

ZAGROS

Week THREE Schedule

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Morning spot: Foursquare	Morning spot: Field	Morning spot: MPR	Morning spot: Meeting Spot	Morning spot: Meeting Spot
8:30-9:30 Group Games, Sunscreen, Snack	8:30-9:30 Group Games, Sunscreen, Snack	8:30-9:30 Group Games, Sunscreen, Snack	8:30-9:30 Group Games, Sunscreen, Snack	8:30-9:30 Group Games, Sunscreen, Snack
9:30-10 Morning Show	9:30-10 Morning Show	9:30-10 Morning Show	9:30-10 Morning Show	9:30-11:00 Morning Show & Talent Show
10:00-10:30 Catapult Building!	10:00-10:45 Olympic Events!	10:00-10:45 East land	10:00-10:30 Egg Drop	11:00-11:30 Carnival
10:30-11:00 Capture the Flag	11:00-11:30 Science	11:00-11:30 Jeopardy!	10:45-11:15 Bubble Soccer	11:30-12:30 Biking
11:00-11:45 Group Choice (MPR)	11:30-1:15 Pool @ St. Mary's	11:30-12:00 Lunch	11:30-12:00 Lunch	12:30-1:00 Lunch
11:45-12:15 Lunch	1:15-1:45 Lunch	12:00-12:45 Skateboarding & Scootering	12:15-1:00 Rockwall & Zipline	1:00-1:30 Gaga ball
12:15-12:45 Archery	1:45-2:15 Edible Art	12:45-1:15 Flag Football	1:00-3:00 Boating @ San Pablo Reservoir	1:30 Slideshow
1:00-2:00 Water games	2:30-3:00 Arts & Crafts	1:15-2:00 Wall Ball & Four Square	3:00-3:30 Card games & Group Closing	1:45-2:15 Popcorn & snow cones
2:00-2:30 Parachute Games	3:00-3:30 Gaga ball	2:00-2:30 Basketball	Afternoon spot: Field	2:30-3:00 Giants, Wizards & Elves
2:30-3:00 Slackline	Afternoon spot: Wall ball	2:30-3:00 Playground		3:15-3:30 Group Closing
3:00-3:30 Wall ball		3:00-3:30 Staff Follies		3:30 Closing Show
3:30 Catapult Launch!		Afternoon Spot: Field		Afternoon Spot: Meeting Spot
Afternoon spot: Meeting Spot				

This Week's Highlights

- This week is Olympics! Your campers will have daily 'olympic' events and compete for the golden shield! Your camper's color team was emailed on Friday, come dressed everyday in your color for extra spirit points.
- Tuesday is Tacky Tuesday (stripes with polka dots, loud patterns/colors, etc.)
- For our last day of the session we will have an "Olympics" themed carnival.