

Troop 332 Campout Planner

Pre-Campout Planning

Name: _____

Theme: _____

Location: _____

Dates: _____

Sunrise: _____ Sunset: _____

Tent / Cabin / Other _____

Reverence Plan: _____

Other Notes: _____

Menu Frame

Day	Meal	Hot/Cold	Other
Friday			
Friday	Cracker Barrel		
Saturday	Breakfast		
Saturday	Lunch		
Saturday	Dinner		
Saturday	Cracker Barrel		
Sunday	Breakfast		
Sunday			

Menu Cost per Person \$ 13.00

Special Menu Notes: _____

Attendance

Patrol	Expected	Actual
Eagle		
Panther		
Puma		
Raven		
Silver Fox		
Joe		
Joe Youth		
Total	0	0

Post Campout Notes & Information

Roses & Thorns - Feedback:

Weather: _____

Temperature High _____ Low _____

Other Notes: _____

Leadership in Attendance:

I

Campout Name

Month & Date

Friday		
Time	Event	Notes
7:00: PM		
7:15: PM		
7:30: PM		
7:45: PM		
8:00: PM		
8:15: PM		
8:30: PM		
8:45: PM		
9:00: PM	Cracker Barrel	
9:15: PM		
9:30: PM		
9:45: PM		
#####	Lights Out	
#####		
#####		
#####		
#####		

Saturday		
6:00 AM		
6:15 AM		
6:30 AM		
6:45 AM		
7:00 AM	Breakfast	
7:15 AM		
7:30 AM		
7:45 AM		
8:00 AM		
8:15 AM		
8:30 AM		
8:45 AM		
9:00 AM		
9:15 AM		
9:30 AM		
9:45 AM		
10:00 AM		
10:15 AM		
10:30 AM		
10:45 AM		
11:00 AM		
11:15 AM		
11:30 AM		
11:45 AM		
12:00 PM		
12:15 PM		
12:30 PM	Lunch	
12:45 PM		
1:00 PM		
1:15 PM		
1:30 PM		
1:45 PM		
2:00 PM		
2:15 PM		
2:30 PM		
2:45 PM		
3:00 PM		
3:15 PM		
3:30 PM		
3:45 PM		

4:00 PM		
4:15 PM		
4:30 PM		
4:45 PM		
5:00 PM		
5:15 PM		
5:30 PM		
5:45 PM		
6:00 PM	Dinner	
6:15 PM		
6:30 PM		
6:45 PM		
7:00 PM		
7:15 PM		
7:30 PM		
7:45 PM		
8:00 PM		
8:15 PM		
8:30 PM		
8:45 PM		
9:00 PM	Cracker Barrel	
9:15 PM		
9:30 PM		
9:45 PM		
10:00 PM	Lights Out	
10:15 PM		
10:30 PM		
10:45 PM		

Sunday		
6:00 AM		
6:15 AM		
6:30 AM		
6:45 AM		
7:00 AM	Breakfast	
7:15 AM		
7:30 AM		
7:45 AM		
8:00 AM		
8:15 AM		
8:30 AM		
8:45 AM		
9:00 AM		
9:15 AM		
9:30 AM		
9:45 AM		
10:00 AM		
10:15 AM		
10:30 AM		
10:45 AM		
11:00 AM		
11:15 AM		
11:30 AM		
11:45 AM		
12:00 PM	Lunch	
12:15 PM		
12:30 PM		
12:45 PM		