

RED ZONE Schedule

May 22–24, 2026



FRIDAY	<i>Sunset 8:21 pm</i> (Please have your campsite set up by sundown)
2:00 pm	Clubs Arrive (Check In – Field – Drive Thru) Set Up in Assigned Camping Area or Housing (please set up by sundown)
6:30–7:30 pm	CK Cafeteria – Pre-purchased Ticket Valid for Day/Time on Ticket ONLY
7:45 pm	Pathfinders & Adventurers Worship – Gym (we invite all to attend)
8:30 pm	<u>Directors Meeting</u> (At least 1 Adult per Club) Gym – after <i>Worship</i>
9:30–10:30 pm	RZ SHIRTS – Pre-paid orders ONLY – Gym Room 1 (outside door)
10:00 pm	<u>Vehicles MUST EXIT</u> – Go to <u>LONG Term Parking</u> (ONLY Vehicles with <u>Campsite or Building PARKING Permits</u> stay Parked for weekend inside camp) Vehicles on Campus Must REMAIN PARKED until Sunday 9:30 am (One Vehicle per Club-Campsite/Two per Building; Display Parking PERMIT)
<u>11:00 pm</u>	Quiet Time Begins/Generators-Engines Off (Neighbors Are Sleeping)
SABBATH	<i>Sunset 8:22 pm</i>
7:00 am	Quiet Time Ends/Generators On (Thank you for respecting others)
7:30–8:30 am	Breakfast (with Club) (CK Cafeteria – Ticket Valid for Day/Time on Ticket)
8:00 am	Prayer Tent – Side of Gym (8:00 am - 11:45 am)
8:00–9:00 am	RZ SHIRTS Pick Up–Pre-paid orders & <u>HONOR Tickets</u> – Gym Room 1
9:00 am	Adventurers – Worship – Gym e-Trackers – Worship Activity – Hornsby Spring Varsity – Worship – Amphitheatre
10:30 am	e-Trackers – Worship – Hornsby Spring Varsity – Sabbath School – Gym
10:40 am	Adventurers Rotations (King Chapel/Spring Chapel/Spring Chapel Porch/A Frame) NOTE: Baptism follows Worship Service (12:30) Hornsby Spring
12:30–1:30 pm	Lunch (with Club) (CK Cafeteria – Ticket Valid for Day/Time on Ticket)
2:00–5:00 pm	Pathfinders/Adventurers - Afternoon Activities for All Board Walk & Nature Center/Zoo & Trails – Self Guided Tours Prayer Tent – Side of Gym Club Time / Family Time
2:00–5:00 pm	Pathfinders ONLY – Activities/Honors (Some Require Ticket/See List)
3:00–5:00 pm	Adventurers ONLY – Talent Award, Crafts, Floor Puzzles - Picnic Pavilion
4:00–4:45 pm	Fire House – Cool Down – Tennis Court
4:30 pm	Adventurers - Talents for Jesus – Part I - King Chapel
5:30–6:30 pm	Supper (with Club) (CK Cafeteria – Ticket Valid for Day/Time on Ticket)
6:45 pm	Pathfinder Awards (PBE / PF of Year) - Pathfinders – Gym
7:30 pm	Adventurer Vespers – Talents for Jesus – Part II - King Chapel
7:30 pm	Pathfinder Vespers - All Pathfinders – Gym

8:15–8:45 pm	SPECIAL FEATURE: ABC PORCH
8:30 pm	Adventurer Families ONLY Hayride – Meet by Baseball Field
8:30 pm	Directors Meeting – Gym Room 3 (at least ONE Staff from Club)
8:30 pm	Drill Check In / Registration / Inspection – Tennis Court area
8:45 pm	FL Conference <u>PAD Merch for Sale</u> (Shirts) – Gym Room 1
8:45–11:00 pm	Vendor Booths – Merch - Gym Room 4 (side door); Food – Field
8:45 pm	Adventurer - Bug Races - King Chapel / Games – outside King Chapel
8:45 pm	Drill Competition Begins – Field Across from Tennis Court <i>Drill Teams -- Must Register/Be Inspected BEFORE Performing</i>
9:00 pm	Sports - Basketball (3 on 3)- Gym / Street Soccer - Field
9:00 & 9:30 pm	Hayrides ANYONE – Meet by Baseball Field
<u>11:00 pm</u>	Quiet Time Begins/Generators-Engines Off (Neighbors Are Sleeping)

SUNDAY

7:00 am	Quiet Time Ends/Generators On (Thank you for respecting others)
7:30–8:30 am	Bfast (with Club) (CK Cafeteria – Ticket Valid for Day/Time on Ticket)
7:45 am	JUNIOR DC Check In / Registration – Field across from Gym
8:00 am–1:00 pm	Vendor Booths – A-Frame (PAD) and Gym Room 4 (enter from outside) Food Vendors will be in the Field in Front of the ABC/Camp Store
8:15 am	Drum Inspection – Field across from Gym
8:30 am	Adventurers Only – Outdoor Amphitheatre Area (Bouncy House, Bug Races, Activities)
8:30 am –	Pathfinder Skill Events (PSE) and Honors
12:15 pm	<i>Knots / Tent Pitching / Lashing</i> - Field in Front of Tower of Faith <i>Jump Rope / Twine Burning</i> – Field near Tower of Faith <i>Archery</i> - by Zoo/Nature Center <i>Bible Test</i> – e-Tracker & Varsity – Gym Room 1 <i>Honor Test</i> – e-Tracker – Gym Room 2 <i>Honor Test</i> – Varsity – Gym Room 3
9:00 am	Drum Competition Begins – Field across from Gym
9:30 am	<u>Vehicles Allowed to Enter/Exit</u> – Drive Slowly – LIMITED ROADS
10:00 am	ADVANCED DC Check In / Registration – Field across from Gym
11:00 am	ALL Those Staying in <u>Camp Housing</u> Must be Moved OUT
11:00 am	Adventurer Award Ceremony - Gym (doors open 10:45 am)
12:00–1:00 pm	Lunch (with Club) (CK Cafeteria – Ticket Valid for Day/Time on Ticket)
12:30 pm	Adventurers Only - River Ranch Opens (additional ticket)
1:00 pm	Pathfinder Award Ceremony - Gym (doors open 12:45 pm)
2:30 pm	River Ranch Opens - Anyone with Ticket (Must have ticket to enter)
4:00 pm	All Tent Camping Sites Cleaned/Packed/Vacated – Safe Travels
5:30 pm	River Ranch Closes

See YOU at Red Zone May 28–30, 2027!