

ITA LAS VEGAS ITINERARY - 2018

Thursday, Aug. 30

7:00-10:00 p.m.

Champagne City Bus Tour 3 hour tour, water also available

Friday, Aug. 31

7:00 a.m.

Double Trouble Golf

Contact Jerry Markus if playing (jgmarkus@cox.net)

10:00 a.m.

Bowling Tournament

Bowling includes shoes + 3 games @ hotel

4:30 p.m.

Gaming Lessons

Free gaming lessons at hotel for ages 21 and over

6:00 p.m.

Opening Ceremonies, Dinner/Dance & 50/50 Drawing

Attire: Gold Rush theme 1880s optional

Adult Meal – Choice of Sonoma Grilled Chicken Breast glazed
Chardonnay Citrus Sauce, Pacific Salmon Fillet with Chive

Beurre Blanc, or Veggie Selection, Salad and Dessert

Child Meal - Chicken Tenders, Choice of fruit or salad, & Dessert

Saturday, Sept. 1

On Your Own, Hotel has Shuttle Bus to the Strip

10:30 a.m.

Executive Board Meeting

5:00 p.m.

Lake Mead Dinner/Cruise

Attire: Red ITA shirts if you have one

Includes bus, National Park Entrance fee and Dinner

Adult Meal - Choice of Grilled Chicken Breast, Pacific Salmon Fillet,
Prime Rib or Veggie Selection, Salad and Dessert

Child Meal – Choice of Macaroni & cheese w/vegetables, hamburger
w/vegetables, or 4 oz. Prime Rib w/ Smashed Potatoes, & Dessert

Sunday Sept. 2

7:00 a.m.

Double Trouble Golf

Contact Jerry Markus if playing (jgmarkus@cox.net)

9:00 a.m.

Gospel Hour & Survivors Ceremony

10:00 a.m.

ITA General Business Meeting/Group Pictures

Group pictures will immediately follow business meeting

1:30 p.m.

ITA Judging Contest

6:00 p.m.

Closing Ceremony, Dinner/Dance, 50/50 drawing/Silent Auction

Attire: Rat Pack theme 1960s optional

Adult Meal – Choice of Pacific Salmon Fillet with Chive Beurre Blanc,
Rib Eye Steak or Veggie Selection, Salad and Dessert

Child Meal - Chicken Tenders, Choice of fruit/salad, & Dessert

Deadline for registration for the hotel, activities, meal choice, and golf is July 29!

A special drawing will be held for those registering early (before July 30th) for a future three day two night stay at the hotel and \$100.00 meal ticket.