



Master Schedule of Tournament Events

Wednesday

4:00 – Check in

Get shirts, welcome packet, covid results

4:30 – 6:00 Set-up camp

6:00 – 6:30 Business and get to know each other

6:30 – 7:15 Dinner

7:15 – 8:30 Special Event (on field)

Class Teachers/Movement Teachers meet in Theater

8:30 Ready for bed

9:00 Lights out

Thursday

7:30 Breakfast

8:00 **Shire Guardians Gather on field**

8:45 Opening Ceremony (*Sir Steven & Sir Sussman bring squires to field*)

9:00 – 10:45 Whole Shire Cooperative Trust Activities

10:45 – 11:10 Snack

11:15 – 1:00 Shire Initiatives

1:00 – 1:55 Lunch

2:00 – 3:45 Shire Initiatives

3:45 – 4:10 Break/snack

4:15 – 4:45 Fortress of Doom

4:45 – 5:30 Rest/Clean-up/set-up for next day's events

5:30 – 6:00 School Performance rehearsal time

6:00 - 8:30 – Feast (performances)

8:30 - 9:00 – Ready for bed and Lights out (***Camp Guardians in Charge***)

8:30 – 9:00 Class/Movement Teachers meeting (Theater)

Friday

7:30 Breakfast

8:15 – 10:30 Stave Fencing Practice/Demonstration

10:30 – 10:55 Snack

11:00 – 1:00 Shire Events

1:00 – 2:00 Lunch

2:00 – 3:00 Steeple Chase

3:00 – 4:10 Shire Events

4:10 – 5:00 Rest/clean-up/set-up for vigil (***Camp Guardians/Chaperones in charge***)

4:10 – 4:45 Shire Guardians meeting (on field)

5:00 – 6:00 Vigil Repast/Meal

6:10 – 8:20 Vigil Activities

8:25 Retreat (two groups gathered at a time)

Saturday

6:45 – 7:15 Shire Guardians can meet with each other to review closing ceremony comments (snack together)

7:45 Breakfast

8:15 – 10:45ish Closing Ceremony

11:00 Clean-up and head home