



# SEEKERS SPRINGS

## 2026 RETREAT PRICING

Retreat Options				
Day Retreat	Fee	Unit	Minimum	Description
Main Campus	\$10	per person per day	20 guests	Gym, Kitchen, Dining Room, Chapel, Outdoor Pavilions
Lodge Only Retreat	\$15	per person per day	10 guests	Meeting Area, Dining Hall, Kitchen, Benjamin's Cove Firepit
Overnight Retreat	Fee	Unit	Minimum	Description
Main Campus	\$24	per person per night	20 guests	Gym, Kitchen, Dining Room, Chapel, Outdoor Pavilions
Lodge Only Retreat	\$30	per person per night	10 guests	Meeting Area, Dining Hall, Kitchen, Benjamin's Cove Firepit

Lodging				
Lodging Option:	Fee	Unit	Minimum	Description
Dorm Rooms (up to 4)	\$30	per night	1 night	(max capacity 92, 22-24 per room)
Lodge Rooms (up to 5)	\$60	per night	1 night	(max capacity 31, 4-8 per room)
Bunk House	\$50	per night	1 night	(max capacity 14)
Guest House	\$50	per night	1 night	(max capacity 8)
RV Hook-Up	\$20	per RV per night	1 night	(13 hook-up spots)

Retreat Add-Ons				
Activities:	Fee	Unit	Minimum	Description
Swim Session (up to 2 hours)	\$5	per person	20 participants	
Low Ropes (up to 3 hours)	\$30	per person	12 participants	No facility rental required for Ropes Only Retreat
Low Ropes-Church/School Rate	\$20	per person	12 participants	No facility rental required for Ropes Only Retreat
High Ropes (up to 3 hours)	\$50	per person	12 participants	No facility rental required for Ropes Only Retreat
High Ropes-Church/School Rate	\$30	per person	12 participants	No facility rental required for Ropes Only Retreat
Combo Ropes (up to 3 hours)	\$40	per person	12 participants	No facility rental required for Ropes Only Retreat
Combo Ropes-Church/School Rate	\$25	per person	12 participants	No facility rental required for Ropes Only Retreat
Gym A/C or Heat	\$20	per hour	-	
Meals:	Fee	Unit	Minimum	Description
Breakfast	\$8	per person	10 guests	
Lunch	\$10	per person	10 guests	
Dinner	\$12	per person	10 guests	

Other				
	Fee	Unit	Minimum	Description
Pool Party (2 hours)	\$300	-	-	For up to 20 swimmers- \$6 per additional

