

# RED ZONE Schedule

May 22–24, 2026



**FRIDAY** Sunset 8:21 pm (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 **Directors Meeting** (At least 1 Adult per Club) | Gym – after *Worship*  
9:30–10:30 pm RZ SHIRTS – Pre-paid orders ONLY – **Gym Room 1** (outside door)  
10:00 pm **Vehicles MUST EXIT** – Go to **LONG Term Parking** (ONLY Vehicles with Campsite or Building PARKING Permits 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)  
11:00 pm **Quiet Time Begins/Generators-Engines Off** (Neighbors Are Sleeping)  
**SABBATH** Sunset 8:22 pm  
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 & HONOR Tickets – **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 PAD Merch for Sale (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  
*Drill Teams -- Must Register/Be Inspected BEFORE Performing*  
9:00 pm **Sports** - Basketball (3 on 3)- Gym / Street Soccer - Field  
9:00 & 9:30 pm Hayrides ANYONE – Meet by Baseball Field  
11:00 pm **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 *Knots / Tent Pitching / Lashing* - Field in Front of Tower of Faith  
*Jump Rope / Twine Burning* – Field near Tower of Faith  
*Archery* - by Zoo/Nature Center  
*Bible Test* – e-Tracker & Varsity – Gym Room 1  
*Honor Test* – e-Tracker – Gym Room 2  
*Honor Test* – Varsity – Gym Room 3  
9:00 am **Drum Competition Begins** – Field across from Gym  
9:30 am Vehicles Allowed to Enter/Exit – **Drive Slowly – LIMITED ROADS**  
10:00 am **ADVANCED DC** Check In / Registration – Field across from Gym  
11:00 am ALL Those Staying in Camp Housing 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!