



# Schedule 2017

## Thursday, January 19

Time	Event	Location	Comments
8:00 – 9:00 AM	Arrive & Check In	Maxwell Center	Check in to get your packet and start to setup
9:00 – 9:15 AM	Welcome & Orientation	MX #2 Boardroom	Get the scoop of what this year's Camp Days are going to look like!
9:00 – 10:00 AM	Set up booth	Maxwell Atrium	Setup and visit with students
10:00 – 11:00 AM	Camp Chapel	North Auditorium	Time for students to hear about camps through a Q&A panel and for you share camp swag!
12:00 – 1:00 PM	Lunch	Sanford Hanson Dining Hall	Mingle with students at your designated table and you can eat meals at any time within the time allotted.
1:00 – 5:00 PM 2:45-3:00 PM	Booth Time <i>Treats with Reps</i>	Maxwell Atrium	Open to hang out with students and suggested activity is to sit in on a class ➤ <i>Students will come by between classes to chat over a treat!</i>
5:00 – 6:00 PM	Dinner	Sanford Hanson Dining Hall	Mingle with students at your designated table
6:00 – 6:30 PM	Booth Time	Maxwell Atrium	Visit with students
6:30 – 8:00 PM	IMPACT Groups	Various Locations*	Each camp will be paired with an IMPACT group (or 2) to hear students' experiences from camps, share your experiences at camp and prepare a skit together of what your camp is all about!
8:00 – 9:00 PM	Worship Night	Parable Place	Feel free to join Prairie students

## Friday, January 20

Time	Event	Location	Comments
8:00 – 9:00 AM	Breakfast (Optional)	Sanford Hanson Dining Hall	Feel free to purchase meal at the Dining Hall or at the Atrium Café
8:45 – 9:30 AM	Time with the President	Parable Place	A devotional and update from President Mark Maxwell
10:00 – 11:00 AM	Chapel	North Auditorium	Groups will gather together to give short (2min) skits (whether silly, strange, or serious) on each camp to the rest of the students. The skits will be judged and the winning team will get a prize!
11:00 – 12:00 PM	Booth Time	Maxwell Atrium	Visit with students
12:00 – 1:00 PM	Lunch	Sanford Hanson Dining Hall	Mingle with students at your designated table

\*Schedule is subject to change