DATE	Yellow	Blue	Green			
SEPTEMBER KIDS 2024						
Thurs Aug 29	Grade 7s - Staggered Entry - Orientation - Meet in the Gym □ Welcome to Rec Academy23/24 Check in 1:15pm					
Fri Sept 30	Grade 8/9s Staggered Entry - Orientation - Meet in the Gym □ Welcome to Rec Academy23/24 Check In 1:15pm					
Tues Sept 3	Capture the Flag Mantracker <mark>Check In 1:15pm</mark>	Capture the Flag Mantracker <mark>Check In 1:15pm</mark>	Capture the Flag Mantracker <mark>Check In 1:15pm</mark>			
Thurs Sept 5	Escape Room GTFO <mark>Check In 12:35pm</mark>	Driving Range - Lone Spruce Check In 1:15pm	Dragon Boat Racing Check in 12:30pm			
Fri Sept 6	Dragon Boat Racing Check in 12:30pm	Escape Room GTFO <mark>Check In 12:35pm</mark>	Driving Range - Lone Spruce Check In 1:15pm			
Tues Sept 10	Driving Range - Lone Spruce Check In 1:15pm	Dragon Boat Racing Check in 12:30pm	Escape Room GTFO <mark>Check In 12:35pm</mark>			
Thurs Sept 12	Putting Horse Ranch Check in 12:45pm	Driving Range and Mini Putt at Sandpiper <mark>Check In 1:10pm</mark>	Tennis <mark>Check In 1:15pm</mark>			
Fri Sept 13	Driving Range and Mini Putt at Sandpiper <mark>Check In 1:10pm</mark>	Tennis <mark>Check In 1:15pm</mark>	Putting Horse Ranch Check in 12:45pm			
Tues Sept 17	Tennis <mark>Check In 1:15pm</mark>	Putting Horse Ranch Check in 12:45pm	Driving Range and Mini Putt at Sandpiper Check In 1:10pm			
Thurs Sept19	Beach Volleyball <mark>Check in 12:45pm</mark>	Edmonton Lawn Bowling Club <mark>Check In 12:45pm</mark>	Servus Field House Check In 1:15pm			
Fri Sept 20	NO SCHOOL - PD DAY					
Tues Sept 24	Servus Field House <mark>Check In 1:15pm</mark>	Beach Volleyball <mark>Check in 12:45</mark>	Edmonton Lawn Bowling Club <mark>Check In 12:45pm</mark>			
Thurs Sept 26	Edmonton Lawn Bowling Club Check In 12:45pm	Servus Field House <mark>Check In 1:15pm</mark>	Beach Volleyball <mark>Check in 12:45</mark>			
Fri Sept 27	Edmonton Corn Maze <mark>Check in 12:30pm</mark>	St. Albert Scavenger Hunt <mark>Check In 1:15pm</mark>	Introduction to Big Wheels <mark>Check In 1:15pm</mark>			