Surprise! Disneyland Vacation August 2017

Saturday August 25th (California Adventure Park 7AM – 10PM / Disneyland 8AM – 12AM)

- 5AM Wake up
- 5:45AM Leave Irvine
- 6:15AM Arrive at the Resort
- 6:30AM Check In
- 6:45AM to 7:15AM Grab coffee, snacks at Lounge
- 7:15AM Head to California Adventure
- 7:30AM to 11AM Rides
- 11AM Head to Trader Sam's
- 11:30AM to 1PM Trader Sam's Lunch
- 1PM to 1:30PM Get ready for the pool
- 1:30PM to 4PM Pool
- 4PM to 5PM Get ready for evening
- 5PM to 6:30PM Lounge for apps/drinks
- 6:45PM to 8:15PM Goofy's Kitchen Dinner
- 8:30PM Head to Lounge
- 9:30PM Fireworks at Lounge
- 10PM Trader Sams/Disneyland
- 12AM Back to room

Sunday August 26th (Disneyland Park 9AM – 12AM / California Adventure 10AM – 10PM)

- 5AM Wake up
- 5:30AM Head to Grand Californian
- 6AM Power Run
- 6:30AM Head back to room
- 6:45AM Get Ready
- 7:30AM to 8:30AM Lounge for breakfast
- 8:30AM Head to Disneyland
- 9AM to 12PM Rides (Grab Fantasmic FP)
- 12PM Head to Tangaroa Terrance Lounge
- 12:15PM to 1:30PM Tangaroa Lunch
- 1:30PM to 2PM Get ready for pool/Grab snacks at lounge
- 2PM to 4:30PM Pool
- 4:30PM to 5:30PM Get ready for evening
- 5:30PM to 6:30PM Lounge for apps
- 6:30PM Head to Carthy Circle
- 7:10PM to 8:20PM Carthy Circle Dinner
- 8:50PM Paint the Night Parade
- 9:15PM Head to Disneyland
- 10:30PM Fantasmic!
- 11PM Head back to hotel
- 11:30PM Trader Sams!

Monday August 27th (Disneyland Park 9AM – 10M / California Adventure 8AM – 9PM)

- 6AM Wake up, get Stella to her car
- 7AM Lounge for breakfast
- 7:45AM Head to California Adventure
- 8AM Rides at either California Adventure or Disneyland
- 11AM Head back to hotel
- 11:30AM Check out
- 11:45AM Grab drink at Trader Sams
- 12:45PM Head to Lamplight Lounge
- 1:10PM to 2:30PM Lunch at Lamplight Lounge
- 2:30PM to 5PM Finish off any rides
- 5PM Head to lounge
- 5:30PM to 6:30PM Lounge for apps
- 6:30PM to 7PM Have drink at Steakhouse 55 Lounge
- 7:10PM Steakhouse 55 Dinner
- 8:30PM Head back to lounge
- 9:30PM Fireworks
- 10PM Head home