 7:45 a.m.
Wake up

7:45 – 8:45 a.m.
Flag & breakfast

9:00 a.m. – 12:00 p.m.
Program block*

12:00 – 1:00 p.m.
Lunch

1:00 – 3:00 p.m.
Program block*

3:00 – 4:00 p.m.
Me time

4:00 – 6:00 p.m.
Program block*

6:00 – 7:00 p.m.
Flag & dinner

7:00 – 9:00 p.m.
Program block*

9:00 – 10:00 p.m.
Bed time

Wednesday

7:00 – 7:45 a.m.
Wake up

7:45 – 8:45 a.m.
Flag & breakfast

9:00 a.m. – 12:00 p.m.
Program block*

12:00 – 1:00 p.m.
Lunch

1:00 – 3:00 p.m.
Program block*

3:00 – 4:00 p.m.
Me time

4:00 – 6:00 p.m.
Program block*

6:00 – 7:00 p.m.
Flag & dinner

7:00 – 9:00 p.m.
All camp program
(based on the theme week)

9:00 – 10:00 p.m.
Bed time

Thursday

6:15 – 7:00 a.m.
Wake up

7:00 – 7:45 a.m.
Saddle Club/Polar Bear Dip

7:45 – 8:45 a.m.
Flag & breakfast

9:00 a.m. – 12:00 p.m.
Program block*

12:00 – 1:00 p.m.
Lunch

1:00 – 3:00 p.m.
Program block*

3:00 – 4:00 p.m.
Me time

4:00 – 6:00 p.m.
Program block*

6:00 – 8:00 p.m.
Dinner cookout

8:00 – 9:00 p.m.
Night programming

9:00 – 10:00 p.m.
Bed time

Friday

7:00 – 7:45 a.m.
Wake up

7:45 – 8:45 a.m.
Flag & breakfast

9:00 a.m. – 12:00 p.m.
Program block*

12:00 – 1:00 p.m.
Lunch

1:00 – 3:00 p.m.
Program block*

3:00 – 4:00 p.m.
Me time & packing

4:00 – 5:00 p.m.
Closing campfire

5:00 – 6:00 p.m.
Dinner

6:00 – 7:30 p.m.
Check-out

7:30 – 9:00 p.m.
Camp weekly cleaning & closing staff meeting

Saturday

You will be required to work 1-2 Saturdays throughout the summer. The ending time on Saturdays vary depending on the program or staff trainings.

You will receive a full camp schedule with program and training dates once hired.



*Program Block Examples:
Waterfront, horses, fire building, crafts, etc.

