

## Medieval Games Schedule

### Wednesday

3:00 – Check in

Get shirts, welcome packet

3:00 – 4:30 Set-up camp

4:30 – 5:30 Demonstration/Education (Under Ramada)

**Class Teachers/Movement Teachers meet in Theater**

5:30 – 6:00 Business and get to know each other

6:00 – 7:00 Dinner

7:00 – 8:30 Special Event (on field)

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 Watch 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 Watch/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

### **Saturday**

7:45 Snack

8:15 – 9:45ish Closing Ceremony

9:45 - 10:30 Breakfast

10:30 – 12:00 Whole Campus Clean-up

12:00 Head home