

Seven Mountains Scout Camp Preview 2024 Webelos & AOL Resident Camp Schedule

	Day 1 Sat: 6/29/24	Day 2 Sun: 6/30/24	Day 3 Mon: 7/1/24	Day 4 Tues: 7/2/24	Day 5 Wed: 7/3/24
8:00 - 8:15am		Flag Raising	Flag Raising	Flag Raising	Flag Raising
8:15 - 9:00am		Breakfast	Breakfast	Breakfast	Breakfast
9:15 - 10:15am		Program Area 1	Program Area 5	Program Area 1	Program Area 5
10:30 - 11:30am		Program Area 2	Program Area 6	Program Area 2	Program Area 6
11:45 - 12:30pm		Grab 'n Go Lunch	Grab 'n Go Lunch	Grab 'n Go Lunch	Grab 'n Go Lunch
12:30 - 1:00pm	Unit Check-Ins / Dining Hall & Shooting Sports Orientation / Swim Tests / Open Games	Scout Siesta / Leaders Meeting	Scout Siesta / Leaders Meeting	Scout Siesta / Leaders Meeting	Scout Siesta / Leaders Meeting
1:15 - 2:15pm		Program Area 3	Program Area 7	Program Area 3	Program Area 7
2:30 - 3:30pm		Program Area 4	Program Area 8	Program Area 4	Program Area 8
3:30 - 5:30pm		Leader's Meeting starting at 5:00pm	Open Programming: Swimming, Shooting, Scoutcraft, Activity Field Games	Open Programming: Swimming, Shooting, Scoutcraft, Activity Field Games	Open Programming: Swimming, Shooting, Scoutcraft, Activity Field Games
5:50 - 6:00pm	Flag Lowering	Flag Lowering	Flag Lowering	Flag Lowering	Departure
6:00 - 6:45pm	Dinner	Dinner	Dinner	Dinner	
7:00 - 8:00pm	Safe Swim Defense	Camp-wide Games (<i>Indoor & Outdoor</i>)	Scout Trivia & Minute-to-Win-It Games	Scouts Skills Relay Race Challenge	
8:00 - 9:00pm	Opening Campfire starting at 8:00pm				
9:00 - 9:30pm			Taps	Night Hike & Stargazing	

***Trading Post would be open during all timeframes outside of Program Area sessions, breakfast & dinner

Program Areas	Program Rotations	What to expect at each Rotation
Aquatics - Pool	Scouts will be assigned in groups based on their Den size to rotate through the various program areas. All groups will visit each program area twice. If the pool or shooting sports are limited during T-storms, those groups will have first priority during Open Program periods	For their first rotation, Scouts will be taught various skills and given opportunity to work on some Cub Scout Elective Adventure requirements and Shooting Shoots Emblems. On the second rotation, Scouts will be challenged with their skills where possible (i.e. shooting, knots, firebuilding, etc) in which recognition will be provided at the closing ceremony
Archery		
BB Shooting Sports		
Handicraft		
Nature		
Scoutcraft		
Scouting Games		
STEM Activities		