

Friendly Pines Camp Daily Schedule

A Day in the Life a Camper

Arrival Day



Arrival Day

- The first day of camp is busy with everyone settling in and learning about camps activities and filling out the Activity Choice Sheets.
- Every camper will pick their favorite activities with the help of their counselor.

ACTIVITY CHOICE SHEET
Session 1, 2008

• Campers should list their top 12 activity choices in the box below in the order of preference, 1 being high and 8 being low, with 4 alternates (numbers 9 – 12). **FILL ALL TWELVE SPACES, LIST EACH CHOICE ONLY ONCE, AND LIST EACH CHOICE ON ONLY ONE LINE (EVEN IF IT IS A TWO-HOUR ACTIVITY).** PLEASE WRITE CLEARLY AND LEGIBLY.

• Activities printed in **CAPITAL AND BOLD TYPE** will require a placement for Intermediate and Advanced levels only. If a camper is at a beginning level, they don't need to go to placements. Keep a list of campers' necessary placements for reference on Placement Day.

• Activities printed in *CAPITAL AND ITALICS TYPE* will require a camper to take a swim test during placements in order to be placed in the activity.

• Campers must qualify for advanced and intermediate classes in the morning during placements of the first full day of camp. Just because campers think they are intermediate or advanced in a certain activity, doesn't necessarily mean they'll be placed in that level. Placements will determine level.

• Counselors should work on these forms with their campers and have them ready to be picked up by a Program Staff member no later than 9:00 PM. Counselors should notify the Program Office immediately if any activities do not appear on the list.

NOTE: The Activity Code PRECEDES the activity's name.

AER - Aerobics	ENG - ENGLISH RIDING	RIF - RIFLERY (10 & over)
ARC - ARCHERY	FAC - JR. FACILITATORS (12 & Over)	ROC - Rocketry & Models
BAR - Bareback	FIY - Fishing for the youngins' (9 & under)	SEW - Sewing
BBA - BB Guns & Jr. Archery (9 & under)	FIS - Fishing (10 & over)	SNG - Singing
CAM - Journalism & Photo	FRI - Frisbee Golf	SGM - Sing musical prod. (12 & over) (2 hrs)
CCT - Campcraft	FUN - Fun in the Forest (9 & under)	SNL - Sign Language
CNU - CANOEING & KAYAKING	HAN - Handcrafts	SOC - Soccer
CHA - Challenge (10 & over) (2 hrs)	HIK - Hiking (2 hrs)	SWI - SWIMMING
CLI - Climbing (10 & over) (4 hrs)	LAN - Land Sports	SWR - Recreational Swim
DAN - Dance	MAR - Martial Arts	TEN - TENNIS
DNM - Dance for musical production (2 hrs)	MUL - MULES AND PONIES	TUM - Tumbling
DRA - Drama	PAC - Packing	ULT - Ultimate Frisbee
DRM - Drama musical prod. (10 & over) (2 hrs)	PET - Pet Care (9 & under)	VAU - VAULTING
EAR - Earth Lore (10 & over)	PRE - Jr. Adventure (9 & under) (2 hrs)	WAT - WATERSKI (See Note) (2 hrs)**
	RAN - Ranch Hands	WES - WESTERN RIDING

NOTE: ** WATERSKI IS FOR CAMPERS 10 YEARS & OVER OR FOR 9 YEARS OLD AND RETURNING CAMPERS.

PLEASE PRINT PLEASE PRINT PLEASE PRINT PLEASE PRINT PLEASE PRINT

NAME: Sue Camper DATE: 6/15/08

BIRTHDATE: 3/17/97 CABIN: Pima

Priority	Activity Name	Activity Code
1.	Archery	ARC
2.	Canoeing + Kayaking	CNU
3.	Challenge	CHA
4.	English Riding	ENG
5.	Handcrafts	HAN
6.	Landsports	LAN
7.	Sewing	SEW
8.	SWIMMING	SWI
Alternates		
9.	Western Riding	WES
10.	Earth Lore	EAR
11.	Journalism + Photo	CAM
12.	Dance	DAN

7:35am

Wake-Up and Flag Raising

The Big Bell is used for wake-up and gathering at the benches



7:45 Breakfast



- Typical full breakfasts may include:
 - ✓ Pancakes
 - ✓ Eggs
 - ✓ Cereal
 - ✓ Juice
 - ✓ Fruit

Camper's Schedule

- Over the first two days of camp, Program Staff will enter all of the camper's activity requests and create a schedule to be put on the back of their name tag.
- Every effort is made to give each camper their top choices.

Sue Camper

Pima

GREEN DAY (MWF)

G12 Challenge

G3 Vaulting

G4 Dance

WHITE DAY (TuTh)

W1 Land Sports

W2 Sewing

W3 Drama

W4 Bareback

9:20-10:20

First Activity Period

- On the third day of camp, each camper will receive a schedule of their activities.
- Every activity change will be signaled by the ringing of the “activity bell.”

Sue Camper

Pima

GREEN DAY (MWF)

G12 Challenge

G3 Vaulting

G4 Dance

WHITE DAY (TuTh)

W1 Land Sports

W2 Sewing

W3 Drama

W4 Bareback



10:20-10:30 AM Snack

- Camp provides two nutritious snacks each day.
 - ✓ Fruit
 - ✓ Crackers
 - ✓ Trail Mix
 - ✓ Popsicles



10:30-11:30

Second Activity Period

- Some activities such as Challenge, Advanced Riding, Waterskiing, and Hiking require two periods and will bring snack with them.

Sue Camper

Pima

GREEN DAY (MWF)

G12 Challenge

G3 Vaulting

G4 Dance

WHITE DAY (TuTh)

W1 Land Sports

W2 Sewing

W3 Drama

W4 Bareback



11:30-12:00

Free Time and Clean-Up for Lunch



- During free time campers can play games, ride the Bucking Barrel, visit the Library, prepare cheers and skits, and get cleaned up for meals.
- The Clean Up Bell lets everyone know its time to get ready for the meal.

Lunch

- Lunches at camp can include:
 - ✓ Soup
 - ✓ Grilled Cheese
 - ✓ Hamburgers
 - ✓ Tortellini
 - ✓ Stew
 - ✓ Juice
- At the end of lunch there is time for announcements and counselors lead camp songs.



1:00-2:20

Siesta and PM Snack

- Every afternoon, following lunch campers and counselors retire to their cabins (or hammocks as a special treat) to rest, write letters home, and read.
- Following siesta, PM snack is served just before afternoon activities.



2:30-4:30

Third and Fourth Activity Period

- The afternoon activities begin after snack signaled by the “activity bell”
- If campers want to change an activity their counselor will help them fill out the schedule change form at the Program Office.

Sue Camper

Pima

GREEN DAY (MWF)

G12 Challenge

G3 Vaulting

G4 Dance

WHITE DAY (TuTh)

W1 Land Sports

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4:30-5:15 Free Time



PM Free time is when cabin groups will prepare for the evening activity, play games on the ball field, swim, and get ready for dinner.

5:15-5:30
Flag Lowering



5:30 Dinner

- Friendly Pines Camp serves wonderful dinners which may include:
 - ✓ Chicken
 - ✓ Roast Beef
 - ✓ Spaghetti
 - ✓ Stir-Fry
 - ✓ Salad
 - ✓ Homemade Rolls
 - ✓ Plenty of Veggies
 - ✓ Homemade Dessert
- Two times a session each cabin will cook out on an open fire or small stove to prepare their own dinner.



Evening Activities

Games on the Meadow, Upper Village Picnic,
Carnival, Council Fire



9:00

In Bed and Lights Out

