Subject to Change without Notice

		Ordeal Candidates	Elangomats	Brotherhood Members	Members
Friday	6pm - 8pm	Arrival and Check-in	Arrival and Check-in	Arrival and Check-in	Arrival and Check-in
		Camp Set up (for Sat night)	Camp Set up (for Sat night)	Camp Set up	Camp Set up
	6pm - 7pm	Find your crew and receive orientation	Assist with delivering a brief		
		covering safety and overview of what	orientation covering safety and		
		to expect	overview of what to expect to		
			candidates		
	7pm - 8:30pm	-Participate in Fellowship and Team	-Participate in Fellowship and Team	-Participate in Fellowship and Team	-Participate in Fellowship and Team
		Building activities	Building activities	Building activities	Building activities
		-Receive SOA booklet #2	-Provide candidates with SOA		
			booklet #2		
	7:45pm - 8pm	Orientation Meeting	Orientation Meeting	Orientation Meeting	Orientation Meeting
	8:00pm - 8:15pm		Elangomat Meeting		
	8:30pm - 10pm	Pre Ordeal Ceremony	Pre Ordeal Ceremony		
	9:30pm	Night Alone	Night Alone	Members Meeting	Members Meeting
	3.500	ing.ic/woile		Cracker Barrel	Cracker Barrel
	11pm	Lights Out	Lights Out	Lights Out	Lights Out
	110111	Lights out	Lights out	Lights out	Lights out
Saturday	6:30am		Wake up Crews		
	6:45am	Kitchkinets bring scant food to crews			
	7am	 Kitchkinets delivery morning talk 	Breakfast & Elangomat Meeting		Member Breakfast
		- Receive SOA booklet #3	(Elangomats eat 1st)		
	7:30am-11:45am	Projects with breaks for water and	Projects with crews	Join with crews and work silently	Join with crews and work silently
		whittling arrow		alongside to provide a role model	alongside to provide a role model
	11:45am	Kitchkinets bring scant food to			
		candidates			
	12:00pm		Elangomats Eat Lunch		Member Lunch
	12:30pm-2:15pm	Continue projects with breaks for water	Continue projects with crews	Join with crews and work silently	Join with crews and work silently
		and whittling arrow	. ,	alongside to provide a role model	alongside to provide a role model
	2:15pm - 2:30pm	Clean up change into Scout uniform	Clean up change into Scout uniform	Clean up change into Scout uniform	Clean up change into Scout uniform
	2:30pm-5:30pm	Aim High Orientation & Fellowship. The	Aim High Orientation & Fellowship.	Aim High Orientation & Fellowship.	Aim High Orientation & Fellowship.
		pledge of silence is lifted for this.	The pledge of silence is lifted for		
		F	this.		
	5:30pm	Dinner & Dessert: Pledge of silence is	Dinner & Dessert	Dinner & Dessert	Dinner & Dessert
	5.50p	lifted	James & Jessell	Jimier & Bessert	Junior & Bessert
	6:15pm			Check-in for Brotherhood Walk	
	0.136111			give SOA booklet #6	
	6:30pm	Elangomats and Candidates leave	Elangomats and Candidates leave	Start Brotherhood Walk	Ordeal Ceremony or Brotherhood
	0.30pm	Dinner and read SOA booklet #4 in	Dinner and give SOA booklet #4 to	Start Brotherhood Walk	Ceremony
		silence	candidates emphasizing it's time to		ceremony
		Silence	go back to silence		
	6:45pm - 10pm	Ordeal Ceremony	Ordeal Ceremony or Brotherhood	4	
	6.45piii - 10piii	Ordear Ceremony	Ceremony if candidate		
	7:15pm 10pm		Ceremony ii candidate	Brotherhood Ceremony	1
		- Fellowship and connection with	- Fellowship and connection with	- Fellowship and connection with	- Fellowship and connection with
	10pm	chapters for chapter meetings.	•	<u> </u>	· ·
		- Candidates receive new member	chapters for chapter meetings.	chapters for chapter meetings.	chapters for chapter meetings.
	11nm	packets and SOA booklet #5	Lights Out	Lights Out	Lights Out
	11pm	Lights Out	Lights Out	Lights Out	Lights Out
Sunday	7am-8am	Clean up/Tear down Camp	Clean up/Tear down Camp	Clean up/Tear down Camp	Clean up/Tear down Camp
	8am	Breakfast	Breakfast	Breakfast	Breakfast
	8:30am-10:30am	Attend LEC Meeting+Lodge Election	Attend LEC Meeting+Lodge Election	Attend LEC Meeting+Lodge Election	Attend LEC Meeting+Lodge Election
	1	Finish Cleaning up and Leave Camp	Finish Cleaning up and Leave Camp	Finish Cleaning up and Leave Camp	Finish Cleaning up and Leave Camp
	10:30am-11:30am	Finish Cleaning up and Leave Camp	I mish cleaning up and Leave Camb	i illisti cicarinig up ana Ecave camb	I mish cicaming up and Ecave camb