

A2STEAM

Grade	Event	Duration	Start Time	End Time
2	Gravity Racer	40	8:00 AM	8:40 AM
2	Map Reading	25	8:30 AM	8:55 AM
2	Aerodynamics	30	8:30 AM	9:00 AM
2	Pasta Bridge	40	8:40 AM	9:20 AM
2	On Target	30	8:50 AM	9:20 AM
2	To Infinity and Beyond	50	9:00 AM	9:50 AM
2	Barge Building	30	9:10 AM	9:40 AM
2	Mystery Architecture	30	9:30 AM	10:00 AM
2	Feathered Friends	30	9:50 AM	10:20 AM
3	To Infinity and Beyond	50	10:10 AM	11:00 AM
2	No Bones About It	30	10:10 AM	10:40 AM
3	Feathered Friends	30	11:00 AM	11:30 AM
3	Hang Time	40	11:00 AM	11:40 AM
3	Pasta Bridge	40	11:20 AM	12:00 PM
3	No Bones About It	30	11:50 AM	12:20 PM
3	Gravity Racer	40	12:00 PM	12:40 PM
3	Map Reading	25	12:25 PM	12:50 PM
3	On Target	30	12:30 PM	1:00 PM
3	Mystery Architecture	30	12:40 PM	1:10 PM
3	Aerodynamics	30	12:40 PM	1:10 PM
4	Potions	45	1:00 PM	1:45 PM
4	iCompute	55	1:00 PM	1:55 PM
4	Mystery Architecture	30	2:20 PM	2:50 PM
4	To Infinity and Beyond	50	2:20 PM	3:10 PM
4	Circuit Wizardry	45	2:40 PM	3:25 PM
4	On Target	30	3:00 PM	3:30 PM
4	Hang Time	40	3:00 PM	3:40 PM
4	GENE-ius	30	3:20 PM	3:50 PM
4	Zip-A-Dee-Doo-Dah	30	3:30 PM	4:00 PM
4	Map Reading	25	4:00 PM	4:25 PM
5	To Infinity and Beyond	50	4:00 PM	4:50 PM
5	iCompute	55	4:00 PM	4:55 PM
5	GENE-ius	30	5:00 PM	5:30 PM
5	Circuit Wizardry	45	5:10 PM	5:55 PM
5	Mystery Architecture	30	5:20 PM	5:50 PM
5	On Target	30	5:50 PM	6:20 PM
5	Potions	45	6:00 PM	6:45 PM
5	Map Reading	25	6:20 PM	6:45 PM
5	Zip-A-Dee-Doo-Dah	30	6:30 PM	7:00 PM
5	Hang Time	40	7:00 PM	7:40 PM

Abbot

Grade	Event	Duration	Start Time	End Time
2	Barge Building	30	8:10 AM	8:40 AM
2	Feathered Friends	30	8:20 AM	8:50 AM
2	Map Reading	25	8:30 AM	8:55 AM
2	No Bones About It	30	8:30 AM	9:00 AM
2	Mystery Architecture	30	8:50 AM	9:20 AM
2	Aerodynamics	30	8:50 AM	9:20 AM
2	Pasta Bridge	40	9:00 AM	9:40 AM
2	To Infinity and Beyond	50	9:00 AM	9:50 AM
2	Gravity Racer	40	9:30 AM	10:10 AM
2	On Target	30	9:50 AM	10:20 AM
3	To Infinity and Beyond	50	10:10 AM	11:00 AM
3	Map Reading	25	11:00 AM	11:25 AM
3	Feathered Friends	30	11:00 AM	11:30 AM
3	Gravity Racer	40	11:00 AM	11:40 AM
3	Hang Time	40	11:00 AM	11:40 AM
3	Aerodynamics	30	11:20 AM	11:50 AM
3	No Bones About It	30	12:10 PM	12:40 PM
3	Pasta Bridge	40	12:20 PM	1:00 PM
3	Mystery Architecture	30	12:40 PM	1:10 PM
3	On Target	30	12:50 PM	1:20 PM
4	iCompute	55	1:00 PM	1:55 PM
4	Circuit Wizardry	45	1:30 PM	2:15 PM
4	Zip-A-Dee-Doo-Dah	30	2:10 PM	2:40 PM
4	Potions	45	2:15 PM	3:00 PM
4	To Infinity and Beyond	50	2:20 PM	3:10 PM
4	On Target	30	2:40 PM	3:10 PM
4	Mystery Architecture	30	3:00 PM	3:30 PM
4	Hang Time	40	3:00 PM	3:40 PM
4	GENE-ius	30	3:20 PM	3:50 PM
4	Map Reading	25	3:40 PM	4:05 PM
5	To Infinity and Beyond	50	4:00 PM	4:50 PM
5	iCompute	55	4:00 PM	4:55 PM
5	Potions	45	4:45 PM	5:30 PM
5	Mystery Architecture	30	5:20 PM	5:50 PM
5	On Target	30	5:30 PM	6:00 PM
5	GENE-ius	30	5:40 PM	6:10 PM
5	Zip-A-Dee-Doo-Dah	30	5:50 PM	6:20 PM
5	Map Reading	25	6:00 PM	6:25 PM
5	Circuit Wizardry	45	6:10 PM	6:55 PM
5	Hang Time	40	7:00 PM	7:40 PM

Allen

Grade	Event	Duration	Start Time	End Time
2	Pasta Bridge	40	8:20 AM	9:00 AM
2	Aerodynamics	30	8:30 AM	9:00 AM
2	Barge Building	30	8:40 AM	9:10 AM
2	Map Reading	25	8:45 AM	9:10 AM
2	Gravity Racer	40	9:00 AM	9:40 AM
2	To Infinity and Beyond	50	9:00 AM	9:50 AM
2	No Bones About It	30	9:10 AM	9:40 AM
2	Mystery Architecture	30	9:30 AM	10:00 AM
2	Feathered Friends	30	9:50 AM	10:20 AM
3	To Infinity and Beyond	50	10:10 AM	11:00 AM
2	On Target	30	10:10 AM	10:40 AM
3	Hang Time	40	11:00 AM	11:40 AM
3	No Bones About It	30	11:30 AM	12:00 PM
3	On Target	30	11:30 AM	12:00 PM
3	Mystery Architecture	30	12:00 PM	12:30 PM
3	Gravity Racer	40	12:00 PM	12:40 PM
3	Aerodynamics	30	12:40 PM	1:10 PM
3	Pasta Bridge	40	12:40 PM	1:20 PM
3	Map Reading	25	12:45 PM	1:10 PM
3	Feathered Friends	30	1:00 PM	1:30 PM
4	iCompute	55	1:00 PM	1:55 PM
4	Map Reading	25	2:00 PM	2:25 PM
4	Potions	45	2:15 PM	3:00 PM
4	Mystery Architecture	30	2:20 PM	2:50 PM
4	To Infinity and Beyond	50	2:20 PM	3:10 PM
4	Circuit Wizardry	45	2:40 PM	3:25 PM
4	Hang Time	40	3:00 PM	3:40 PM
4	GENE-ius	30	3:40 PM	4:10 PM
4	On Target	30	3:40 PM	4:10 PM
4	Zip-A-Dee-Doo-Dah	30	3:50 PM	4:20 PM
5	To Infinity and Beyond	50	4:00 PM	4:50 PM
5	iCompute	55	4:00 PM	4:55 PM
5	Potions	45	5:00 PM	5:45 PM
5	On Target	30	5:10 PM	5:40 PM
5	GENE-ius	30	5:40 PM	6:10 PM
5	Map Reading	25	6:00 PM	6:25 PM
5	Circuit Wizardry	45	6:10 PM	6:55 PM
5	Zip-A-Dee-Doo-Dah	30	6:30 PM	7:00 PM
5	Mystery Architecture	30	6:40 PM	7:10 PM
5	Hang Time	40	7:00 PM	7:40 PM

Angell

Grade	Event	Duration	Start Time	End Time
2	Gravity Racer	40	8:00 AM	8:40 AM
2	Feathered Friends	30	8:50 AM	9:20 AM
2	No Bones About It	30	8:50 AM	9:20 AM
2	To Infinity and Beyond	50	9:00 AM	9:50 AM
2	Map Reading	25	9:05 AM	9:30 AM
2	Barge Building	30	9:10 AM	9:40 AM
2	Aerodynamics	30	9:30 AM	10:00 AM
2	Mystery Architecture	30	9:30 AM	10:00 AM
2	Pasta Bridge	40	9:40 AM	10:20 AM
3	To Infinity and Beyond	50	10:10 AM	11:00 AM
2	On Target	30	10:10 AM	10:40 AM
3	Hang Time	40	11:00 AM	11:40 AM
3	On Target	30	11:10 AM	11:40 AM
3	Pasta Bridge	40	11:20 AM	12:00 PM
3	Mystery Architecture	30	11:20 AM	11:50 AM
3	No Bones About It	30	11:50 AM	12:20 PM
3	Aerodynamics	30	12:20 PM	12:50 PM
3	Map Reading	25	12:25 PM	12:50 PM
3	Gravity Racer	40	12:30 PM	1:10 PM
3	Feathered Friends	30	1:00 PM	1:30 PM
4	iCompute	55	1:00 PM	1:55 PM
4	Circuit Wizardry	45	1:30 PM	2:15 PM
4	GENE-ius	30	2:00 PM	2:30 PM
4	Zip-A-Dee-Doo-Dah	30	2:10 PM	2:40 PM
4	Potions	45	2:15 PM	3:00 PM
4	To Infinity and Beyond	50	2:20 PM	3:10 PM
4	Mystery Architecture	30	3:00 PM	3:30 PM
4	Hang Time	40	3:00 PM	3:40 PM
4	On Target	30	3:20 PM	3:50 PM
4	Map Reading	25	3:40 PM	4:05 PM
5	To Infinity and Beyond	50	4:00 PM	4:50 PM
5	iCompute	55	4:00 PM	4:55 PM
5	On Target	30	5:10 PM	5:40 PM
5	GENE-ius	30	5:40 PM	6:10 PM
5	Mystery Architecture	30	6:00 PM	6:30 PM
5	Circuit Wizardry	45	6:10 PM	6:55 PM
5	Zip-A-Dee-Doo-Dah	30	6:30 PM	7:00 PM
5	Map Reading	25	6:40 PM	7:05 PM
5	Potions	45	6:45 PM	7:30 PM
5	Hang Time	40	7:00 PM	7:40 PM

AAChristian

Grade	Event	Duration	Start Time	End Time
2	Mystery Architecture	30	8:10 AM	8:40 AM
2	Barge Building	30	8:10 AM	8:40 AM
2	Pasta Bridge	40	8:40 AM	9:20 AM
2	To Infinity and Beyond	50	9:00 AM	9:50 AM
2	Map Reading	25	9:15 AM	9:40 AM
2	Feathered Friends	30	9:20 AM	9:50 AM
2	Aerodynamics	30	9:30 AM	10:00 AM
2	No Bones About It	30	9:50 AM	10:20 AM
2	On Target	30	9:50 AM	10:20 AM
2	Gravity Racer	40	10:00 AM	10:40 AM
3	To Infinity and Beyond	50	10:10 AM	11:00 AM
3	Hang Time	40	11:00 AM	11:40 AM
3	Aerodynamics	30	11:20 AM	11:50 AM
3	Mystery Architecture	30	11:20 AM	11:50 AM
3	On Target	30	11:50 AM	12:20 PM
3	Pasta Bridge	40	12:00 PM	12:40 PM
3	Map Reading	25	12:10 PM	12:35 PM
3	No Bones About It	30	12:50 PM	1:20 PM
3	Feathered Friends	30	1:00 PM	1:30 PM
3	Gravity Racer	40	1:00 PM	1:40 PM
4	iCompute	55	1:00 PM	1:55 PM
4	Potions	45	1:15 PM	2:00 PM
4	Circuit Wizardry	45	1:30 PM	2:15 PM
4	Map Reading	25	2:20 PM	2:45 PM
4	To Infinity and Beyond	50	2:20 PM	3:10 PM
4	GENE-ius	30	2:40 PM	3:10 PM
4	Zip-A-Dee-Doo-Dah	30	2:50 PM	3:20 PM
4	Mystery Architecture	30	3:00 PM	3:30 PM
4	Hang Time	40	3:00 PM	3:40 PM
4	On Target	30	3:20 PM	3:50 PM
5	To Infinity and Beyond	50	4:00 PM	4:50 PM
5	iCompute	55	4:00 PM	4:55 PM
5	Circuit Wizardry	45	5:10 PM	5:55 PM
5	Mystery Architecture	30	5:20 PM	5:50 PM
5	GENE-ius	30	6:00 PM	6:30 PM
5	Zip-A-Dee-Doo-Dah	30	6:10 PM	6:40 PM
5	Map Reading	25	6:20 PM	6:45 PM
5	Potions	45	6:45 PM	7:30 PM
5	On Target	30	6:50 PM	7:20 PM
5	Hang Time	40	7:00 PM	7:40 PM

AAOpen

Grade	Event	Duration	Start Time	End Time
2	No Bones About It	30	8:30 AM	9:00 AM
2	Feathered Friends	30	8:50 AM	9:20 AM
2	Aerodynamics	30	8:50 AM	9:20 AM
2	To Infinity and Beyond	50	9:00 AM	9:50 AM
2	Map Reading	25	9:05 AM	9:30 AM
2	Barge Building	30	9:10 AM	9:40 AM
2	Mystery Architecture	30	9:30 AM	10:00 AM
2	On Target	30	9:30 AM	10:00 AM
2	Pasta Bridge	40	9:40 AM	10:20 AM
2	Gravity Racer	40	10:00 AM	10:40 AM
3	To Infinity and Beyond	50	10:10 AM	11:00 AM
3	Feathered Friends	30	11:00 AM	11:30 AM
3	Hang Time	40	11:00 AM	11:40 AM
3	Map Reading	25	11:15 AM	11:40 AM
3	Aerodynamics	30	11:20 AM	11:50 AM
3	Mystery Architecture	30	11:20 AM	11:50 AM
3	No Bones About It	30	11:30 AM	12:00 PM
3	Gravity Racer	40	12:00 PM	12:40 PM
3	On Target	30	12:10 PM	12:40 PM
3	Pasta Bridge	40	12:20 PM	1:00 PM
4	iCompute	55	1:00 PM	1:55 PM
4	Circuit Wizardry	45	1:30 PM	2:15 PM
4	Zip-A-Dee-Doo-Dah	30	2:10 PM	2:40 PM
4	Potions	45	2:15 PM	3:00 PM
4	GENE-ius	30	2:20 PM	2:50 PM
4	To Infinity and Beyond	50	2:20 PM	3:10 PM
4	On Target	30	3:00 PM	3:30 PM
4	Mystery Architecture	30	3:00 PM	3:30 PM
4	Hang Time	40	3:00 PM	3:40 PM
4	Map Reading	25	4:00 PM	4:25 PM
5	To Infinity and Beyond	50	4:00 PM	4:50 PM
5	iCompute	55	4:00 PM	4:55 PM
5	On Target	30	5:10 PM	5:40 PM
5	Circuit Wizardry	45	5:10 PM	5:55 PM
5	Potions	45	5:45 PM	6:30 PM
5	Mystery Architecture	30	6:00 PM	6:30 PM
5	GENE-ius	30	6:20 PM	6:50 PM
5	Zip-A-Dee-Doo-Dah	30	6:50 PM	7:20 PM
5	Hang Time	40	7:00 PM	7:40 PM
5	Map Reading	25	7:00 PM	7:25 PM

Bach

Grade	Event	Duration	Start Time	End Time
2	Feathered Friends	30	8:20 AM	8:50 AM
2	Map Reading	25	8:30 AM	8:55 AM
2	Mystery Architecture	30	8:50 AM	9:20 AM
2	On Target	30	8:50 AM	9:20 AM
2	To Infinity and Beyond	50	9:00 AM	9:50 AM
2	Barge Building	30	9:10 AM	9:40 AM
2	Pasta Bridge	40	9:20 AM	10:00 AM
2	Gravity Racer	40	9:30 AM	10:10 AM
2	Aerodynamics	30	9:50 AM	10:20 AM
3	To Infinity and Beyond	50	10:10 AM	11:00 AM
2	No Bones About It	30	10:10 AM	10:40 AM
3	Pasta Bridge	40	11:20 AM	12:00 PM
3	Hang Time	40	11:20 AM	12:00 PM
3	Aerodynamics	30	12:00 PM	12:30 PM
3	Mystery Architecture	30	12:00 PM	12:30 PM
3	No Bones About It	30	12:30 PM	1:00 PM
3	On Target	30	12:30 PM	1:00 PM
3	Gravity Racer	40	12:30 PM	1:10 PM
3	Map Reading	25	12:45 PM	1:10 PM
3	Feathered Friends	30	1:00 PM	1:30 PM
4	Potions	45	1:00 PM	1:45 PM
4	iCompute	55	1:00 PM	1:55 PM
4	To Infinity and Beyond	50	2:20 PM	3:10 PM
4	Circuit Wizardry	45	2:40 PM	3:25 PM
4	Mystery Architecture	30	3:00 PM	3:30 PM
4	Hang Time	40	3:20 PM	4:00 PM
4	Zip-A-Dee-Doo-Dah	30	3:30 PM	4:00 PM
4	Map Reading	25	3:40 PM	4:05 PM
4	GENE-ius	30	3:40 PM	4:10 PM
4	On Target	30	3:40 PM	4:10 PM
5	To Infinity and Beyond	50	4:00 PM	4:50 PM
5	iCompute	55	4:00 PM	4:55 PM
5	Map Reading	25	5:40 PM	6:05 PM
5	GENE-ius	30	5:40 PM	6:10 PM
5	Zip-A-Dee-Doo-Dah	30	5:50 PM	6:20 PM
5	Potions	45	6:00 PM	6:45 PM
5	On Target	30	6:10 PM	6:40 PM
5	Circuit Wizardry	45	6:10 PM	6:55 PM
5	Hang Time	40	6:40 PM	7:20 PM
5	Mystery Architecture	30	6:40 PM	7:10 PM

Bishop

Grade	Event	Duration	Start Time	End Time
2	Map Reading	25	8:10 AM	8:35 AM
2	Mystery Architecture	30	8:10 AM	8:40 AM
2	Pasta Bridge	40	8:20 AM	9:00 AM
2	On Target	30	8:30 AM	9:00 AM
2	Gravity Racer	40	9:00 AM	9:40 AM
2	To Infinity and Beyond	50	9:00 AM	9:50 AM
2	Aerodynamics	30	9:30 AM	10:00 AM
2	Feathered Friends	30	9:50 AM	10:20 AM
2	Barge Building	30	10:10 AM	10:40 AM
3	To Infinity and Beyond	50	10:10 AM	11:00 AM
2	No Bones About It	30	10:10 AM	10:40 AM
3	On Target	30	11:10 AM	11:40 AM
3	Map Reading	25	11:15 AM	11:40 AM
3	Hang Time	40	11:20 AM	12:00 PM
3	Aerodynamics	30	11:40 AM	12:10 PM
3	Pasta Bridge	40	11:40 AM	12:20 PM
3	Mystery Architecture	30	12:00 PM	12:30 PM
3	Feathered Friends	30	12:20 PM	12:50 PM
3	Gravity Racer	40	1:00 PM	1:40 PM
4	iCompute	55	1:00 PM	1:55 PM
3	No Bones About It	30	1:10 PM	1:40 PM
4	GENE-ius	30	2:00 PM	2:30 PM
4	On Target	30	2:20 PM	2:50 PM
4	To Infinity and Beyond	50	2:20 PM	3:10 PM
4	Map Reading	25	2:40 PM	3:05 PM
4	Circuit Wizardry	45	2:40 PM	3:25 PM
4	Potions	45	3:00 PM	3:45 PM
4	Zip-A-Dee-Doo-Dah	30	3:10 PM	3:40 PM
4	Hang Time	40	3:20 PM	4:00 PM
4	Mystery Architecture	30	3:40 PM	4:10 PM
5	To Infinity and Beyond	50	4:00 PM	4:50 PM
5	iCompute	55	4:00 PM	4:55 PM
5	Circuit Wizardry	45	5:10 PM	5:55 PM
5	GENE-ius	30	5:20 PM	5:50 PM
5	Map Reading	25	6:00 PM	6:25 PM
5	Mystery Architecture	30	6:00 PM	6:30 PM
5	Potions	45	6:00 PM	6:45 PM
5	Hang Time	40	6:40 PM	7:20 PM
5	On Target	30	6:50 PM	7:20 PM
5	Zip-A-Dee-Doo-Dah	30	6:50 PM	7:20 PM

Brick

Grade	Event	Duration	Start Time	End Time
2	Gravity Racer	40	8:00 AM	8:40 AM
2	No Bones About It	30	8:30 AM	9:00 AM
2	On Target	30	8:30 AM	9:00 AM
2	Mystery Architecture	30	8:50 AM	9:20 AM
2	Aerodynamics	30	8:50 AM	9:20 AM
2	To Infinity and Beyond	50	9:00 AM	9:50 AM
2	Map Reading	25	9:05 AM	9:30 AM
2	Barge Building	30	9:10 AM	9:40 AM
2	Pasta Bridge	40	9:40 AM	10:20 AM
2	Feathered Friends	30	9:50 AM	10:20 AM
3	To Infinity and Beyond	50	10:10 AM	11:00 AM
3	Gravity Racer	40	11:00 AM	11:40 AM
3	Hang Time	40	11:20 AM	12:00 PM
3	Pasta Bridge	40	11:40 AM	12:20 PM
3	Map Reading	25	11:50 AM	12:15 PM
3	On Target	30	11:50 AM	12:20 PM
3	No Bones About It	30	12:30 PM	1:00 PM
3	Mystery Architecture	30	12:40 PM	1:10 PM
3	Aerodynamics	30	12:40 PM	1:10 PM
3	Feathered Friends	30	1:00 PM	1:30 PM
4	iCompute	55	1:00 PM	1:55 PM
4	Circuit Wizardry	45	1:30 PM	2:15 PM
4	Zip-A-Dee-Doo-Dah	30	2:10 PM	2:40 PM
4	Potions	45	2:15 PM	3:00 PM
4	To Infinity and Beyond	50	2:20 PM	3:10 PM
4	GENE-ius	30	2:40 PM	3:10 PM
4	Map Reading	25	3:20 PM	3:45 PM
4	Hang Time	40	3:20 PM	4:00 PM
4	Mystery Architecture	30	3:40 PM	4:10 PM
4	On Target	30	4:00 PM	4:30 PM
5	To Infinity and Beyond	50	4:00 PM	4:50 PM
5	iCompute	55	4:00 PM	4:55 PM
5	On Target	30	5:10 PM	5:40 PM
5	Zip-A-Dee-Doo-Dah	30	5:10 PM	5:40 PM
5	Circuit Wizardry	45	5:10 PM	5:55 PM
5	GENE-ius	30	5:40 PM	6:10 PM
5	Mystery Architecture	30	6:00 PM	6:30 PM
5	Potions	45	6:00 PM	6:45 PM
5	Hang Time	40	6:40 PM	7:20 PM
5	Map Reading	25	6:40 PM	7:05 PM

BryantPattengill

Grade	Event	Duration	Start Time	End Time
2	Gravity Racer	40	8:00 AM	8:40 AM
2	Map Reading	25	8:10 AM	8:35 AM
2	Pasta Bridge	40	8:20 AM	9:00 AM
2	Barge Building	30	8:40 AM	9:10 AM
2	Feathered Friends	30	8:50 AM	9:20 AM
2	On Target	30	8:50 AM	9:20 AM
2	To Infinity and Beyond	50	9:00 AM	9:50 AM
2	No Bones About It	30	9:10 AM	9:40 AM
2	Mystery Architecture	30	9:30 AM	10:00 AM
2	Aerodynamics	30	9:50 AM	10:20 AM
3	To Infinity and Beyond	50	10:10 AM	11:00 AM
3	Feathered Friends	30	11:00 AM	11:30 AM
3	Gravity Racer	40	11:00 AM	11:40 AM
3	Hang Time	40	11:20 AM	12:00 PM
3	On Target	30	11:30 AM	12:00 PM
3	Map Reading	25	11:35 AM	12:00 PM
3	Pasta Bridge	40	12:00 PM	12:40 PM
3	Mystery Architecture	30	12:40 PM	1:10 PM
3	Aerodynamics	30	12:40 PM	1:10 PM
3	No Bones About It	30	12:50 PM	1:20 PM
4	iCompute	55	1:00 PM	1:55 PM
4	Potions	45	1:15 PM	2:00 PM
4	Map Reading	25	2:00 PM	2:25 PM
4	On Target	30	2:20 PM	2:50 PM
4	To Infinity and Beyond	50	2:20 PM	3:10 PM
4	Circuit Wizardry	45	2:40 PM	3:25 PM
4	GENE-ius	30	3:00 PM	3:30 PM
4	Zip-A-Dee-Doo-Dah	30	3:10 PM	3:40 PM
4	Hang Time	40	3:20 PM	4:00 PM
4	Mystery Architecture	30	3:40 PM	4:10 PM
5	To Infinity and Beyond	50	4:00 PM	4:50 PM
5	iCompute	55	4:00 PM	4:55 PM
5	Potions	45	5:00 PM	5:45 PM
5	On Target	30	5:10 PM	5:40 PM
5	Zip-A-Dee-Doo-Dah	30	5:30 PM	6:00 PM
5	GENE-ius	30	5:40 PM	6:10 PM
5	Map Reading	25	6:00 PM	6:25 PM
5	Circuit Wizardry	45	6:10 PM	6:55 PM
5	Hang Time	40	6:40 PM	7:20 PM
5	Mystery Architecture	30	6:40 PM	7:10 PM

BurnsPark

Grade	Event	Duration	Start Time	End Time
2	Feathered Friends	30	8:20 AM	8:50 AM
2	No Bones About It	30	8:30 AM	9:00 AM
2	Mystery Architecture	30	8:50 AM	9:20 AM
2	Aerodynamics	30	8:50 AM	9:20 AM
2	Pasta Bridge	40	9:00 AM	9:40 AM
2	To Infinity and Beyond	50	9:00 AM	9:50 AM
2	Map Reading	25	9:15 AM	9:40 AM
2	Gravity Racer	40	9:30 AM	10:10 AM
2	Barge Building	30	9:40 AM	10:10 AM
3	To Infinity and Beyond	50	10:10 AM	11:00 AM
2	On Target	30	10:10 AM	10:40 AM
3	Feathered Friends	30	11:00 AM	11:30 AM
3	Mystery Architecture	30	11:20 AM	11:50 AM
3	Hang Time	40	11:20 AM	12:00 PM
3	Map Reading	25	11:50 AM	12:15 PM
3	Gravity Racer	40	12:00 PM	12:40 PM
3	On Target	30	12:10 PM	12:40 PM
3	Aerodynamics	30	12:40 PM	1:10 PM
3	Pasta Bridge	40	12:40 PM	1:20 PM
4	iCompute	55	1:00 PM	1:55 PM
3	No Bones About It	30	1:10 PM	1:40 PM
4	Zip-A-Dee-Doo-Dah	30	2:10 PM	2:40 PM
4	Potions	45	2:15 PM	3:00 PM
4	GENE-ius	30	2:20 PM	2:50 PM
4	To Infinity and Beyond	50	2:20 PM	3:10 PM
4	Circuit Wizardry	45	2:40 PM	3:25 PM
4	Map Reading	25	3:00 PM	3:25 PM
4	Mystery Architecture	30	3:00 PM	3:30 PM
4	Hang Time	40	3:20 PM	4:00 PM
4	On Target	30	4:00 PM	4:30 PM
5	To Infinity and Beyond	50	4:00 PM	4:50 PM
5	iCompute	55	4:00 PM	4:55 PM
5	Zip-A-Dee-Doo-Dah	30	5:10 PM	5:40 PM
5	Map Reading	25	5:20 PM	5:45 PM
5	Potions	45	5:45 PM	6:30 PM
5	On Target	30	5:50 PM	6:20 PM
5	Circuit Wizardry	45	6:10 PM	6:55 PM
5	GENE-ius	30	6:20 PM	6:50 PM
5	Hang Time	40	6:40 PM	7:20 PM
5	Mystery Architecture	30	6:40 PM	7:10 PM

Carpenter

Grade	Event	Duration	Start Time	End Time
2	Feathered Friends	30	8:20 AM	8:50 AM
2	Pasta Bridge	40	8:20 AM	9:00 AM
2	Aerodynamics	30	8:30 AM	9:00 AM
2	Mystery Architecture	30	8:50 AM	9:20 AM
2	No Bones About It	30	8:50 AM	9:20 AM
2	To Infinity and Beyond	50	9:00 AM	9:50 AM
2	Barge Building	30	9:10 AM	9:40 AM
2	Map Reading	25	9:40 AM	10:05 AM
2	Gravity Racer	40	10:00 AM	10:40 AM
3	To Infinity and Beyond	50	10:10 AM	11:00 AM
2	On Target	30	10:10 AM	10:40 AM
3	Feathered Friends	30	11:00 AM	11:30 AM
3	Aerodynamics	30	11:20 AM	11:50 AM
3	Hang Time	40	11:20 AM	12:00 PM
3	On Target	30	11:30 AM	12:00 PM
3	Gravity Racer	40	11:30 AM	12:10 PM
3	Pasta Bridge	40	12:00 PM	12:40 PM
3	No Bones About It	30	12:10 PM	12:40 PM
3	Map Reading	25	12:25 PM	12:50 PM
3	Mystery Architecture	30	12:40 PM	1:10 PM
4	iCompute	55	1:00 PM	1:55 PM
4	Circuit Wizardry	45	1:30 PM	2:15 PM
4	Map Reading	25	2:20 PM	2:45 PM
4	GENE-ius	30	2:20 PM	2:50 PM
4	To Infinity and Beyond	50	2:20 PM	3:10 PM
4	Zip-A-Dee-Doo-Dah	30	2:30 PM	3:00 PM
4	Mystery Architecture	30	3:00 PM	3:30 PM
4	Potions	45	3:00 PM	3:45 PM
4	Hang Time	40	3:20 PM	4:00 PM
4	On Target	30	4:00 PM	4:30 PM
5	To Infinity and Beyond	50	4:00 PM	4:50 PM
5	iCompute	55	4:00 PM	4:55 PM
5	Map Reading	25	5:00 PM	5:25 PM
5	Potions	45	5:00 PM	5:45 PM
5	Mystery Architecture	30	5:20 PM	5:50 PM
5	Zip-A-Dee-Doo-Dah	30	5:50 PM	6:20 PM
5	Circuit Wizardry	45	6:10 PM	6:55 PM
5	GENE-ius	30	6:20 PM	6:50 PM
5	Hang Time	40	6:40 PM	7:20 PM
5	On Target	30	6:50 PM	7:20 PM

Chelsea

Grade	Event	Duration	Start Time	End Time
2	Mystery Architecture	30	8:10 AM	8:40 AM
2	Aerodynamics	30	8:30 AM	9:00 AM
2	Barge Building	30	8:40 AM	9:10 AM
2	Feathered Friends	30	8:50 AM	9:20 AM
2	No Bones About It	30	8:50 AM	9:20 AM
2	To Infinity and Beyond	50	9:00 AM	9:50 AM
2	Pasta Bridge	40	9:20 AM	10:00 AM
2	Map Reading	25	9:40 AM	10:05 AM
2	Gravity Racer	40	10:00 AM	10:40 AM
3	To Infinity and Beyond	50	10:10 AM	11:00 AM
2	On Target	30	10:10 AM	10:40 AM
3	Feathered Friends	30	11:40 AM	12:10 PM
3	Hang Time	40	11:40 AM	12:20 PM
3	No Bones About It	30	11:50 AM	12:20 PM
3	Aerodynamics	30	12:20 PM	12:50 PM
3	Pasta Bridge	40	12:20 PM	1:00 PM
3	Map Reading	25	12:25 PM	12:50 PM
3	Mystery Architecture	30	12:40 PM	1:10 PM
3	On Target	30	12:50 PM	1:20 PM
3	Gravity Racer	40	1:00 PM	1:40 PM
4	iCompute	55	1:00 PM	1:55 PM
4	Potions	45	1:15 PM	2:00 PM
4	To Infinity and Beyond	50	2:20 PM	3:10 PM
4	Mystery Architecture	30	2:20 PM	2:50 PM
4	On Target	30	2:40 PM	3:10 PM
4	Circuit Wizardry	45	2:40 PM	3:25 PM
4	Map Reading	25	3:00 PM	3:25 PM
4	Zip-A-Dee-Doo-Dah	30	3:30 PM	4:00 PM
4	Hang Time	40	3:40 PM	4:20 PM
4	GENE-ius	30	3:40 PM	4:10 PM
5	To Infinity and Beyond	50	4:00 PM	4:50 PM
5	iCompute	55	4:00 PM	4:55 PM
5	Potions	45	5:00 PM	5:45 PM
5	Zip-A-Dee-Doo-Dah	30	5:30 PM	6:00 PM
5	Circuit Wizardry	45	6:10 PM	6:55 PM
5	Hang Time	40	6:20 PM	7:00 PM
5	On Target	30	6:30 PM	7:00 PM
5	GENE-ius	30	6:40 PM	7:10 PM
5	Mystery Architecture	30	6:40 PM	7:10 PM
5	Map Reading	25	7:00 PM	7:25 PM

Dexter

Grade	Event	Duration	Start Time	End Time
2	Mystery Architecture	30	8:10 AM	8:40 AM
2	No Bones About It	30	8:30 AM	9:00 AM
2	On Target	30	8:30 AM	9:00 AM
2	Gravity Racer	40	8:30 AM	9:10 AM
2	Pasta Bridge	40	8:40 AM	9:20 AM
2	To Infinity and Beyond	50	9:00 AM	9:50 AM
2	Map Reading	25	9:05 AM	9:30 AM
2	Aerodynamics	30	9:10 AM	9:40 AM
2	Feathered Friends	30	9:20 AM	9:50 AM
2	Barge Building	30	9:40 AM	10:10 AM
3	To Infinity and Beyond	50	10:10 AM	11:00 AM
3	Feathered Friends	30	11:00 AM	11:30 AM
3	Mystery Architecture	30	11:20 AM	11:50 AM
3	Map Reading	25	11:35 AM	12:00 PM
3	Pasta Bridge	40	11:40 AM	12:20 PM
3	Hang Time	40	11:40 AM	12:20 PM
3	On Target	30	12:10 PM	12:40 PM
3	No Bones About It	30	12:30 PM	1:00 PM
3	Gravity Racer	40	12:30 PM	1:10 PM
3	Aerodynamics	30	12:40 PM	1:10 PM
4	iCompute	55	1:00 PM	1:55 PM
4	Circuit Wizardry	45	1:30 PM	2:15 PM
4	GENE-ius	30	2:00 PM	2:30 PM
4	Potions	45	2:00 PM	2:45 PM
4	To Infinity and Beyond	50	2:20 PM	3:10 PM
4	On Target	30	2:40 PM	3:10 PM
4	Mystery Architecture	30	3:40 PM	4:10 PM
4	Hang Time	40	3:40 PM	4:20 PM
4	Zip-A-Dee-Doo-Dah	30	3:50 PM	4:20 PM
4	Map Reading	25	4:00 PM	4:25 PM
5	To Infinity and Beyond	50	4:00 PM	4:50 PM
5	iCompute	55	4:00 PM	4:55 PM
5	Potions	45	4:45 PM	5:30 PM
5	Zip-A-Dee-Doo-Dah	30	5:10 PM	5:40 PM
5	On Target	30	5:30 PM	6:00 PM
5	Mystery Architecture	30	6:00 PM	6:30 PM
5	Circuit Wizardry	45	6:10 PM	6:55 PM
5	Hang Time	40	6:20 PM	7:00 PM
5	Map Reading	25	6:40 PM	7:05 PM
5	GENE-ius	30	6:40 PM	7:10 PM

Dicken

Grade	Event	Duration	Start Time	End Time
2	Mystery Architecture	30	8:10 AM	8:40 AM
2	Gravity Racer	40	8:30 AM	9:10 AM
2	Pasta Bridge	40	8:40 AM	9:20 AM
2	On Target	30	8:50 AM	9:20 AM
2	To Infinity and Beyond	50	9:00 AM	9:50 AM
2	Aerodynamics	30	9:10 AM	9:40 AM
2	Map Reading	25	9:15 AM	9:40 AM
2	No Bones About It	30	9:30 AM	10:00 AM
2	Feathered Friends	30	9:50 AM	10:20 AM
2	Barge Building	30	10:10 AM	10:40 AM
3	To Infinity and Beyond	50	10:10 AM	11:00 AM
3	Map Reading	25	11:15 AM	11:40 AM
3	Aerodynamics	30	11:40 AM	12:10 PM
3	Hang Time	40	11:40 AM	12:20 PM
3	No Bones About It	30	11:50 AM	12:20 PM
3	Pasta Bridge	40	12:00 PM	12:40 PM
3	Gravity Racer	40	12:30 PM	1:10 PM
3	Mystery Architecture	30	12:40 PM	1:10 PM
3	On Target	30	12:50 PM	1:20 PM
3	Feathered Friends	30	1:00 PM	1:30 PM
4	iCompute	55	1:00 PM	1:55 PM
4	Circuit Wizardry	45	1:30 PM	2:15 PM
4	Potions	45	2:00 PM	2:45 PM
4	Mystery Architecture	30	2:20 PM	2:50 PM
4	To Infinity and Beyond	50	2:20 PM	3:10 PM
4	Zip-A-Dee-Doo-Dah	30	2:50 PM	3:20 PM
4	Map Reading	25	3:20 PM	3:45 PM
4	GENE-ius	30	3:20 PM	3:50 PM
4	Hang Time	40	3:40 PM	4:20 PM
4	On Target	30	4:00 PM	4:30 PM
5	To Infinity and Beyond	50	4:00 PM	4:50 PM
5	iCompute	55	4:00 PM	4:55 PM
5	GENE-ius	30	5:00 PM	5:30 PM
5	On Target	30	5:10 PM	5:40 PM
5	Potions	45	5:45 PM	6:30 PM
5	Zip-A-Dee-Doo-Dah	30	5:50 PM	6:20 PM
5	Circuit Wizardry	45	6:10 PM	6:55 PM
5	Hang Time	40	6:20 PM	7:00 PM
5	Mystery Architecture	30	6:40 PM	7:10 PM
5	Map Reading	25	7:00 PM	7:25 PM

Eberwhite

Grade	Event	Duration	Start Time	End Time
2	Barge Building	30	8:10 AM	8:40 AM
2	Map Reading	25	8:30 AM	8:55 AM
2	Mystery Architecture	30	8:50 AM	9:20 AM
2	Gravity Racer	40	9:00 AM	9:40 AM
2	To Infinity and Beyond	50	9:00 AM	9:50 AM
2	On Target	30	9:10 AM	9:40 AM
2	Feathered Friends	30	9:20 AM	9:50 AM
2	Pasta Bridge	40	9:20 AM	10:00 AM
2	Aerodynamics	30	9:50 AM	10:20 AM
3	To Infinity and Beyond	50	10:10 AM	11:00 AM
2	No Bones About It	30	10:10 AM	10:40 AM
3	Aerodynamics	30	11:20 AM	11:50 AM
3	Pasta Bridge	40	11:20 AM	12:00 PM
3	Feathered Friends	30	11:40 AM	12:10 PM
3	Hang Time	40	11:40 AM	12:20 PM
3	Map Reading	25	11:50 AM	12:15 PM
3	On Target	30	12:10 PM	12:40 PM
3	No Bones About It	30	12:30 PM	1:00 PM
3	Gravity Racer	40	12:30 PM	1:10 PM
3	Mystery Architecture	30	12:40 PM	1:10 PM
4	iCompute	55	1:00 PM	1:55 PM
4	Potions	45	1:15 PM	2:00 PM
4	Map Reading	25	2:20 PM	2:45 PM
4	To Infinity and Beyond	50	2:20 PM	3:10 PM
4	On Target	30	2:40 PM	3:10 PM
4	Circuit Wizardry	45	2:40 PM	3:25 PM
4	Mystery Architecture	30	3:00 PM	3:30 PM
4	GENE-ius	30	3:20 PM	3:50 PM
4	Hang Time	40	3:40 PM	4:20 PM
4	Zip-A-Dee-Doo-Dah	30	3:50 PM	4:20 PM
5	To Infinity and Beyond	50	4:00 PM	4:50 PM
5	iCompute	55	4:00 PM	4:55 PM
5	Circuit Wizardry	45	5:10 PM	5:55 PM
5	GENE-ius	30	5:20 PM	5:50 PM
5	On Target	30	5:50 PM	6:20 PM
5	Map Reading	25	6:00 PM	6:25 PM
5	Mystery Architecture	30	6:00 PM	6:30 PM
5	Zip-A-Dee-Doo-Dah	30	6:10 PM	6:40 PM
5	Hang Time	40	6:20 PM	7:00 PM
5	Potions	45	6:45 PM	7:30 PM

Emerson

Grade	Event	Duration	Start Time	End Time
2	Gravity Racer	40	8:30 AM	9:10 AM
2	Barge Building	30	8:40 AM	9:10 AM
2	Feathered Friends	30	8:50 AM	9:20 AM
2	To Infinity and Beyond	50	9:00 AM	9:50 AM
2	On Target	30	9:10 AM	9:40 AM
2	Map Reading	25	9:15 AM	9:40 AM
2	Mystery Architecture	30	9:30 AM	10:00 AM
2	Pasta Bridge	40	9:40 AM	10:20 AM
2	Aerodynamics	30	9:50 AM	10:20 AM
2	No Bones About It	30	9:50 AM	10:20 AM
3	To Infinity and Beyond	50	10:10 AM	11:00 AM
3	On Target	30	11:10 AM	11:40 AM
3	Feathered Friends	30	11:40 AM	12:10 PM
3	Pasta Bridge	40	11:40 AM	12:20 PM
3	Hang Time	40	11:40 AM	12:20 PM
3	Aerodynamics	30	12:00 PM	12:30 PM
3	No Bones About It	30	12:30 PM	1:00 PM
3	Gravity Racer	40	12:30 PM	1:10 PM
3	Mystery Architecture	30	12:40 PM	1:10 PM
3	Map Reading	25	12:45 PM	1:10 PM
4	Potions	45	1:00 PM	1:45 PM
4	iCompute	55	1:00 PM	1:55 PM
4	Map Reading	25	2:00 PM	2:25 PM
4	To Infinity and Beyond	50	2:20 PM	3:10 PM
4	GENE-ius	30	2:40 PM	3:10 PM
4	Circuit Wizardry	45	2:40 PM	3:25 PM
4	Zip-A-Dee-Doo-Dah	30	3:30 PM	4:00 PM
4	Mystery Architecture	30	3:40 PM	4:10 PM
4	Hang Time	40	3:40 PM	4:20 PM
4	On Target	30	4:00 PM	4:30 PM
5	To Infinity and Beyond	50	4:00 PM	4:50 PM
5	iCompute	55	4:00 PM	4:55 PM
5	Zip-A-Dee-Doo-Dah	30	5:10 PM	5:40 PM
5	Circuit Wizardry	45	5:10 PM	5:55 PM
5	GENE-ius	30	5:20 PM	5:50 PM
5	On Target	30	5:30 PM	6:00 PM
5	Map Reading	25	5:40 PM	6:05 PM
5	Mystery Architecture	30	6:00 PM	6:30 PM
5	Hang Time	40	6:20 PM	7:00 PM
5	Potions	45	6:45 PM	7:30 PM

Erickson

Grade	Event	Duration	Start Time	End Time
2	Map Reading	25	8:10 AM	8:35 AM
2	Mystery Architecture	30	8:10 AM	8:40 AM
2	Aerodynamics	30	8:30 AM	9:00 AM
2	Barge Building	30	8:40 AM	9:10 AM
2	Pasta Bridge	40	8:40 AM	9:20 AM
2	Gravity Racer	40	9:00 AM	9:40 AM
2	To Infinity and Beyond	50	9:00 AM	9:50 AM
2	Feathered Friends	30	9:20 AM	9:50 AM
2	On Target	30	9:50 AM	10:20 AM
3	To Infinity and Beyond	50	10:10 AM	11:00 AM
2	No Bones About It	30	10:10 AM	10:40 AM
3	Map Reading	25	11:00 AM	11:25 AM
3	Mystery Architecture	30	11:20 AM	11:50 AM
3	Pasta Bridge	40	11:20 AM	12:00 PM
3	Aerodynamics	30	11:40 AM	12:10 PM
3	On Target	30	11:50 AM	12:20 PM
3	Hang Time	40	12:00 PM	12:40 PM
3	Gravity Racer	40	12:00 PM	12:40 PM
3	Feathered Friends	30	12:20 PM	12:50 PM
3	No Bones About It	30	12:50 PM	1:20 PM
4	iCompute	55	1:00 PM	1:55 PM
4	Circuit Wizardry	45	1:30 PM	2:15 PM
4	Potions	45	2:15 PM	3:00 PM
4	To Infinity and Beyond	50	2:20 PM	3:10 PM
4	Zip-A-Dee-Doo-Dah	30	2:30 PM	3:00 PM
4	GENE-ius	30	2:40 PM	3:10 PM
4	Map Reading	25	3:00 PM	3:25 PM
4	Mystery Architecture	30	3:00 PM	3:30 PM
4	On Target	30	3:00 PM	3:30 PM
4	Hang Time	40	4:00 PM	4:40 PM
5	To Infinity and Beyond	50	4:00 PM	4:50 PM
5	iCompute	55	4:00 PM	4:55 PM
5	GENE-ius	30	5:00 PM	5:30 PM
5	Zip-A-Dee-Doo-Dah	30	5:10 PM	5:40 PM
5	On Target	30	5:30 PM	6:00 PM
5	Hang Time	40	6:00 PM	6:40 PM
5	Potions	45	6:00 PM	6:45 PM
5	Circuit Wizardry	45	6:10 PM	6:55 PM
5	Map Reading	25	6:20 PM	6:45 PM
5	Mystery Architecture	30	6:40 PM	7:10 PM

Estabrook

Grade	Event	Duration	Start Time	End Time
2	Mystery Architecture	30	8:10 AM	8:40 AM
2	No Bones About It	30	8:30 AM	9:00 AM
2	Map Reading	25	8:45 AM	9:10 AM
2	Feathered Friends	30	8:50 AM	9:20 AM
2	To Infinity and Beyond	50	9:00 AM	9:50 AM
2	On Target	30	9:10 AM	9:40 AM
2	Pasta Bridge	40	9:20 AM	10:00 AM
2	Aerodynamics	30	9:50 AM	10:20 AM
2	Gravity Racer	40	10:00 AM	10:40 AM
2	Barge Building	30	10:10 AM	10:40 AM
3	To Infinity and Beyond	50	10:10 AM	11:00 AM
3	Feathered Friends	30	11:00 AM	11:30 AM
3	Gravity Racer	40	11:30 AM	12:10 PM
3	Map Reading	25	11:35 AM	12:00 PM
3	Aerodynamics	30	12:00 PM	12:30 PM
3	Hang Time	40	12:00 PM	12:40 PM
3	Pasta Bridge	40	12:00 PM	12:40 PM
3	On Target	30	12:30 PM	1:00 PM
3	Mystery Architecture	30	12:40 PM	1:10 PM
3	No Bones About It	30	12:50 PM	1:20 PM
4	iCompute	55	1:00 PM	1:55 PM
4	Circuit Wizardry	45	1:30 PM	2:15 PM
4	Map Reading	25	2:00 PM	2:25 PM
4	Mystery Architecture	30	2:20 PM	2:50 PM
4	On Target	30	2:20 PM	2:50 PM
4	To Infinity and Beyond	50	2:20 PM	3:10 PM
4	Zip-A-Dee-Doo-Dah	30	2:30 PM	3:00 PM
4	GENE-ius	30	3:00 PM	3:30 PM
4	Potions	45	3:00 PM	3:45 PM
4	Hang Time	40	4:00 PM	4:40 PM
5	To Infinity and Beyond	50	4:00 PM	4:50 PM
5	iCompute	55	4:00 PM	4:55 PM
5	GENE-ius	30	5:00 PM	5:30 PM
5	Circuit Wizardry	45	5:10 PM	5:55 PM
5	Map Reading	25	5:40 PM	6:05 PM
5	Potions	45	5:45 PM	6:30 PM
5	Mystery Architecture	30	6:00 PM	6:30 PM
5	Hang Time	40	6:00 PM	6:40 PM
5	Zip-A-Dee-Doo-Dah	30	6:10 PM	6:40 PM
5	On Target	30	6:30 PM	7:00 PM

Haisley

Grade	Event	Duration	Start Time	End Time
2	Gravity Racer	40	8:30 AM	9:10 AM
2	Pasta Bridge	40	8:40 AM	9:20 AM
2	Mystery Architecture	30	8:50 AM	9:20 AM
2	On Target	30	8:50 AM	9:20 AM
2	To Infinity and Beyond	50	9:00 AM	9:50 AM
2	No Bones About It	30	9:10 AM	9:40 AM
2	Feathered Friends	30	9:20 AM	9:50 AM
2	Aerodynamics	30	9:30 AM	10:00 AM
2	Map Reading	25	9:55 AM	10:20 AM
2	Barge Building	30	10:10 AM	10:40 AM
3	To Infinity and Beyond	50	10:10 AM	11:00 AM
3	Map Reading	25	11:15 AM	11:40 AM
3	Mystery Architecture	30	11:20 AM	11:50 AM
3	Gravity Racer	40	11:30 AM	12:10 PM
3	Aerodynamics	30	11:40 AM	12:10 PM
3	No Bones About It	30	11:50 AM	12:20 PM
3	Hang Time	40	12:00 PM	12:40 PM
3	On Target	30	12:10 PM	12:40 PM
3	Feathered Friends	30	12:20 PM	12:50 PM
3	Pasta Bridge	40	12:40 PM	1:20 PM
4	Potions	45	1:00 PM	1:45 PM
4	iCompute	55	1:00 PM	1:55 PM
4	GENE-ius	30	2:00 PM	2:30 PM
4	To Infinity and Beyond	50	2:20 PM	3:10 PM
4	Mystery Architecture	30	2:20 PM	2:50 PM
4	Circuit Wizardry	45	2:40 PM	3:25 PM
4	On Target	30	3:20 PM	3:50 PM
4	Zip-A-Dee-Doo-Dah	30	3:30 PM	4:00 PM
4	Hang Time	40	4:00 PM	4:40 PM
4	Map Reading	25	4:00 PM	4:25 PM
5	To Infinity and Beyond	50	4:00 PM	4:50 PM
5	iCompute	55	4:00 PM	4:55 PM
5	GENE-ius	30	5:00 PM	5:30 PM
5	Circuit Wizardry	45	5:10 PM	5:55 PM
5	Mystery Architecture	30	5:20 PM	5:50 PM
5	Hang Time	40	6:00 PM	6:40 PM
5	Potions	45	6:00 PM	6:45 PM
5	On Target	30	6:10 PM	6:40 PM
5	Zip-A-Dee-Doo-Dah	30	6:50 PM	7:20 PM
5	Map Reading	25	7:00 PM	7:25 PM

Holmes

Grade	Event	Duration	Start Time	End Time
2	Gravity Racer	40	8:30 AM	9:10 AM
2	Aerodynamics	30	8:30 AM	9:00 AM
2	No Bones About It	30	8:50 AM	9:20 AM
2	Pasta Bridge	40	9:00 AM	9:40 AM
2	To Infinity and Beyond	50	9:00 AM	9:50 AM
2	On Target	30	9:10 AM	9:40 AM
2	Mystery Architecture	30	9:30 AM	10:00 AM
2	Map Reading	25	9:40 AM	10:05 AM
2	Barge Building	30	9:40 AM	10:10 AM
2	Feathered Friends	30	9:50 AM	10:20 AM
3	To Infinity and Beyond	50	10:10 AM	11:00 AM
3	No Bones About It	30	11:30 AM	12:00 PM
3	Feathered Friends	30	11:40 AM	12:10 PM
3	Aerodynamics	30	12:00 PM	12:30 PM
3	Mystery Architecture	30	12:00 PM	12:30 PM
3	Hang Time	40	12:00 PM	12:40 PM
3	Pasta Bridge	40	12:20 PM	1:00 PM
3	On Target	30	12:30 PM	1:00 PM
3	Map Reading	25	12:45 PM	1:10 PM
3	Gravity Racer	40	1:00 PM	1:40 PM
4	iCompute	55	1:00 PM	1:55 PM
4	GENE-ius	30	2:00 PM	2:30 PM
4	To Infinity and Beyond	50	2:20 PM	3:10 PM
4	On Target	30	2:40 PM	3:10 PM
4	Circuit Wizardry	45	2:40 PM	3:25 PM
4	Mystery Architecture	30	3:00 PM	3:30 PM
4	Potions	45	3:00 PM	3:45 PM
4	Map Reading	25	3:40 PM	4:05 PM
4	Zip-A-Dee-Doo-Dah	30	3:50 PM	4:20 PM
4	Hang Time	40	4:00 PM	4:40 PM
5	To Infinity and Beyond	50	4:00 PM	4:50 PM
5	iCompute	55	4:00 PM	4:55 PM
5	Potions	45	5:00 PM	5:45 PM
5	Circuit Wizardry	45	5:10 PM	5:55 PM
5	Mystery Architecture	30	5:20 PM	5:50 PM
5	Hang Time	40	6:00 PM	6:40 PM
5	Zip-A-Dee-Doo-Dah	30	6:10 PM	6:40 PM
5	Map Reading	25	6:20 PM	6:45 PM
5	On Target	30	6:30 PM	7:00 PM
5	GENE-ius	30	6:40 PM	7:10 PM

King

Grade	Event	Duration	Start Time	End Time
2	Mystery Architecture	30	8:10 AM	8:40 AM
2	Feathered Friends	30	8:50 AM	9:20 AM
2	Pasta Bridge	40	9:00 AM	9:40 AM
2	To Infinity and Beyond	50	9:00 AM	9:50 AM
2	Aerodynamics	30	9:10 AM	9:40 AM
2	No Bones About It	30	9:30 AM	10:00 AM
2	Gravity Racer	40	9:30 AM	10:10 AM
2	Map Reading	25	9:40 AM	10:05 AM
2	Barge Building	30	10:10 AM	10:40 AM
3	To Infinity and Beyond	50	10:10 AM	11:00 AM
2	On Target	30	10:10 AM	10:40 AM
3	Gravity Racer	40	11:00 AM	11:40 AM
3	Pasta Bridge	40	11:20 AM	12:00 PM
3	Map Reading	25	11:35 AM	12:00 PM
3	Aerodynamics	30	11:40 AM	12:10 PM
3	Mystery Architecture	30	12:00 PM	12:30 PM
3	Hang Time	40	12:00 PM	12:40 PM
3	No Bones About It	30	12:10 PM	12:40 PM
3	Feathered Friends	30	12:20 PM	12:50 PM
3	On Target	30	12:30 PM	1:00 PM
4	iCompute	55	1:00 PM	1:55 PM
4	Potions	45	1:15 PM	2:00 PM
4	On Target	30	2:20 PM	2:50 PM
4	To Infinity and Beyond	50	2:20 PM	3:10 PM
4	Circuit Wizardry	45	2:40 PM	3:25 PM
4	Zip-A-Dee-Doo-Dah	30	2:50 PM	3:20 PM
4	Mystery Architecture	30	3:00 PM	3:30 PM
4	Map Reading	25	3:40 PM	4:05 PM
4	GENE-ius	30	3:40 PM	4:10 PM
4	Hang Time	40	4:00 PM	4:40 PM
5	To Infinity and Beyond	50	4:00 PM	4:50 PM
5	iCompute	55	4:00 PM	4:55 PM
5	Map Reading	25	5:00 PM	5:25 PM
5	Circuit Wizardry	45	5:10 PM	5:55 PM
5	GENE-ius	30	5:20 PM	5:50 PM
5	Hang Time	40	6:00 PM	6:40 PM
5	Potions	45	6:00 PM	6:45 PM
5	On Target	30	6:30 PM	7:00 PM
5	Zip-A-Dee-Doo-Dah	30	6:30 PM	7:00 PM
5	Mystery Architecture	30	6:40 PM	7:10 PM

Lakewood

Grade	Event	Duration	Start Time	End Time
2	Gravity Racer	40	8:00 AM	8:40 AM
2	Mystery Architecture	30	8:10 AM	8:40 AM
2	Feathered Friends	30	8:20 AM	8:50 AM
2	Aerodynamics	30	8:50 AM	9:20 AM
2	Pasta Bridge	40	9:00 AM	9:40 AM
2	To Infinity and Beyond	50	9:00 AM	9:50 AM
2	No Bones About It	30	9:10 AM	9:40 AM
2	On Target	30	9:30 AM	10:00 AM
2	Barge Building	30	9:40 AM	10:10 AM
2	Map Reading	25	9:55 AM	10:20 AM
3	To Infinity and Beyond	50	10:10 AM	11:00 AM
3	Mystery Architecture	30	11:20 AM	11:50 AM
3	On Target	30	11:30 AM	12:00 PM
3	Gravity Racer	40	11:30 AM	12:10 PM
3	Aerodynamics	30	11:40 AM	12:10 PM
3	Pasta Bridge	40	12:00 PM	12:40 PM
3	Map Reading	25	12:10 PM	12:35 PM
3	Hang Time	40	12:20 PM	1:00 PM
3	Feathered Friends	30	1:00 PM	1:30 PM
4	iCompute	55	1:00 PM	1:55 PM
3	No Bones About It	30	1:10 PM	1:40 PM
4	Potions	45	1:15 PM	2:00 PM
4	GENE-ius	30	2:20 PM	2:50 PM
4	To Infinity and Beyond	50	2:20 PM	3:10 PM
4	Map Reading	25	2:40 PM	3:05 PM
4	Hang Time	40	2:40 PM	3:20 PM
4	Circuit Wizardry	45	2:40 PM	3:25 PM
4	Mystery Architecture	30	3:00 PM	3:30 PM
4	Zip-A-Dee-Doo-Dah	30	3:10 PM	3:40 PM
4	On Target	30	3:20 PM	3:50 PM
5	To Infinity and Beyond	50	4:00 PM	4:50 PM
5	iCompute	55	4:00 PM	4:55 PM
5	Potions	45	4:45 PM	5:30 PM
5	Hang Time	40	5:00 PM	5:40 PM
5	Circuit Wizardry	45	5:10 PM	5:55 PM
5	Zip-A-Dee-Doo-Dah	30	5:30 PM	6:00 PM
5	Mystery Architecture	30	6:00 PM	6:30 PM
5	Map Reading	25	6:20 PM	6:45 PM
5	GENE-ius	30	6:40 PM	7:10 PM
5	On Target	30	6:50 PM	7:20 PM

Lawton

Grade	Event	Duration	Start Time	End Time
2	Gravity Racer	40	8:00 AM	8:40 AM
2	Barge Building	30	8:10 AM	8:40 AM
2	Map Reading	25	8:30 AM	8:55 AM
2	Aerodynamics	30	8:30 AM	9:00 AM
2	Pasta Bridge	40	9:00 AM	9:40 AM
2	To Infinity and Beyond	50	9:00 AM	9:50 AM
2	No Bones About It	30	9:10 AM	9:40 AM
2	Mystery Architecture	30	9:30 AM	10:00 AM
2	On Target	30	9:30 AM	10:00 AM
2	Feathered Friends	30	9:50 AM	10:20 AM
3	To Infinity and Beyond	50	10:10 AM	11:00 AM
3	Map Reading	25	11:00 AM	11:25 AM
3	Feathered Friends	30	11:00 AM	11:30 AM
3	Gravity Racer	40	11:00 AM	11:40 AM
3	On Target	30	11:30 AM	12:00 PM
3	No Bones About It	30	11:50 AM	12:20 PM
3	Mystery Architecture	30	12:00 PM	12:30 PM
3	Aerodynamics	30	12:20 PM	12:50 PM
3	Hang Time	40	12:20 PM	1:00 PM
3	Pasta Bridge	40	12:40 PM	1:20 PM
4	iCompute	55	1:00 PM	1:55 PM
4	Potions	45	1:15 PM	2:00 PM
4	Circuit Wizardry	45	1:30 PM	2:15 PM
4	GENE-ius	30	2:20 PM	2:50 PM
4	To Infinity and Beyond	50	2:20 PM	3:10 PM
4	Mystery Architecture	30	2:20 PM	2:50 PM
4	Map Reading	25	2:40 PM	3:05 PM
4	Hang Time	40	2:40 PM	3:20 PM
4	Zip-A-Dee-Doo-Dah	30	3:10 PM	3:40 PM
4	On Target	30	3:20 PM	3:50 PM
5	To Infinity and Beyond	50	4:00 PM	4:50 PM
5	iCompute	55	4:00 PM	4:55 PM
5	Hang Time	40	5:00 PM	5:40 PM
5	Circuit Wizardry	45	5:10 PM	5:55 PM
5	Map Reading	25	5:40 PM	6:05 PM
5	GENE-ius	30	6:00 PM	6:30 PM
5	Potions	45	6:00 PM	6:45 PM
5	Mystery Architecture	30	6:40 PM	7:10 PM
5	On Target	30	6:50 PM	7:20 PM
5	Zip-A-Dee-Doo-Dah	30	6:50 PM	7:20 PM

Logan

Grade	Event	Duration	Start Time	End Time
2	Barge Building	30	8:10 AM	8:40 AM
2	Feathered Friends	30	8:20 AM	8:50 AM
2	Pasta Bridge	40	8:20 AM	9:00 AM
2	Map Reading	25	8:45 AM	9:10 AM
2	No Bones About It	30	8:50 AM	9:20 AM
2	On Target	30	8:50 AM	9:20 AM
2	Gravity Racer	40	9:00 AM	9:40 AM
2	To Infinity and Beyond	50	9:00 AM	9:50 AM
2	Aerodynamics	30	9:30 AM	10:00 AM
2	Mystery Architecture	30	9:30 AM	10:00 AM
3	To Infinity and Beyond	50	10:10 AM	11:00 AM
3	On Target	30	11:10 AM	11:40 AM
3	Mystery Architecture	30	11:20 AM	11:50 AM
3	No Bones About It	30	11:30 AM	12:00 PM
3	Aerodynamics	30	12:00 PM	12:30 PM
3	Hang Time	40	12:20 PM	1:00 PM
3	Pasta Bridge	40	12:20 PM	1:00 PM
3	Map Reading	25	12:25 PM	12:50 PM
3	Feathered Friends	30	1:00 PM	1:30 PM
3	Gravity Racer	40	1:00 PM	1:40 PM
4	iCompute	55	1:00 PM	1:55 PM
4	Circuit Wizardry	45	1:30 PM	2:15 PM
4	Potions	45	2:00 PM	2:45 PM
4	Map Reading	25	2:20 PM	2:45 PM
4	To Infinity and Beyond	50	2:20 PM	3:10 PM
4	Hang Time	40	2:40 PM	3:20 PM
4	GENE-ius	30	3:00 PM	3:30 PM
4	On Target	30	3:00 PM	3:30 PM
4	Zip-A-Dee-Doo-Dah	30	3:10 PM	3:40 PM
4	Mystery Architecture	30	3:40 PM	4:10 PM
5	To Infinity and Beyond	50	4:00 PM	4:50 PM
5	iCompute	55	4:00 PM	4:55 PM
5	Potions	45	4:45 PM	5:30 PM
5	Hang Time	40	5:00 PM	5:40 PM
5	GENE-ius	30	5:20 PM	5:50 PM
5	Zip-A-Dee-Doo-Dah	30	5:30 PM	6:00 PM
5	On Target	30	5:50 PM	6:20 PM
5	Map Reading	25	6:00 PM	6:25 PM
5	Circuit Wizardry	45	6:10 PM	6:55 PM
5	Mystery Architecture	30	6:40 PM	7:10 PM

MichiganIslamic

Grade	Event	Duration	Start Time	End Time
2	Barge Building	30	8:10 AM	8:40 AM
2	Feathered Friends	30	8:20 AM	8:50 AM
2	Aerodynamics	30	8:50 AM	9:20 AM
2	To Infinity and Beyond	50	9:00 AM	9:50 AM
2	Map Reading	25	9:15 AM	9:40 AM
2	Mystery Architecture	30	9:30 AM	10:00 AM
2	No Bones About It	30	9:30 AM	10:00 AM
2	Pasta Bridge	40	9:40 AM	10:20 AM
2	Gravity Racer	40	10:00 AM	10:40 AM
3	To Infinity and Beyond	50	10:10 AM	11:00 AM
2	On Target	30	10:10 AM	10:40 AM
3	Map Reading	25	11:15 AM	11:40 AM
3	Mystery Architecture	30	11:20 AM	11:50 AM
3	Pasta Bridge	40	11:40 AM	12:20 PM
3	On Target	30	11:50 AM	12:20 PM
3	Gravity Racer	40	12:00 PM	12:40 PM
3	Aerodynamics	30	12:20 PM	12:50 PM
3	Hang Time	40	12:20 PM	1:00 PM
3	No Bones About It	30	12:30 PM	1:00 PM
3	Feathered Friends	30	1:00 PM	1:30 PM
4	iCompute	55	1:00 PM	1:55 PM
4	Circuit Wizardry	45	1:30 PM	2:15 PM
4	GENE-ius	30	2:20 PM	2:50 PM
4	To Infinity and Beyond	50	2:20 PM	3:10 PM
4	Mystery Architecture	30	2:20 PM	2:50 PM
4	Zip-A-Dee-Doo-Dah	30	2:30 PM	3:00 PM
4	Map Reading	25	2:40 PM	3:05 PM
4	Hang Time	40	2:40 PM	3:20 PM
4	Potions	45	3:00 PM	3:45 PM
4	On Target	30	4:00 PM	4:30 PM
5	To Infinity and Beyond	50	4:00 PM	4:50 PM
5	iCompute	55	4:00 PM	4:55 PM
5	Hang Time	40	5:00 PM	5:40 PM
5	Zip-A-Dee-Doo-Dah	30	5:10 PM	5:40 PM
5	Circuit Wizardry	45	5:10 PM	5:55 PM
5	GENE-ius	30	5:20 PM	5:50 PM
5	On Target	30	5:30 PM	6:00 PM
5	Mystery Architecture	30	6:00 PM	6:30 PM
5	Map Reading	25	6:40 PM	7:05 PM
5	Potions	45	6:45 PM	7:30 PM

Mitchell

Grade	Event	Duration	Start Time	End Time
2	Map Reading	25	8:10 AM	8:35 AM
2	Mystery Architecture	30	8:10 AM	8:40 AM
2	Barge Building	30	8:10 AM	8:40 AM
2	Feathered Friends	30	8:50 AM	9:20 AM
2	Pasta Bridge	40	9:00 AM	9:40 AM
2	To Infinity and Beyond	50	9:00 AM	9:50 AM
2	Aerodynamics	30	9:10 AM	9:40 AM
2	On Target	30	9:30 AM	10:00 AM
2	Gravity Racer	40	9:30 AM	10:10 AM
2	No Bones About It	30	9:50 AM	10:20 AM
3	To Infinity and Beyond	50	10:10 AM	11:00 AM
3	Gravity Racer	40	11:30 AM	12:10 PM
3	Map Reading	25	11:35 AM	12:00 PM
3	Pasta Bridge	40	11:40 AM	12:20 PM
3	Aerodynamics	30	12:00 PM	12:30 PM
3	Mystery Architecture	30	12:00 PM	12:30 PM
3	Feathered Friends	30	12:20 PM	12:50 PM
3	On Target	30	12:30 PM	1:00 PM
3	Hang Time	40	12:40 PM	1:20 PM
4	iCompute	55	1:00 PM	1:55 PM
3	No Bones About It	30	1:10 PM	1:40 PM
4	Potions	45	1:15 PM	2:00 PM
4	Circuit Wizardry	45	1:30 PM	2:15 PM
4	GENE-ius	30	2:20 PM	2:50 PM
4	To Infinity and Beyond	50	2:20 PM	3:10 PM
4	Mystery Architecture	30	2:20 PM	2:50 PM
4	Hang Time	40	2:20 PM	3:00 PM
4	Map Reading	25	3:00 PM	3:25 PM
4	On Target	30	3:00 PM	3:30 PM
4	Zip-A-Dee-Doo-Dah	30	3:50 PM	4:20 PM
5	To Infinity and Beyond	50	4:00 PM	4:50 PM
5	iCompute	55	4:00 PM	4:55 PM
5	Map Reading	25	5:00 PM	5:25 PM
5	Hang Time	40	5:20 PM	6:00 PM
5	Potions	45	5:45 PM	6:30 PM
5	Zip-A-Dee-Doo-Dah	30	5:50 PM	6:20 PM
5	On Target	30	6:10 PM	6:40 PM
5	Circuit Wizardry	45	6:10 PM	6:55 PM
5	GENE-ius	30	6:20 PM	6:50 PM
5	Mystery Architecture	30	6:40 PM	7:10 PM

Pittsfield

Grade	Event	Duration	Start Time	End Time
2	Barge Building	30	8:10 AM	8:40 AM
2	Feathered Friends	30	8:20 AM	8:50 AM
2	Pasta Bridge	40	8:20 AM	9:00 AM
2	To Infinity and Beyond	50	9:00 AM	9:50 AM
2	Map Reading	25	9:05 AM	9:30 AM
2	Aerodynamics	30	9:10 AM	9:40 AM
2	Mystery Architecture	30	9:30 AM	10:00 AM
2	Gravity Racer	40	9:30 AM	10:10 AM
2	No Bones About It	30	9:50 AM	10:20 AM
2	On Target	30	9:50 AM	10:20 AM
3	To Infinity and Beyond	50	10:10 AM	11:00 AM
3	Mystery Architecture	30	11:20 AM	11:50 AM
3	Aerodynamics	30	12:00 PM	12:30 PM
3	Feathered Friends	30	12:20 PM	12:50 PM
3	Map Reading	25	12:25 PM	12:50 PM
3	On Target	30	12:30 PM	1:00 PM
3	Hang Time	40	12:40 PM	1:20 PM
3	Pasta Bridge	40	12:40 PM	1:20 PM
3	Gravity Racer	40	1:00 PM	1:40 PM
4	iCompute	55	1:00 PM	1:55 PM
3	No Bones About It	30	1:10 PM	1:40 PM
4	Circuit Wizardry	45	1:30 PM	2:15 PM
4	Potions	45	2:15 PM	3:00 PM
4	To Infinity and Beyond	50	2:20 PM	3:10 PM
4	Hang Time	40	2:20 PM	3:00 PM
4	On Target	30	2:40 PM	3:10 PM
4	GENE-ius	30	3:00 PM	3:30 PM
4	Mystery Architecture	30	3:40 PM	4:10 PM
4	Map Reading	25	3:40 PM	4:05 PM
4	Zip-A-Dee-Doo-Dah	30	3:50 PM	4:20 PM
5	To Infinity and Beyond	50	4:00 PM	4:50 PM
5	iCompute	55	4:00 PM	4:55 PM
5	Potions	45	5:00 PM	5:45 PM
5	Map Reading	25	5:20 PM	5:45 PM
5	Hang Time	40	5:20 PM	6:00 PM
5	Zip-A-Dee-Doo-Dah	30	5:30 PM	6:00 PM
5	Mystery Architecture	30	6:00 PM	6:30 PM
5	Circuit Wizardry	45	6:10 PM	6:55 PM
5	GENE-ius	30	6:40 PM	7:10 PM
5	On Target	30	6:50 PM	7:20 PM

Saline

Grade	Event	Duration	Start Time	End Time
2	Mystery Architecture	30	8:10 AM	8:40 AM
2	Aerodynamics	30	8:30 AM	9:00 AM
2	Feathered Friends	30	8:50 AM	9:20 AM
2	To Infinity and Beyond	50	9:00 AM	9:50 AM
2	Map Reading	25	9:05 AM	9:30 AM
2	Pasta Bridge	40	9:20 AM	10:00 AM
2	No Bones About It	30	9:30 AM	10:00 AM
2	Gravity Racer	40	9:30 AM	10:10 AM
2	Barge Building	30	9:40 AM	10:10 AM
2	On Target	30	9:50 AM	10:20 AM
3	To Infinity and Beyond	50	10:10 AM	11:00 AM
3	Feathered Friends	30	11:00 AM	11:30 AM
3	On Target	30	11:30 AM	12:00 PM
3	Aerodynamics	30	11:40 AM	12:10 PM
3	Pasta Bridge	40	12:00 PM	12:40 PM
3	No Bones About It	30	12:10 PM	12:40 PM
3	Gravity Racer	40	12:30 PM	1:10 PM
3	Hang Time	40	12:40 PM	1:20 PM
3	Mystery Architecture	30	12:40 PM	1:10 PM
3	Map Reading	25	12:45 PM	1:10 PM
4	iCompute	55	1:00 PM	1:55 PM
4	Circuit Wizardry	45	1:30 PM	2:15 PM
4	Potions	45	2:00 PM	2:45 PM
4	Mystery Architecture	30	2:20 PM	2:50 PM
4	To Infinity and Beyond	50	2:20 PM	3:10 PM
4	Hang Time	40	2:20 PM	3:00 PM
4	GENE-ius	30	2:40 PM	3:10 PM
4	Zip-A-Dee-Doo-Dah	30	2:50 PM	3:20 PM
4	On Target	30	3:00 PM	3:30 PM
4	Map Reading	25	3:20 PM	3:45 PM
5	To Infinity and Beyond	50	4:00 PM	4:50 PM
5	iCompute	55	4:00 PM	4:55 PM
5	Map Reading	25	5:00 PM	5:25 PM
5	Circuit Wizardry	45	5:10 PM	5:55 PM
5	Mystery Architecture	30	5:20 PM	5:50 PM
5	Hang Time	40	5:20 PM	6:00 PM
5	On Target	30	5:30 PM	6:00 PM
5	GENE-ius	30	6:00 PM	6:30 PM
5	Potions	45	6:00 PM	6:45 PM
5	Zip-A-Dee-Doo-Dah	30	6:10 PM	6:40 PM

SouthArbor

Grade	Event	Duration	Start Time	End Time
2	Gravity Racer	40	8:30 AM	9:10 AM
2	Pasta Bridge	40	8:40 AM	9:20 AM
2	Feathered Friends	30	8:50 AM	9:20 AM
2	To Infinity and Beyond	50	9:00 AM	9:50 AM
2	Aerodynamics	30	9:10 AM	9:40 AM
2	Mystery Architecture	30	9:30 AM	10:00 AM
2	On Target	30	9:30 AM	10:00 AM
2	No Bones About It	30	9:50 AM	10:20 AM
2	Map Reading	25	9:55 AM	10:20 AM
2	Barge Building	30	10:10 AM	10:40 AM
3	To Infinity and Beyond	50	10:10 AM	11:00 AM
3	Map Reading	25	11:00 AM	11:25 AM
3	On Target	30	11:10 AM	11:40 AM
3	No Bones About It	30	11:30 AM	12:00 PM
3	Pasta Bridge	40	11:40 AM	12:20 PM
3	Aerodynamics	30	12:00 PM	12:30 PM
3	Mystery Architecture	30	12:00 PM	12:30 PM
3	Feathered Friends	30	12:20 PM	12:50 PM
3	Hang Time	40	12:40 PM	1:20 PM
3	Gravity Racer	40	1:00 PM	1:40 PM
4	iCompute	55	1:00 PM	1:55 PM
4	Circuit Wizardry	45	1:30 PM	2:15 PM
4	To Infinity and Beyond	50	2:20 PM	3:10 PM
4	Hang Time	40	2:20 PM	3:00 PM
4	Zip-A-Dee-Doo-Dah	30	2:30 PM	3:00 PM
4	Map Reading	25	2:40 PM	3:05 PM
4	GENE-ius	30	3:00 PM	3:30 PM
4	Potions	45	3:00 PM	3:45 PM
4	On Target	30	3:20 PM	3:50 PM
4	Mystery Architecture	30	3:40 PM	4:10 PM
5	To Infinity and Beyond	50	4:00 PM	4:50 PM
5	iCompute	55	4:00 PM	4:55 PM
5	Potions	45	4:45 PM	5:30 PM
5	GENE-ius	30	5:00 PM	5:30 PM
5	Circuit Wizardry	45	5:10 PM	5:55 PM
5	Map Reading	25	5:20 PM	5:45 PM
5	Hang Time	40	5:20 PM	6:00 PM
5	Mystery Architecture	30	6:00 PM	6:30 PM
5	On Target	30	6:30 PM	7:00 PM
5	Zip-A-Dee-Doo-Dah	30	6:50 PM	7:20 PM

SpiritusSanctus

Grade	Event	Duration	Start Time	End Time
2	Barge Building	30	8:40 AM	9:10 AM
2	Map Reading	25	8:45 AM	9:10 AM
2	Mystery Architecture	30	8:50 AM	9:20 AM
2	To Infinity and Beyond	50	9:00 AM	9:50 AM
2	No Bones About It	30	9:10 AM	9:40 AM
2	Feathered Friends	30	9:20 AM	9:50 AM
2	Aerodynamics	30	9:30 AM	10:00 AM
2	On Target	30	9:30 AM	10:00 AM
2	Pasta Bridge	40	9:40 AM	10:20 AM
2	Gravity Racer	40	10:00 AM	10:40 AM
3	To Infinity and Beyond	50	10:10 AM	11:00 AM
3	Map Reading	25	11:00 AM	11:25 AM
3	Aerodynamics	30	11:20 AM	11:50 AM
3	Gravity Racer	40	11:30 AM	12:10 PM
3	On Target	30	11:50 AM	12:20 PM
3	Mystery Architecture	30	12:00 PM	12:30 PM
3	No Bones About It	30	12:10 PM	12:40 PM
3	Feathered Friends	30	12:20 PM	12:50 PM
3	Pasta Bridge	40	12:20 PM	1:00 PM
3	Hang Time	40	12:40 PM	1:20 PM
4	iCompute	55	1:00 PM	1:55 PM
4	GENE-ius	30	2:00 PM	2:30 PM
4	Potions	45	2:00 PM	2:45 PM
4	Map Reading	25	2:20 PM	2:45 PM
4	To Infinity and Beyond	50	2:20 PM	3:10 PM
4	Hang Time	40	2:20 PM	3:00 PM
4	Circuit Wizardry	45	2:40 PM	3:25 PM
4	Zip-A-Dee-Doo-Dah	30	2:50 PM	3:20 PM
4	Mystery Architecture	30	3:40 PM	4:10 PM
4	On Target	30	3:40 PM	4:10 PM
5	To Infinity and Beyond	50	4:00 PM	4:50 PM
5	iCompute	55	4:00 PM	4:55 PM
5	Potions	45	4:45 PM	5:30 PM
5	GENE-ius	30	5:00 PM	5:30 PM
5	Circuit Wizardry	45	5:10 PM	5:55 PM
5	Mystery Architecture	30	5:20 PM	5:50 PM
5	Hang Time	40	5:20 PM	6:00 PM
5	Map Reading	25	5:40 PM	6:05 PM
5	On Target	30	5:50 PM	6:20 PM
5	Zip-A-Dee-Doo-Dah	30	6:50 PM	7:20 PM

St.Francis

Grade	Event	Duration	Start Time	End Time
2	Gravity Racer	40	8:00 AM	8:40 AM
2	Feathered Friends	30	8:20 AM	8:50 AM
2	On Target	30	8:30 AM	9:00 AM
2	Mystery Architecture	30	8:50 AM	9:20 AM
2	No Bones About It	30	8:50 AM	9:20 AM
2	To Infinity and Beyond	50	9:00 AM	9:50 AM
2	Pasta Bridge	40	9:20 AM	10:00 AM
2	Aerodynamics	30	9:30 AM	10:00 AM
2	Barge Building	30	9:40 AM	10:10 AM
2	Map Reading	25	9:55 AM	10:20 AM
3	To Infinity and Beyond	50	10:10 AM	11:00 AM
3	Gravity Racer	40	11:30 AM	12:10 PM
3	Pasta Bridge	40	11:40 AM	12:20 PM
3	Map Reading	25	11:50 AM	12:15 PM
3	No Bones About It	30	12:10 PM	12:40 PM
3	Feathered Friends	30	12:20 PM	12:50 PM
3	Aerodynamics	30	12:40 PM	1:10 PM
3	Mystery Architecture	30	12:40 PM	1:10 PM
3	On Target	30	12:50 PM	1:20 PM
3	Hang Time	40	1:00 PM	1:40 PM
4	iCompute	55	1:00 PM	1:55 PM
4	Circuit Wizardry	45	1:30 PM	2:15 PM
4	Hang Time	40	2:00 PM	2:40 PM
4	On Target	30	2:20 PM	2:50 PM
4	To Infinity and Beyond	50	2:20 PM	3:10 PM
4	Potions	45	3:00 PM	3:45 PM
4	Map Reading	25	3:20 PM	3:45 PM
4	Zip-A-Dee-Doo-Dah	30	3:30 PM	4:00 PM
4	Mystery Architecture	30	3:40 PM	4:10 PM
4	GENE-ius	30	3:40 PM	4:10 PM
5	To Infinity and Beyond	50	4:00 PM	4:50 PM
5	iCompute	55	4:00 PM	4:55 PM
5	Potions	45	4:45 PM	5:30 PM
5	Circuit Wizardry	45	5:10 PM	5:55 PM
5	Hang Time	40	5:40 PM	6:20 PM
5	On Target	30	5:50 PM	6:20 PM
5	GENE-ius	30	6:00 PM	6:30 PM
5	Zip-A-Dee-Doo-Dah	30	6:30 PM	7:00 PM
5	Map Reading	25	6:40 PM	7:05 PM
5	Mystery Architecture	30	6:40 PM	7:10 PM

Summers-Knoll

Grade	Event	Duration	Start Time	End Time
2	Gravity Racer	40	8:30 AM	9:10 AM
2	Barge Building	30	8:40 AM	9:10 AM
2	Pasta Bridge	40	8:40 AM	9:20 AM
2	Mystery Architecture	30	8:50 AM	9:20 AM
2	To Infinity and Beyond	50	9:00 AM	9:50 AM
2	On Target	30	9:10 AM	9:40 AM
2	No Bones About It	30	9:30 AM	10:00 AM
2	Aerodynamics	30	9:50 AM	10:20 AM
2	Feathered Friends	30	9:50 AM	10:20 AM
2	Map Reading	25	9:55 AM	10:20 AM
3	To Infinity and Beyond	50	10:10 AM	11:00 AM
3	Pasta Bridge	40	11:20 AM	12:00 PM
3	Aerodynamics	30	11:40 AM	12:10 PM
3	Feathered Friends	30	11:40 AM	12:10 PM
3	Mystery Architecture	30	12:00 PM	12:30 PM
3	Map Reading	25	12:10 PM	12:35 PM
3	On Target	30	12:10 PM	12:40 PM
3	Gravity Racer	40	12:30 PM	1:10 PM
3	No Bones About It	30	12:50 PM	1:20 PM
3	Hang Time	40	1:00 PM	1:40 PM
4	Potions	45	1:00 PM	1:45 PM
4	iCompute	55	1:00 PM	1:55 PM
4	Hang Time	40	2:00 PM	2:40 PM
4	Zip-A-Dee-Doo-Dah	30	2:10 PM	2:40 PM
4	To Infinity and Beyond	50	2:20 PM	3:10 PM
4	Circuit Wizardry	45	2:40 PM	3:25 PM
4	Mystery Architecture	30	3:00 PM	3:30 PM
4	Map Reading	25	3:20 PM	3:45 PM
4	GENE-ius	30	3:20 PM	3:50 PM
4	On Target	30	3:40 PM	4:10 PM
5	To Infinity and Beyond	50	4:00 PM	4:50 PM
5	iCompute	55	4:00 PM	4:55 PM
5	Potions	45	4:45 PM	5:30 PM
5	On Target	30	5:10 PM	5:40 PM
5	Map Reading	25	5:20 PM	5:45 PM
5	Zip-A-Dee-Doo-Dah	30	5:30 PM	6:00 PM
5	Hang Time	40	5:40 PM	6:20 PM
5	Circuit Wizardry	45	6:10 PM	6:55 PM
5	GENE-ius	30	6:20 PM	6:50 PM
5	Mystery Architecture	30	6:40 PM	7:10 PM

Thurston

Grade	Event	Duration	Start Time	End Time
2	Map Reading	25	8:10 AM	8:35 AM
2	Barge Building	30	8:40 AM	9:10 AM
2	Mystery Architecture	30	8:50 AM	9:20 AM
2	Aerodynamics	30	8:50 AM	9:20 AM
2	Gravity Racer	40	9:00 AM	9:40 AM
2	To Infinity and Beyond	50	9:00 AM	9:50 AM
2	No Bones About It	30	9:30 AM	10:00 AM
2	Pasta Bridge	40	9:40 AM	10:20 AM
2	Feathered Friends	30	9:50 AM	10:20 AM
2	On Target	30	9:50 AM	10:20 AM
3	To Infinity and Beyond	50	10:10 AM	11:00 AM
3	Map Reading	25	11:00 AM	11:25 AM
3	Aerodynamics	30	11:20 AM	11:50 AM
3	Pasta Bridge	40	11:20 AM	12:00 PM
3	Feathered Friends	30	11:40 AM	12:10 PM
3	Mystery Architecture	30	12:00 PM	12:30 PM
3	Gravity Racer	40	12:00 PM	12:40 PM
3	On Target	30	12:50 PM	1:20 PM
3	Hang Time	40	1:00 PM	1:40 PM
4	iCompute	55	1:00 PM	1:55 PM
3	No Bones About It	30	1:10 PM	1:40 PM
4	Hang Time	40	2:00 PM	2:40 PM
4	Potions	45	2:15 PM	3:00 PM
4	To Infinity and Beyond	50	2:20 PM	3:10 PM
4	Zip-A-Dee-Doo-Dah	30	2:30 PM	3:00 PM
4	Circuit Wizardry	45	2:40 PM	3:25 PM
4	Map Reading	25	3:00 PM	3:25 PM
4	GENE-ius	30	3:20 PM	3:50 PM
4	Mystery Architecture	30	3:40 PM	4:10 PM
4	On Target	30	3:40 PM	4:10 PM
5	To Infinity and Beyond	50	4:00 PM	4:50 PM
5	iCompute	55	4:00 PM	4:55 PM
5	Circuit Wizardry	45	5:10 PM	5:55 PM
5	Zip-A-Dee-Doo-Dah	30	5:30 PM	6:00 PM
5	Map Reading	25	5:40 PM	6:05 PM
5	Hang Time	40	5:40 PM	6:20 PM
5	Mystery Architecture	30	6:00 PM	6:30 PM
5	On Target	30	6:10 PM	6:40 PM
5	GENE-ius	30	6:20 PM	6:50 PM
5	Potions	45	6:45 PM	7:30 PM

Wines

Grade	Event	Duration	Start Time	End Time
2	Mystery Architecture	30	8:10 AM	8:40 AM
2	Pasta Bridge	40	8:40 AM	9:20 AM
2	Map Reading	25	8:45 AM	9:10 AM
2	To Infinity and Beyond	50	9:00 AM	9:50 AM
2	No Bones About It	30	9:10 AM	9:40 AM
2	Feathered Friends	30	9:20 AM	9:50 AM
2	Aerodynamics	30	9:30 AM	10:00 AM
2	Gravity Racer	40	9:30 AM	10:10 AM
2	Barge Building	30	9:40 AM	10:10 AM
2	On Target	30	9:50 AM	10:20 AM
3	To Infinity and Beyond	50	10:10 AM	11:00 AM
3	No Bones About It	30	11:30 AM	12:00 PM
3	Gravity Racer	40	11:30 AM	12:10 PM
3	Feathered Friends	30	11:40 AM	12:10 PM
3	Map Reading	25	11:50 AM	12:15 PM
3	On Target	30	12:10 PM	12:40 PM
3	Aerodynamics	30	12:20 PM	12:50 PM
3	Pasta Bridge	40	12:20 PM	1:00 PM
3	Mystery Architecture	30	12:40 PM	1:10 PM
3	Hang Time	40	1:00 PM	1:40 PM
4	iCompute	55	1:00 PM	1:55 PM
4	Potions	45	1:15 PM	2:00 PM
4	Hang Time	40	2:00 PM	2:40 PM
4	Zip-A-Dee-Doo-Dah	30	2:10 PM	2:40 PM
4	On Target	30	2:20 PM	2:50 PM
4	To Infinity and Beyond	50	2:20 PM	3:10 PM
4	Circuit Wizardry	45	2:40 PM	3:25 PM
4	Map Reading	25	3:20 PM	3:45 PM
4	GENE-ius	30	3:40 PM	4:10 PM
4	Mystery Architecture	30	3:40 PM	4:10 PM
5	To Infinity and Beyond	50	4:00 PM	4:50 PM
5	iCompute	55	4:00 PM	4:55 PM
5	Circuit Wizardry	45	5:10 PM	5:55 PM
5	Mystery Architecture	30	5:20 PM	5:50 PM
5	Hang Time	40	5:40 PM	6:20 PM
5	Potions	45	5:45 PM	6:30 PM
5	Zip-A-Dee-Doo-Dah	30	5:50 PM	6:20 PM
5	On Target	30	6:10 PM	6:40 PM
5	Map Reading	25	6:20 PM	6:45 PM
5	GENE-ius	30	6:40 PM	7:10 PM

YpsiInternational

Grade	Event	Duration	Start Time	End Time
2	No Bones About It	30	8:30 AM	9:00 AM
2	On Target	30	8:30 AM	9:00 AM
2	Gravity Racer	40	8:30 AM	9:10 AM
2	Mystery Architecture	30	8:50 AM	9:20 AM
2	To Infinity and Beyond	50	9:00 AM	9:50 AM
2	Barge Building	30	9:10 AM	9:40 AM
2	Feathered Friends	30	9:20 AM	9:50 AM
2	Map Reading	25	9:40 AM	10:05 AM
2	Pasta Bridge	40	9:40 AM	10:20 AM
2	Aerodynamics	30	9:50 AM	10:20 AM
3	To Infinity and Beyond	50	10:10 AM	11:00 AM
3	Gravity Racer	40	11:00 AM	11:40 AM
3	Map Reading	25	11:35 AM	12:00 PM
3	Feathered Friends	30	11:40 AM	12:10 PM
3	On Target	30	11:50 AM	12:20 PM
3	No Bones About It	30	12:10 PM	12:40 PM
3	Aerodynamics	30	12:20 PM	12:50 PM
3	Pasta Bridge	40	12:20 PM	1:00 PM
3	Mystery Architecture	30	12:40 PM	1:10 PM
3	Hang Time	40	1:00 PM	1:40 PM
4	iCompute	55	1:00 PM	1:55 PM
4	Hang Time	40	2:00 PM	2:40 PM
4	Mystery Architecture	30	2:20 PM	2:50 PM
4	To Infinity and Beyond	50	2:20 PM	3:10 PM
4	On Target	30	2:40 PM	3:10 PM
4	Circuit Wizardry	45	2:40 PM	3:25 PM
4	Potions	45	3:00 PM	3:45 PM
4	GENE-ius	30	3:20 PM	3:50 PM
4	Zip-A-Dee-Doo-Dah	30	3:30 PM	4:00 PM
4	Map Reading	25	4:00 PM	4:25 PM
5	To Infinity and Beyond	50	4:00 PM	4:50 PM
5	iCompute	55	4:00 PM	4:55 PM
5	Map Reading	25	5:00 PM	5:25 PM
5	Zip-A-Dee-Doo-Dah	30	5:10 PM	5:40 PM
5	Circuit Wizardry	45	5:10 PM	5:55 PM
5	Mystery Architecture	30	5:20 PM	5:50 PM
5	Hang Time	40	5:40 PM	6:20 PM
5	Potions	45	5:45 PM	6:30 PM
5	GENE-ius	30	6:00 PM	6:30 PM
5	On Target	30	6:50 PM	7:20 PM