

Sample Schedule with Glossary of Terms

SUNDAY, JULY 30

- 11:30 Select Staff back at camp for **Volly-O**
- 2:30 All-Staff Back at camp
- 3:00 Professional Development (DH)
- 4:00 Staff Meeting (DH)
- 5:00 Planning Time (CA)
- 5:30 Cabin Meetings (Cabins)
- 6:00 Dinner
- 7:00 Medical Meeting (DH)
- 8:00 **Bale** Meetings (Program Areas)
- 8:45 **DH Decorating (DH)**
- 10:00 Decorate the Dining Hall ENDS!



Volly-O: A short way of saying "Volunteer Orientation". Each staff member will sign up at least one time during the summer to return early after intercession, welcome volunteers, and help with Volunteer Orientation.

Bale: A Bale is a herd of turtles. We use bales to describe our three cabin units, which include the Red Bale (youngest campers), Yellow Bale (middle campers), and Green Bale (oldest campers)

Dining Hall Deco: Some fun competition to takeover and makeover the Dining Hall in the theme of the week that coincides with your individual Bale theme. Also great time to get to know your co counselors, other staff, and confirm your Time Off and Night Duty Assignments.

MONDAY, JULY 31

- 9:00 Breakfast
- 9:30 All Camp Meeting (DH)
- 10:15 Cabin Meetings
- 11:15 **Committee Meetings**
- 12:00 Lunch
- 12:45 Places People
- 1-4:30 Campers Arrive!!
- 5:45 Dinner
- 7:00 Fire Drill
- 7:15 **DEADLIEST CATCH** **CAMPFIRE**
- Well Shell and **bedtime routines...**
- 10:00 Staff and Vol Appreciation Event (DH)

Committee Meetings: Staff and Volunteers collaborate within their Bale to form a Spirit Squad, Bale Night Committee, and the occasional prep for a Meal Out!

- **Spirit Squad:** Each week, we will make up new songs, cheers, raps, even a haiku or two to get campers excited about our theme. Bring your rhyming dictionaries and beat-boxing skills: Your creativity knows no limits!
- **Bale Night:** Bale Night is a time for each Bale to get together and enjoy a special activity planned by you!
- **Meal Out:** A pre-planned special meal enjoyed outside of the Dining Hall (at another location on camp) with one's Bale.

Campfire: A time for skits, songs, and s'mores! This is where we will introduce our famous Star Model Skit to campers to help them learn about our expectations at camp: STAR means Staying Safe, Trying New Things, Always Building up (Never Down), and Respecting Yourself and Others (& the environment too!)

Bedtime Routine will always include **Cabin Chat:** A time at the end of the day, before bed, when campers and counselors can bring closure to each day and celebrate their experiences together. It is an opportunity for campers to share with others and be heard.

TUESDAY, AUGUST 1

- 7:30 **Sunrise Archery: R4**
Sunrise Boating: R3
- 7:30 Early Breakfast: G4 and R2
- 8:00-9:15 Horses: G4 Ropes: R2
- 8:30 Breakfast
- 9:30-11:00 Horses: Y2 Ropes: G2
- 10:00 **G1: F G2: R G3: WS G4: AC G5: CA**
Y2: H Y3: A Y4: P
R1: P R2: RAK R3: F R4: D
- 11:15 **G1: WS G2: P G3: R G4: F G5: F**
Y2: AC Y3: P Y4: A
R1: M R2: H R3: D R4: CA
- 12:30 Lunch (**Program Meeting**)

Sunrise Activities: Early morning activities—could be a Polar Bear surprise swim at the pool, or a trip to fishing and boating to see if the catfish are biting!

Activity Key: The first letter and number always correspond to the cabin (Red, Yellow, Green, or Blue) and the specific Cabin number (Red One = R1). The next set of letters signify the activity your cabin is sent to (i.e. F = Fishing) and key is located on back of schedule for reference.

Chill Time: Chill Time is a time for campers to relax, unwind, or take a nap after the fun-filled morning activities.

Turtle Time: An hour break between the afternoon activities and dinner. It is a low key, unstructured cabin time where campers can do activities such as practicing for stage night, playing board games or preparing for Wacky Hair Dinner or Dress Your Counselor Dinner.

Breakout: A fun all Camp activity!

- 1:20 All Camp Photo
- 1:30 **Chill Time**
- 3:00 **G1: P G2: RAK G3: P G4: A G5: R**
Y2: CA Y3: D Y4: H
R1: AC R2: M R3: AC R4: WS
- 4:15 **G1: CA G2: H G3: D G4: WS G5: AC**
Y2: R Y3: M Y4: X
R1: F R2: A R3: RAK R4: AC
- 5:15 **Turtle Time**
- 6:00 Whacky Hair Dinner
- 7:15 **FISHERMAN'S REVENGE** **BREAKOUT**
- Well Shell and bedtime routines...
- 9:30 **Volunteer Arts and Crafts!**

Volunteer Arts and Crafts: A casual, fun evening for our volunteers to connect, ask our staff questions, make a camp picture frame or Silly-O t-shirt! Plus there are snacks. ☺

WEDNESDAY, August 2

- 7:30 Sunrise Archery: R3
Sunrise Boating: Y4
Sunrise YOGA: Optional for all! (CA)
- 7:30 Early Breakfast: Y3 and R1
- 8:00-9:15 Horses: Y3 Ropes: R1
- 8:30 Breakfast (Volunteer Bfast-DH Porch)
- 9:30-11:00 Horses: G5 Ropes: G1
- 10:00 G1: R G2: A G3: B G4: P G5: H
Y2: D Y3: AC Y4: WS
R1: CA R2: WS R3: CA R4: P
- 11:15 G1: AC G2: WS G3: CA G4: R G5: M
Y2: P Y3: WS Y4: RAK
R1: A R2: P R3: H R4: B
- 12:30 Lunch (All Camp Meal Out)
- 1:30 Chill Time
- 3:00 **FREE CHOICE 1** (R1: H, R4: R)
- 4:15 **FREE CHOICE 2** **Free Choice:** A time when campers can choose from a selection of programs at camp and sign up for their favorite activity.
- 5:15 Turtle Time
- 6:00 Dinner
- 7:15 **STORMY SEAS STAGE NIGHT!** **Stage Night:** A chance for cabins or individual campers to perform a song, a skit, a dance ensemble, or anything else that strikes their creative fancy. Another opportunity for our campers to shine!
- Well Shell and bedtime routines...
- 10:00 Staff and Vol Appreciation Event (DH)



THURSDAY, August 3

- 7:30 Early Breakfast: G3 and R3
- 8:00-9:15 Horses: G3 Ropes: R3
- 8:30 Pajama Breakfast
- 9:30-11:00 Horses: G1 Ropes: Y4
- 10:00 G1: H G2: CA G3: F G4: RAK G5: P
Y2: M Y3: RAK Y4: R
R1: D R2: AC R3: WS R4: F
- 11:15 G1: M G2: AC G3: A G4: D G5: WS
Y2: WS Y3: R Y4: CA
R1: RAK R2: F R3: P R4: H
- 12:30 Lunch (Program Meeting)
- 1:30 Chill Time
- 3:00 **BATTEN DOWN THE HATCHES - SILLY OLYMPICS!**
- 5:15 Turtle Time
- 6:00 Banquet
- 7:15 Bale Closing
- 8:00 **SHIPS RETURN TO DOCK**

Silly Olympics: An event where campers have the chance to do wacky (and very messy) activities like painting their counselor or getting "slimed"!



FRIDAY, AUGUST 4

**Volunteers on Shuttle to LAX need to have luggage and personal items packed and sitting out in the screened-in porch before heading to breakfast with cabin.

- 8:15 Breakfast
- 9:00-11:00 Campers Depart
- 9:30-11:30 Cabin Common Area CLEAN!
- 11:30 Volunteer Closing (CA)
DH Deco for Summer Staff
- 12:00 Lunch
- 12:30 Program Area Clean
- 1:30 Personal Room Clean
- 2:30 Bale Meeting
- 3:00 All Staff Meeting (CA)



G5 = Green 5, formerly Yellow 1

A = Archery	DH = Dining Hall
AC = Arts & Crafts	H = Horses (Meet at DH)
B = Boating	M = Music (Dining Hall)
F = Fishing	P = Pool
CA = Creative Arts	WS = Woodshop
D = Discovery (back of DH)	R = Ropes

*Schedule Key for Program Rotations

Helpful Camp Jargon:

- **Backpocket Games:** games you can keep in your “backpocket” that require little or no materials—these games will help you to keep campers having fun and staying safe during transition and down times
- **Challenge by Choice:** Challenge by choice allows campers to control how they participate in our programs. This philosophy encourages campers to try everything and step out of their comfort zone but they are not pressured to do anything they choose not to do. Success is always individual and all successes are celebrated at camp!
- **Empowerment:** Camp is a place for empowerment—we want to empower our campers to have the best experience possible. We will challenge them to do positive actions such as trying new things, making new friends & doing random acts of kindness.
- **Inclusivity:** Inclusivity is an important goal. To be inclusive is to include everyone in what is going on at camp. This means doing activities that all campers can get involved in, and getting creative about adapting programs to include all campers. It also means welcoming our volunteers into our community. Camp does not promote cliques or group division.
- **Ownership:** We like to encourage campers to take ownership of their camp experience. Ask your campers what they want to get out of their camp experience and work towards helping them achieve those goals. Campers have the best ideas, follow their lead!
- **Random Act of Kindness:** Random Acts of Kindness happen at camp during a special time set aside for cabins to get together and do something kind for other individuals or groups on camp to brighten their day or express appreciation.
- **Spirit Stones:** Magical spirit stones brighten the paths and walkways at The Painted Turtle. Painted Turtle campers are encouraged to paint a spirit stone in order to leave a piece of themselves at camp.