

FIELDGUIDES INC. - SAMPLE PROGRAM
3 DAY PROGRAM FOR MALAKOFF DIGGINS

1st DAY

- 12:15 PM - MINING COMPANY ARRIVES AT THE MINING CAMP AND EVERYONE ENTERS THE TIME MACHINE. MINERS ARE DIVIDED INTO MINING CREWS.
- 1:00 PM - MINING CREWS LEAVE CAMP WITH THEIR INSTRUCTORS TO EXPLORE THE OPERATIONS, LEARN ABOUT SAFETY PROCEDURES, ENJOY THE WILDS, AND EAT LUNCH. STUDENTS TAKE MINING NAMES.
- 4:00 PM - CREWS BACK IN CAMP FOR SHARING STORIES OF THE DAY'S ADVENTURES AND A TALK FROM THE SUPERINTENDENT. CHAPERONE ORIENTATION.
- 4:30 PM - TENT ASSIGNMENTS, GEAR UNLOADED AND SET UP, FREE TIME, AND MEAL PREP.
- 6:00 PM - SUPPER, FOLLOWED BY DISHWASHING.
- 7:45 PM - SQUARE DANCING OR CAMPFIRE.
- 8:45 PM - MINERS GET READY FOR BED. ALL QUIET AT 10.

2nd DAY

- 7:30 AM - LATE SLEEPERS OUT OF BED!
- 8:00 AM - BREAKFAST
- 9:30 AM - MINING CREWS ASSEMBLE AND HEAD FOR THE DIGGINS. ACTIVITIES LIKE GOLD PANNING, VISITING THE GRAVES OF TOWNSPEOPLE, AND LEARNING ABOUT HYDRAULIC MINING AND THE OUTDOORS. PREPARE SKITS FOR CAMPFIRE.
- 4:00 PM - MINING CREWS MEET FOR GROUP GAMES AND TO SWAP STORIES OF THE DAY.
- 4:30 PM - FREE TIME.
- 6:00 PM - DINNER FOLLOWED BY CAMPFIRE AT 7:45 PM.
- 8:45 PM - GET READY FOR BED, WITH ALL QUIET BY 10 PM.

3rd DAY

- 6:30 AM - EVERYONE UP TO PACK GEAR AND CLEAN TENTS.
- 8:00 AM - BREAKFAST
- 9:15 AM - MINING GROUPS LEAVE FOR NORTH BLOOMFIELD.
- 10:00 AM - MINERS TOUR THE TOWN: MUSEUM AND VIDEO OF THE LAST WORKING MONITOR, THE SKIDMORE HOUSE, THE LIVERY STABLE, THE KINGS SALOON, AND THE PHARMACY.
- 11:30 AM - MINING COMPANY ENTERS THE TIME MACHINE, HAS LUNCH IN TOWN, AND RETURNS HOME.