

SAMPLE Camp Schedule & Rules



FRIDAY

7:30pm:	Arrival, Set Up Site (set up tents or beds, depending on age and level of challenge)
8:00pm:	Gathering activity/site tour – you don't need to do a full tour, but make stops at important places, like bathrooms, Scouters' tents and your emergency meeting area.
8:30pm:	Mug up (pre-bed snack): use this time to set expectations for the weekend
9:00pm:	brush teeth, get ready for bed
9:30pm:	quiet time
10:00pm:	lights out

SATURDAY

Scouters will likely want to be up around 6:30 or 7, to keep an eye on any youth that are up early, and to start on breakfast.		4:30pm	Return to camp, start preparing dinner <ul style="list-style-type: none"> • If youth are interested in cooking, this is a great time for them to help out. • While 1–2 Scouters are preparing dinner, the rest of the Scouter team should run an activity with the rest of the youth—it could be a game, building project, or even having them prepare for the evening's activities.
7–7:30am	Wake up (kids will likely be up on their own before this. It's a good idea to remind youth that they should stay in their tent and do a quiet activity until you come to get them but remind them that if they need to get up to use the bathroom, that's ok).	5:30pm	Dinner
8:00am	Breakfast	6:15pm	Clean up dinner, prepare for the evening (change into warmer clothes, fill water bottles, grab flashlights)
9:00am	Wrap up breakfast, do dishes, get ready for the day	6:45pm	Evening activity (wide game, etc.)
9:15am	Activity 1—Shelter building	7:30pm	Campfire
10:15am	Break—water break, snack break, etc.	8:30pm	Mug up (can be done around the campfire)
10:30am	Activity 2—fire lighting	9:00pm	Prepare for bed (bathroom, brush teeth, etc)
11:30am	Cook lunch on the fires you've made!	9:30pm	Lights out
12:00pm	Lunch clean up, put out fires		This schedule is meant to offer flexibility, especially in the evening—feel free to play it by ear. Some groups may have lots of energy left, while others may be exhausted. Feel free to drop elements to make the evening shorter (if you drop the evening activity or shorten the campfire, you can head to bed a lot earlier).
12:30pm	Lunch clean up, put out fires		
1:00pm	Activity 3—wide game		
2:00pm	Siesta/quiet games		
2:45pm	Activity 4—hike/geocaching (including time for a snack break)		

SUNDAY

Scouters will likely want to be up around 6:30 or 7, to keep an eye on any youth that are up early, and to start on breakfast.		<p>Some groups have camp end after lunch on Sunday morning, and this is fine. However, ending before lunch gives everyone a little more time at home to decompress from camp and get ready for the week. This is up to you though—talk to your other Scouters and your youth's parents and determine what would work best for everyone.</p>
7–7:30am	Wake up, start breakfast prep, start packing up	
8:30am	Breakfast	
9:15am	Clean up breakfast, continue packing	
10:00am	Site sweep for any leftover items or garbage, wide game or other activity (if time allows)	
10:30am	Depart	

Camp Expectations/Rules

Safety

- Use the buddy system—let a Scouter know if you are leaving the main camp area (e.g. to return to the tent/cabin to get an item, to go to the bathroom) and bring a buddy.
- Set clear boundaries for the main camp area—if there is a cleared area, asking youth to stay in the cleared area within sight of your dining shelter is a good idea. Otherwise, set boundaries and consider marking them with flagging tape. Walking the boundaries as a group on Saturday morning is a good way to make sure everyone is clear on where they are.
- Depending on how far bathrooms are from your sleeping area, you may want to ask youth to wake up a Scouter and tell them they're going to the bathroom—just so you do not have youth wandering away in the night.

Other

- Tents/beds are for sleeping—do not go into someone else's tent or bed.
 - This rule is a bit easier to enforce if you have a common area for youth to spend time in. That way, friends who are not in the same tent or room can play cards or hang out together without going into tents.

- Since you're in a new place, it's always nice to remind everyone about respect—for each other, themselves and the environment. Things are new and exciting so youth sometimes need to be reminded about respect for things, including communal property like tents, or other people's items.
- There may be certain rules for the camp itself (e.g. certain areas or things are off limits, noise curfew, bunk bed rules, etc.). Let your youth know about any relevant rules.

Tips and Tricks

- Mark important places, like Scouters' tents and the path to the bathroom using glow sticks. That way, youth know where they are going.
- Highlight important places when you arrive—if you arrive in the dark, do this again in the daytime. It can be hard to imagine what a site looks like in the light, and it may make it easy to get lost!



It starts with Scouts.