

CAMP SQUANTO DAILY SCHEDULE

7:00 AM	Reveille (Rise and Shine)
7:45	Colors (Parade Field)/ Waiters Call (Dining Hall)
8:00	BREAKFAST
9:00	Morning Activity Period (Session 1)
10:00	Morning Activity Period (Session 2)
10:30	Scoutmaster's Council (held on Dining Hall Porch)
11:00	Morning Activity Period (Session 3)
12:15	LUNCH SPL MEETING 1:00 PM
1:00 PM	Siesta (Troops in campsite)
2:00	Afternoon Activity Period (Session 4)
3:00	Afternoon Activity Period (Session 5)
4:00	Afternoon Activity Period (Session 6)
5:00	Troops in campsite
5:45	Retreat/Colors and Waiters Call
6:00	SUPPER
6:45	Twilight Activities (Open Areas/Camp Wide Program)
8:15	Campwide Evening Activities
9:30	Program Ends for the day
10:00	Camp Taps (scouts should all be in their sites)

Morning Activity Periods are designed for individual advancement. Afternoon Activity Periods are designed primarily for recreation. Scouts may also choose an additional Merit Badge or two.

Twilight Activity Period is designed as free time for Scouts to participate in any camp activity. ALL program areas are open for individual Scouts. This time is also available for Scouts to participate in our Patch Segment Program and with troop competitions. Remember to observe the Buddy System everywhere!

SUGGESTED CAMP WIDE TWILIGHT & EVENING WEEKLY ACTIVITIES:

Campfires	Songfest	Bouldering Wall
New Games	Ranges	Tie Dye
Staff Hunt	Boating	Auction
Troop Activities	Outpost Camping	Apache Relay
Magee Competition	Totin Chip	Indian Games
Paul Bunyan	Scavenger Hunts	Compass Course
Boat Races	Water Competitions	Nature Trail
Swim Meets	Sports Extravaganza	Trails Programs
World Cons. Award	Interpreter Strip	Road Race