



Spring Breakaway '26 Itinerary March 23rd-26th

Monday

- 9:00am: Arrive/check-in
- 9:30am: Debrief
- 10:00am: Load up vans
- 10:05am: Depart from HCI to PacBible
- Stop for lunch once
- 3:00pm: Arrive at PacBible/Settle in
- 4:00pm: Announcements/Rules/Introduction Video/Teams
- 5:30pm: Dinner
- 7:00pm: Chapel
 - Games
 - Worship
 - Message
- 9:30pm: Snack/Night games
- 11:00pm: Head to bed
- 11:30pm: Lights out

Tuesday

- 8:00am: Wake-up
- 8:15am: Devotions
- 9:00am: Group devotions
- 9:30am: Breakfast
- 10:30am: Chapel
 - Announcements
 - Games
 - Worship
 - Message
- 12:30am: Lunch
- 1:30pm: Astoria Armory roller skating.
- 4:30pm: Head back to PacBible
- 5:00pm: Games
- 6:00pm: Dinner
- 7:00pm: Chapel
 - Announcements
 - Games
 - Worship
 - Message
- 9:30pm: Snack/Night games
- 11:00pm: Head to bed
- 11:30pm: Lights out

Wednesday

- 8:00am: Wake-up
- 8:15am: Devotions
- 9:00am: Group devotions
- 9:30am: Breakfast
- 10:30am: Chapel
 - Announcements
 - Games
 - Worship
 - Message
- 12:30am: Lunch
- 1:30pm: Beach/Team competition
- 5:30pm: Head back to PacBible
- 6:00pm: Dinner
- 7:00pm: Chapel
 - Announcements
 - Games
 - Worship
 - Message
- 9:30pm: Snack/Night games
- 11:00pm: Head to bed
- 11:30pm: Lights out

Thursday

- 7:30am: Wake-up (30 mins earlier to pack up belongings and move by the doors)
- 7:45am: Devotions
- 8:30am: Group devotions
- 9:00am: Breakfast
- 10:00am: Chapel
 - Games
 - Worship
 - Testimonies
 - Group picture
- 12:00am: Lunch
- 1:00pm: Clean up PacBibleChurch
- 2:00pm: Say goodbyes
- 2:30pm: Depart PacBible - Head home
- 7:00pm: Arrive at HCI - Parents pick-up

Packing List

- Bible
- Notebook & pencil
- Pillow & sleeping bag
- Blowup mattress (if you like)
- Toothbrush, deodorant and other toiletries
- Change of clothes for each day
- Modest swimwear (no bikinis) and towels for pool days
- Refillable water bottle
- Extra cash for activities
- List of medications
- Insurance information
- Emergency contact information

WHAT NOT TO BRING:

- A bad attitude
- Contraband of any kind