

# Plan of the Day

The following jobs are described in greater detail in the *Handbook & Field Guide*. Sign off on the job sheet when you have completed a task.

## **First Thing AM:**

Garbage Detail clean up camp from previous night. Note any needs on the job board.

Cooler Monitor check coolers and jockey box to make sure they are properly iced. Note additional ice needs on job board.

Day-board Person check day-board cooler to make sure we are supplied for today and tomorrow. Note any need on job board.

Town Runners – make list of all items needed off job board and erase board. Get grocery list from tomorrow's Cook. Check propane. We always need ICE!! Acquire funds from Treasurer if needed. Leave no later than 11am.

## **Noon**

Day-board Person prepare, serve and clean away day-board along with any utensils and platters used.

Garbage Detail police camp. Note any needs on the job board.

## **3:30pm**

Town Runners return and unload. Submit receipts to Treasurer and reconcile account.

Cooler Monitor help unload the groceries and make sure things get placed in proper coolers. Ice down Coolers and jockey box. Ice down water keg and top off.

Tiki Torch Detail fill oil and propane canisters. Note any need on job board.

Fire Tender start fire and maintain it till relieved by Cook. Report any firewood shortage to Officer in charge.

Cook and Helper prep dinner.

Beer Meister allot beverages for the evening. Refill drink cooler. Note any needs on job board.

## **4:30pm**

Cook and Helper start dinner.

All clear, arrange and set *Great Table* for dinner.

## **6:30pm**

Cook and Helper serve diner.

Dish Washing Detail Consult with tomorrow's Day Board Person and Cook for leftover viability. Consult with Cooler Monitor and store leftovers. Clean cast iron, kitchen utensils, and feast gear. Note any needs on job board.

Garbage Detail police camp – take out trash whether it's full or not. Note any needs on the job board.