

ONE WEEK	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
7:15 Wake Up	<i>This is a typical schedule for a counselor in a ONE WEEK Session. Note that you will also have 1 "Counselor Hour" each day to prepare wakeups/embers and work on wookies. This usually occurs during Playstation or a Clinic period.</i>	Wake up & Get ready :)	Wake up & Get ready :)	Wake up & Get ready :)	Wake up & Get ready :)	Wake up & Get ready :)	Wake up & Get ready :)
7:30 Wakeups		Special Wakeup	Special Wakeup	Special Wakeup	Special Wakeup	Special Wakeup	Village Wakeup
8:00 Breakfast		Eat. Check in with VL. Sort Story Experiences with the cabin and return to an MFG.	Eat. Hand out camper schedules. Sign up for Village Campfires.	Eat. Hand out camper schedules.	Eat. Hand out camper schedules.	Eat. Hand out camper schedules.	Eat... and say goodbyes. Check lost & found and arts & crafts pickup tables.
8:45 Clinic 1		Teach a clinic - check in with your campers between clinics.	Teach a clinic!	Teach a clinic!	Teach a clinic!	Teach a clinic!	Campers get on the BUS! Stay with campers being picked up or start WPs. 9:30 Staff meeting
10:00 Clinic 2		Teach a clinic - check in with your campers between clinics.	Teach a clinic!	Teach a clinic!	Teach a clinic!	Teach a clinic!	
11:15 Cabin Act		Gather CA materials from the VLurt and get going!	Gather CA materials from the VLurt and get going!	Gather CA materials from the VLurt and get going!	Gather CA materials from the VLurt and get going!	Gather CA materials from the VLurt and get going!	WPs until they are done
12:15 Lunch	12pm Eat. Read over your parent confidentials. 1pm Staff Meeting 1:30 Village Meeting	Eat & bond with your cabin. Signups? Level bracelets? Mail? EP Handout?	Eat & bond with your cabin. Signups? Level bracelets? Mail? EP Handout?	Eat & bond with your cabin. Signups? Level bracelets? Mail? EP Handout?	Eat & bond with your cabin. Signups? Level bracelets? Mail? EP Handout?	Mix it up Lunch – Sit with another cabin for Eval.	Eat!
12:45 Rest Hour		Hang out with your cabin.	Hang out with your cabin. Prepare for Overnight.	Hang out with your cabin.	Hang out with your cabin. Check Lost and Found. Last day to visit the Store.	Collect T-Shirts for your cabin. Help campers pack and clean cabin.	<i>Usually, time off starts at/after lunch... BUT it can't start until all work projects are completed and site is ready for the next session.</i>
1:50 PS Sells		Hand out PS bracelets	Hand out PS bracelets	Hand out PS bracelets	Hand out PS bracelets	Hand out PS bracelets	
2:00 Playstation		Go to Campfire Circle (if any of your campers are being dropped off) or WPs.	Teach PS	Teach PS	Teach PS	Teach PS	
3:00 Snack	Bus Arrives! Bring kids to cabin, change into bathing suits, and meet on the Field. 3:40 Opening Activities - Cabin Activity brainstorming, Swim Assessment, and the Dodgeball.	Eat! Check in with cabin and enjoy some Snack Magic.	Eat! Check in with cabin and enjoy some Snack Magic.	Eat! Check in with cabin and enjoy some Snack Magic.	Eat! Check in with cabin and enjoy some Snack Magic.	Eat! Check in with cabin and enjoy some Snack Magic.	<i>But assuming they are done... you are now on Time Off! Enjoy the Yuba river, beautiful Nevada City, or chill at camp! Have fun and rest up 😊</i>
3:30 Clinic 3		Teach a clinic!	Teach a clinic!	Teach a clinic!	Teach a clinic!	Teach a clinic!	
4:45 Clinic 4		Teach a clinic!	Teach a clinic!	Teach a clinic!	Teach a clinic!	Teach a clinic!	
6:00 Dinner		Eat & note cabin dynamics. Sign up for Monday's clinics. Turn in Cabin Activity plans to VL.	Eat and bond with your cabin. Read EP handout and get in costume. Signups?	Eat and bond with your cabin. Read EP handout and get in costume. Signups?	Eat and bond with your cabin. Read EP handout and get in costume. Signups?	Eat and bond with your cabin. Read EP handout and get in costume. Signups?	BBQ Dinner on the Field! (Make sure to wear your camp shirts for all camp photo!)
6:50 EP	Opening Campfire	Evening Program – Play!	Village Campfires	Evening Program	Evening Program	Closing Campfire & Village Wookie Ceremonies	City, or chill at camp! Have fun and rest up 😊
8:00 Embers	Cabin Accords Embers	Embers & Showers	Embers	Embers & Showers	Embers & Showers	Embers & Showers	
10:00 Camper Bedtime	Village Meeting... then sleep in the cabin!	Check in with Claim Jumper. Personal Time = Wookies, KM, shower, relax.	Overnight: Sleep under the stars with your cabin!	Check in with Claim Jumper. Personal Time = Wookies, KM, shower, relax.	Check in with Claim Jumper. Personal Time = Wookies, KM, shower, relax.	Village Meeting... then sleep in the cabin!	
11:50 Counselor Bedtime	Go to Sleep!	Go to Sleep!	Go to Sleep!	Go to Sleep!	Go to Sleep!	Go to Sleep!	

Acronym Key:

CA – Cabin Activity ("Cabin Act")

EP – Evening Program

WP – Work Project

VL – VL Yurt

VL – Village Leader

PS – Playstation

MFG – Master of Fun and Games

KM – Knowledge Management (improvement)

TWO WEEK	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
7:15 Wake Up	<i>This is a typical schedule for a counselor in a TWO WEEK Session.</i> <i>Highlighted items are additions or changes that only happen in two week schedules!</i>	Wake up & Get ready :)	Wake up & Get ready :)	Wake up & Get ready :)	Wake up & Get ready :)	Wake up & Get ready :)	Sleep in
7:30 Wakeups		Special Wakeup	Special Wakeup	Special Wakeup	Special Wakeup	Special Wakeup	
8:00 Breakfast		Eat. Check in with VL. Sort Story Experiences with the cabin and return to an MFG.	Eat. Hand out camper schedules. Sign up for Village Campfires.	Eat. Hand out camper schedules.	Eat. Hand out camper schedules.	Eat. Hand out camper schedules.	8:30 Village Wakeups
8:45 Clinic 1		Teach a clinic - check in with your campers between clinics.	Teach a clinic!	Teach a clinic!	Teach a clinic!	Teach a clinic!	Breakfast
10:00 Clinic 2		Teach a clinic - check in with your campers between clinics.	Teach a clinic!	Teach a clinic!	Teach a clinic!	Teach a clinic!	Village Activity
11:15 Cabin Act		Gather CA materials from the VLurt and get going!	Gather CA materials from the VLurt and get going!	Gather CA materials from the VLurt and get going!	Gather CA materials from the VLurt and get going!	Gather CA materials from the VLurt and get going!	Eat! Eval.
12:15 Lunch		12pm Eat. Read over your parent confidentials. 1pm Staff Meeting 1:30 Village Meeting Submit request for weekend time off	Eat & bond with your cabin. Signups? Level bracelets? Mail? EP Handout?	Eat & bond with your cabin. Signups? Level bracelets? Mail? EP Handout?	Eat & bond with your cabin. Signups? Level bracelets? Mail? EP Handout?	Eat & bond with your cabin. Signups? Level bracelets? Mail? EP Handout?	Eat!
12:45 Rest Hour		Hang out with your cabin.	Hang out with your cabin.	Hang out with your cabin. Prepare for Overnight.	Hang out with your cabin. Check Lost and Found. Last day to visit the Store.	Camper laundry is collected. CA Brainstorm for Week 2. GROUP A counselors leave.	Group A Counselors return. 1:30 Water Program
1:50 PS Sells		Hand out PS bracelets	Hand out PS bracelets	Hand out PS bracelets	Hand out PS bracelets	Hand out PS bracelets	
2:00 Playstation	Go to Campfire Circle (if any of your campers are being dropped off) or WPs.	Teach PS	Teach PS	Teach PS	Teach PS	Teach PS	
3:00 Snack	Bus Arrives! Bring kids to cabin, change into bathing suits, and meet on the Field.	Eat! Check in with cabin and enjoy some Snack Magic.	Eat! Check in with cabin and enjoy some Snack Magic.	Eat! Check in with cabin and enjoy some Snack Magic.	Eat! Check in with cabin and enjoy some Snack Magic.	Eat! Check in with cabin and enjoy some Snack Magic.	Snack it up. Group B Counselors leave.
3:30 Clinic 3	3:40 Opening Activities - Cabin Activity brainstorming, Swim Assessment, and the Dodgeball.	Teach a clinic!	Teach a clinic!	Teach a clinic!	Teach a clinic!	Teach a clinic!	Liberated Daytime
4:45 Clinic 4		Teach a clinic!	Teach a clinic!	Teach a clinic!	Teach a clinic!	Teach a clinic!	
6:00 Dinner	Eat & note cabin dynamics. Sign up for Monday's clinics. Turn in Cabin Activity plans to VL.	Eat and bond with your cabin. Read EP handout and get in costume. Signups?	Eat and bond with your cabin. Read EP handout and get in costume. Signups?	Eat and bond with your cabin. Read EP handout and get in costume. Signups?	Eat and bond with your cabin. Read EP handout and get in costume. Signups?	Eat. <i>Heros cover some cabins.</i>	Eat.
6:50 EP	Opening Campfire	Evening Program – Play!	Evening Program	Village Campfires	Evening Program	Evening Program	Storytelling!
8:00 Embers	Cabin Accords Embers	Embers & Showers	Embers & Showers	Embers	Embers & Showers	Possible Village Embers & Showers	
10:00 Camper Bedtime	Village Meeting... then sleep in the cabin!	Check in with Claim Jumper. Personal Time = Wookies, KM, shower, relax.	Check in with Claim Jumper. Personal Time = Wookies, KM, shower, relax.	Overnight: Sleep under the stars with your cabin!	Check in with Claim Jumper. Personal Time = Wookies, KM, shower, relax.	Sleep in the cabin	
11:50 Counselor Bedtime		Go to Sleep!	Go to Sleep!		Go to Sleep!	Sleep in the cabin	

Counselors are in either Group A or Group B. While they take time off, a HERO will cover their cabin. It is the counselor's responsibility to ensure that HERO is up to date on cabin dynamics, plans, and any concerns.

