## Move-in Day Schedule

## Saturday, August 24

11am - 2pm Food Trucks on Campus

**The Courts** 

Food trucks will be available for sales to families as they arrive on campus.

1pm-3:00pm New Student Check-In

Darby Building

Check-in at the Darby Building to begin the process of move-in. Once you receive the necessary information and materials, you will proceed to your assigned residence hall. Resident Directors (RDs) and volunteers will be on hand to help you unload your belongings and move them into your room.

2:30pm Commuter Check-in

**PLRC 236** 

3pm Parent Check-in

**Darby Lecture Hall** 

Parents of new students are invited to join President Hoag and members of the school community for a time dedicated to getting you the best information available about having a student at Warner University. (Students do not attend).

## \*"The Gathering" for New Students

**TBA** 

Students should take a break from moving-in to head to a meet up with coaches, staff and returning students. This is where the excitement really starts to build!

4pm \*A Royal Welcome

The Courtyard

Our new Royals are invited to an official start to their time as students at Warner University. Parents and family are encouraged to participate as a send-off and special memory of the day.

5pm Parent & Family Send-off Station

**PLRC Lobby** 

After parents, family and friends share final hugs and see-ya-laters, they are invited to stop by the Send-Off Station for some snacks to take on the road toward home.

\*Welcome Dinner (for students)

Dining Hall

Students will join their team and coaches for dinner in the Alumni Dining Hall.

7:30pm \*You're a Royal! Turner Athletic Center

All new students should gather in the TAC to get things officially started for the school year. You'll meet some important people and

celebrate your accomplishment with your new classmates.

8:00pm \*New Student Celebration The Courts

All preseason teams, coaches and trainers will enjoy some time getting to know the WU Community. Food, music and games!