

**YOUR SCHOOL NAME**  
**Pioneer Heritage (River or Lake)**  
**Sample Three Day Schedule**

**Day 1**

11:00 - 11:45	Arrive, Move in, Orientation
11:45 - 12:15	Sack Lunch
12:15 - 12:45	Head to Settlement for the Opening Story
12:45 - 1:45	Period 1
1:45 - 2:45	Period 2
2:45 - 3:45	Period 3
3:45 - 4:45	Period 4
4:45	Group Picture and Free Time
5:15	Hoppers (All others to flagpole)
5:30	Supper
7:30	Campfire

**Day 2**

7:00	Wake up
7:45	Hoppers (All others to flagpole)
8:00	Breakfast
9:00 - 10:00	Period 5
10:00 - 11:00	Period 6
11:00 - 11:45	Black Hole/Bullet
11:45	Hoppers
12:00	Lunch
1:00 - 2:00	Period 7
2:00 - 3:00	Period 8
3:00 - 4:00	Period 9
4:00 - 5:00	Period 10
5:15	Hoppers (All others to flagpole)
5:30	Supper
7:30	Campfire

**Day 3**

7:00	Wake up, Pack up, Move gear to cabin porch
7:45	Hoppers (All others to flagpole)
8:00	Breakfast
8:45 - 9:45	Period 11
9:45 - 10:45	Period 12
10:45 - 11:45	"Those Who Dared"
11:45	Hoppers
12:00	Lunch
12:45	Closing story
1:00	Head for Home

All changes in schedule or rotation grid **must** be approved by the Camp Tecumseh YMCA  
Outdoor Education Director at least TWO WEEKS PRIOR to your Camp visit.

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**Sample Three Day Schedule**

	Period 1	Period 2	Period 3	Period 4	Period 5	Period 6	Period 7	Period 8	Period 9	Period 10	Period 11	Period 12
<b>Indian Sign Language</b>	Settlers					Arrow-heads	Explorers	Fur Traders	Black-smiths	Path-finders	Chiefs	Hunters
<b>Pathfinders</b>	Hunters	Settlers					Arrow-heads	Explorers	Fur Traders	Black-smiths	Path-finders	Chiefs
<b>Barnyard</b>	Chiefs	Hunters	Settlers					Arrow-heads	Explorers	Fur Traders	Black-smiths	Path-finders
<b>Hoosier Poets</b>	Path-finders	Chiefs	Hunters	Settlers					Arrow-heads	Explorers	Fur Traders	Black-smiths
<b>Trappers Trade</b>	Black-smiths	Path-finders	Chiefs	Hunters	Settlers					Arrow-heads	Explorers	Fur Traders
<b>Pioneer Cooking (Camp Staff Lead)</b>	Fur Traders	Black-smiths	Path-finders	Chiefs	Hunters	Settlers					Arrow-heads	Explorers
<b>Necessities of Life</b>	Explorers	Fur Traders	Black-smiths	Path-finders	Chiefs	Hunters	Settlers					Arrow-heads
<b>Huck Finn Fishing</b>	Arrow-heads	Explorers	Fur Traders	Black-smiths	Path-finders	Chiefs	Hunters	Settlers				
<b>Schoolhouse</b>		Arrow-heads	Explorers	Fur Traders	Black-smiths	Path-finders	Chiefs	Hunters	Settlers			
<b>Yankee Ingenuity</b>			Arrow-heads	Explorers	Fur Traders	Black-smiths	Path-finders	Chiefs	Hunters	Settlers		
<b>Log Cabin Building (Camp Staff Lead)</b>				Arrow-heads	Explorers	Fur Traders	Black-smiths	Path-finders	Chiefs	Hunters	Settlers	
<b>Pioneer Recreation</b>					Arrow-heads	Explorers	Fur Traders	Black-smiths	Path-finders	Chiefs	Hunters	Settlers