

CAMP TAHQUITZ PROGRAM

THE ADVENTURE STARTS HERE

PROGRAM PLANNING HINTS

The highlight of any scout's year is the week he spends at summer camp, and the highlights of a Scoutmaster's year is the time that he spends with his scouts in the cool, clean air of Camp Tahquitz. To make sure this happens you should start with good program planning. Here are a few ideas and hints on how to easily plan an exciting, rewarding, and enjoyable week at Tahquitz.

BOY PLANNED

Planning the troop's summer camp program can be part of the growth process of Scouting if the Scouts themselves are involved through their Patrol Leader's Council. The PLC, with guidance from the Scoutmaster, should see that the troop program reflects the individual goals of troop members as well as the collective aims of the. Greater scout involvement in planning will assure greater scout enjoyment in participation.

BALANCED

Experience has shown that the best program at camp is one that offers each scout a healthy balance between recreation and advancement, free time and structured activity, group events and individual pursuits. We recommend that scouts do not undertake more than three merit badges during their stay at camp and that each scout is allowed enough free time to enjoy his surroundings, pursue his interests, and to build friendships.

INDIVIDUALIZED

A successful camp program reflects the different ages, ranks, and skill levels of the troop. While it is good for the troop to conduct some activities as a whole, other programs should be geared to the personal needs and goals of the troop members. For instance, the older scouts might want to hike in the backcountry, but the younger scouts might benefit more from working on their basic campcraft and scouting skills.

PRACTICAL

The realities of camp life should be taken into account in planning your program. Remember that the altitude and the terrain of camp can be exhausting on the first day and your program should not try to accomplish too much too soon. Remember also that no troop or individual can possibly participate in every program feature during one week at camp. You should also allow sufficient time in your program for the realities of cooking; clean up, laundry, and sleeping.

FLEXIBLE

Remember that there are at least a dozen other troops planning a program that involves the staff and facilities of Camp Tahquitz at the same time that your troop will be using them. Luckily, the majority of the time our capacity is great enough to meet the demand, but sometimes it is necessary for one or more troops to rearrange part of their program to enable us to serve them properly. Please be prepared for this possibility and have enough flexibility built into your program so that it can handle some changes.

A BOY AND HIS BUDDIES

Scouts are as varied in their interests as they are in their physical appearance. Therefore, much of their time at camp will be spent alone or with one or two close buddies doing the things that interest them: working on merit badges, fishing, learning to swim or paddle a canoe, making things at the Craft Lodge, exploring camp, or just sitting on a log watching the grass grow. All these things are "program", even the ones that are not scheduled or supervised by someone.

A PATROL AND A TROOP

Many activities are conducted by the patrol or troop itself under its own leadership: Patrol Dining, Outdoor Skills instruction, advancement work, Good Turn and conservation projects, games and contests, campfires, campsite inspections, campcraft and campsite improvements, hikes and overnight trips. These are especially valuable activities if they are conducted using the Patrol Method in which the boy leaders of the troop get a chance to develop and exercise their leadership and the troop members learn the value of teamwork. Other activities conducted by the camp staff in which the patrol or troop participates as a group are Archery, Rifle, troop swims and boating, rappelling and climbing on the towers, nature hikes and nature programs, Outdoor Skills instruction and High Adventure excursions.

THE CAMP COMMUNITY

Some activities at camp happen when two or more troops, or the entire camp, get together. These include inter-troop campfires, the Water Carnival, inter-troop games and contests, campwide campfires, and inter-troop dinners. These events are special because they let scouts see how other troops do things and help to build fellowship and troop spirit in a setting of healthy rivalry.

EXPERIENCE TELLS US THAT...

Every year, one of the comments and suggestions made by Scoutmasters is a suggestion for a section entitled "Experience tells us that...." This is a collection of what experience has taught us regarding camp advancements and program.

.... Summer camp is NOT a merit badge mill, where you pay a fee and automatically get four or more badges. Instead, Camp Tahquitz offers merit badges as one portion of the overall program. Those interested in just merit badges might want to work closely with Merit Badge midways.

.... The first-year scout camper should try to earn no more than three merit badges, and spend time experiencing all aspects of the camp program. Do not burn him out on merit badges. If he is enthusiastic about returning to camp next summer he'll be with your troop throughout the year.

.... For any scout to try an excessive number of merit badges in one week is may be difficult and is not advised. Although there are exceptions, very few scouts are able to successfully earn more than 3 or 4 merit badges in a week.

.... The most difficult merit badges to earn are those requiring a great deal of physical skill, coordination, and stamina. Consider this for those scouts who are interested in Archery, Climbing, Lifesaving, Rifle Shooting.

.... Scouts should try something new at camp and get a well-rounded experience. Try a combination of a nature or an aquatic badge with a handicraft and an outdoor skills badge.

....Troops have a better program when they come to camp prepared. Have patrols organized, having elected patrol leaders beforehand. Work on ideas as patrols, and let the Patrol Leader's Council (PLC) work at camp.

....Your campsite is your home for the week, so feel free to move the tents around. Make patrol camping areas. Dress your campsite up with troop flags, banners, and "gadgets".

...Don't forget to schedule rest! Too often, scouts miss the time to sit and enjoy the beauty of camp. Don't keep such a pace that you miss the trees, the nature, and the fresh air.

...The troop that is spirited has the best program and camp experience. Come to camp with ideas and spirit and challenge the rest of the camp. Bring your troop cheer to camp and show everyone that you are Number One.

.... You must be flexible. With over 200 scouts at camp, we all need to practice the Scout Law and be Friendly, Cheerful, and Courteous when dealing with others.

.... You need to communicate. If you have a special need or would like a troop-specific program, talk with the staff and we'll do our best. We want your ideas, suggestions, and comments.

.... If you are coming in on Monday for check-in please consider sending an adult to Camp on Sunday to go through all the check-in for the troop.

CAMP TAHQUITZ PROGRAM OPPORTUNITIES

Camp Tahquitz offers an exciting array of program opportunities designed to meet the outdoor needs of every scout and every troop, whether young or old, large or small, novice or experienced. We provide a wide variety of facilities, equipment, staff, and activities covering the major areas of Aquatics, Outdoor Skills, Nature, Field Sports, High Adventure, and Handicrafts, all designed to serve the needs of the different interest groups at camp.

AQUATICS

TROOP/PATROL SWIMMING

Troops can schedule daily afternoon swim sessions so that scouts and leaders can cool off and relax after a full day of activity.

MILE SWIM

Scouts and leaders who want to attempt Thursday's noontime Mile Swim must qualify by swimming a quarter mile during lunch on Tuesday. Schedule your participation through the Aquatics staff when you arrive at camp; this will help them with lunch arrangements.

POLAR BEAR SWIM

Scouts and leaders who think they can brave the icy waters of early morning Tahquitz can brave the cold during our early morning at 6:00 during our Polar Bear Swim.

SAFE SWIM DEFENSE & SAFETY AFLOAT

We ask that all troops send their adults to learn the important points of conducting a safe troop swim while on their own outings. Troops planning to take a canoe or other boating trip should send a representative to learn what safety precautions need to be taken. This training can be provided anytime that your troop is at the pool in the afternoons.

WATER CARNIVAL

This Camp Tahquitz tradition is one of the highlights of the week, where scouts compete in a series of contests and games Friday afternoon. Special recognition will go to the top troops. *Oh yes, there are also special events just for scoutmasters.*

LAKE

Our re-opened lake not only provides the opportunity for merit badges, but also provides troops and the patrols the chance to use canoes, rowboats, and kayaks on the lake in the afternoon.

CRAFT LODGE

CRAFTS ACTIVITIES

The Craft Lodge is fully stocked with tools and materials for a variety of projects. Scouts can learn techniques and receive help from our trained staff. The tools and some materials are provided at no cost, but most basic craft supplies such as leather, snaps, rivets, buckles, laces, reed, and basket kits, as well as woodcarving kits, must be purchased. Prices range from \$2.00 to \$8.00 for most projects. Materials for some larger projects can cost \$15.00 or more depending upon size and complexity.

LEATHERWORK

In addition to the Leatherwork Merit Badge, facilities and supplies are available for general craft projects such as wallets, belts, visors, wristbands, and many other projects. Small pieces of leather are also available for projects.

BASKETRY

For the Basketry Merit Badge the Craft Lodge can help scouts make baskets, trays, and stools. You may purchase a basket kit at the trading post for around \$10.00, or you can bring your own kit from home.

WOOD CRAFTS

Tools are available for a variety of woodcarving and woodworking projects in the Craft Lodge. In addition to bringing in your own projects, there is a wide variety of neckerchief slide carving projects available in the Trading Post.

CONTESTS

A variety of craft, carving, and creative contests will be held weekly for both adults and scouts. The winners will be recognized at the closing campfire.

OUTDOOR SKILLS**OUTDOOR SKILLS CERTIFICATES**

The Outdoor Skills area will coordinate the following certificate programs. Swing by in the afternoon for fun and informative sessions on the following:



Tot 'N Chip: Demonstrate safety, knowledge, maturity, and proper skills in the use of knife & ax.



Fireman Chit: Demonstrate safety, knowledge, and proper skills in the use of fire and fire prevention. Scouts must demonstrate a knowledge of and understanding of how to safely use a fire, when (and when not) to use a fire, and how to practice leave-no-trace with fires.



Paul Bunyan Woodsman: This award starts at Outdoor Skills, where scouts sharpen their knife and axe skills, including teaching Tot "N" Chip to another scout. The scout then works with the Nature Lodge, where the scout will spend a minimum of two-hours in trail work, cutting wood and other forest-improvements.

GIANT PIONEERING YARD

With knot rails and pioneering poles, this is the place to step up and practice your knot tying skills.

ONGOING OUTDOOR SKILLS DEMONSTRATIONS

These will make the scouting and camping skills that they have learned come alive in practical applications.

TRAIL TO FIRST CLASS (TFC)

This program is designed to help scouts earn their basic scouting skills. We offer regular courses in the morning for those who need to work on the entire badge; we also offer “drop ins” during the afternoon for those scouts who only need a few requirements. It is essential that scouts bring their scout books with them to any TFC sessions.

If a troop will send more than 5 scouts to a TFC session, assistance from an adult or older scout from the troop would be appreciated.

DAY HIKES

Throughout the week, the Outdoor Skills staff will provide guided day hikes to fulfil rank requirements as well as to have an appreciation for our local mountains. Scouts should be prepared with the 10 Essentials, especially a filled water bottle.

ORIENTEERING COURSE

Scouts can participate in an Orienteering Course that covers much of the square-mile that is Camp Tahquitz. This is a fun activity that will meet the First-Class requirement, as well as teaching important navigational skills

COPE AND CLIMBING

CLIMBING/RAPPELLING TOWER

The exciting 45' climbing tower at the COPE & Climbing Center offers scouts the chance to experience the challenge of sport climbing and the thrill of rappelling under the direct supervision of our qualified staff. No experience is necessary - so be sure that your troop signs up for our afternoon climbing time!

COPE COURSE

Project COPE is an acronym for Challenging Outdoor Personal Experience. It comprises a series of outdoor challenges, beginning with basic group initiative games and progressing to more complicated low-course and high-course activities.

Some of these events involve a group effort, whereas others test individual skills and agility. Participants climb, swing, balance, jump, and rappel as well as think through solutions to a variety of challenges. Most participants find that they can do much more than they initially thought that they could.

Group activities are ideal for emphasizing the patrol method and developing leadership while individual activities help promote personal growth.

NOTE: * Per BSA policy, COPE sessions, both Low COPE and High COPE are restricted to scouts who are at least 13 years old, or who have finished the 7th grade. Individuals must have two hours of Low Cope to qualify for High Cope!

BACKCOUNTRY HIKES

NOTE: Troop Backcountry hikes are subject to the United States Forest Service allowing access to the San Gorgonio Wilderness area.

Troops or patrols wishing to take an overnight backpacking trip (short or long) may choose from campsites at Lower Meadow or in the San Gorgonio Wilderness Area. With advance notice, we will be pleased to provide you with a staff guide, backcountry stoves, and other equipment.

You must, however, obtain your own hiking permit from the Forest Service if you are going into the Wilderness Area (doing this prior to camp is suggested) and provide your own transportation to and from the trailhead (although one trailhead is within walking distance of camp). Weather is unpredictable, so be prepared!

Adult leaders should be aware of the BSA's Rule of Four" for backcountry trips. On every "backpacking trip there must be at least four individuals (including at least two adults). If you have trouble getting this number, we will see if we can team you up with other scouts/scouters at camp. However, ultimately the troop must ensure that they have enough qualified leaders to meet the BSA standards for both your scouts in camp as well as those in the backcountry.

SHOOTING SPORTS

Ever wanted to learn about the fundamentals of how to shoot a .22? Would you like to test your skills with a Bow and Arrow? Or would you like to try the challenge of a Shotgun Test your marksmanship skills at the Tahquitz Ranges!

RIFLE & SHOTGUN RANGE

Camp Tahquitz has two different shooting ranges as well as an archery range. Scouts will have the opportunity to participate in a supervised shooting environment, learning safety regulations and practice, as well as participate in BSA awards.

ARCHERY

Scouts learn the fundamental rules and techniques of using a bow and arrow at the target archery range. Targets have been installed to provide for the maximum opportunity to participate in this popular program, and there are different bow strengths to help meet the needs of all individual Scouts. Basic instructional sessions are included with recreation so that each scout learns the proper safety procedure.

RANGE SAFETY RULES

When visiting any of the ranges, always remember these basic safety rules:

- ✓ A red flag will be flying whenever a range is in operation; Before entering an active range be sure to call out and ask for permission to enter the range. **Never** enter a shooting range without receiving permission from a staff member.
- ✓ ALWAYS LISTEN TO AND FOLLOW STAFF DIRECTIONS.
- ✓ A responsible troop adult should accompany Scouts when they are at the ranges.

NATURE/ECOLOGY CENTER

THE NATURE CENTER LODGE

The nucleus of the Nature Program is the historic log cabin sitting atop a hill, overlooking Upper Meadow. All Scouts and Scouters are welcome to stop by the cabin during program time to use and experience the many resources available.

OUR FEEDING STATION

We have set aside a special feeding area behind the Nature Lodge for viewing the many varieties of birds and small mammals. This is a great place for picture taking or just relaxing while watching nature.

HANDS-ON MUSEUM

Since Scouts learn best by touching and experiencing nature we have a variety of hands-on displays and activities. A staff member will be available to lead scouts into this new world.

REFLECTOR TELESCOPE

Experience clear views of the planets & stars through our advanced telescope in this internationally renowned dark-sky environment

NATURAL RESOURCE LIBRARY & WEATHER STATION

Scouts are welcome to use our well-stocked nature library. We also maintain a fully functional weather station for scouts interested in the local weather and to help those working on Weather and Environmental Science merit badges.

STAR STUDIES

The Nature Center will be open Thursday evenings for guided star gazing (subject to weather and cloud cover).

CONSERVATION/GOOD TURN PROJECTS

Not only are special projects a requirement for advancement, but we all take pride in pointing out to others the part of ourselves that we left behind at Camp Tahquitz. There are a variety of projects available, some even in your own campsite. These are coordinated through the Nature Director, and are scheduled through the Program Office. (To protect the environment of the camp, only officially approved projects are allowed at camp).

NATURE/ECOLOGY CENTER - MERIT BADGES

Camp Tahquitz offers the perfect environment for learning about nature and we offer several nature related merit badges. Please be sure that each scout has read the pamphlet BEFORE coming to camp and has written verification, photographs, displays, notes, etc. for completed long term projects. Assistance with Conservation and Environmental skills and awareness is also available. We will work directly with your scouts, or help train the troop's leadership to help provide these skills for their own troop.

SCIENCE TALKS

In the afternoons, we have a variety of special presentations on interesting nature and science related topics. Since these change each week, check with the Nature Lodge for an updated list when you arrive at camp.

CAMPFIRES

There are four scheduled campfires in the C.L. Appling Bowl. Although all of the campfires are optional, we hope that you attend as many as possible, especially Sunday and Friday nights. Troop leaders and parents who drive the troop up to camp on Sunday, or who arrive early to take the troop down on Saturday, are especially encouraged to attend the Sunday and Friday night campfires.

SUNDAY NIGHT CAMPFIRE

Staff members introduce themselves and their programs with humorous skits and songs. Troop Guides introduce troops and each troop performs a yell to show which troop in camp has the most spirit.

MONDAY NIGHT CAMPFIRE

The Tribe of Tahquitz is known nationally for their authentic Indian costumes, songs, and dances. They will perform a short ceremony demonstrating the major type of regalia and dances of the American Indian.

WEDNESDAY NIGHT CAMPFIRE

Every troop is invited to participate in this camp wide, inter-troop campfire. Have your troop present a skit, song, or stunt in this fun campfire that includes some hilarious performances by the zany members of the staff.

SERPENTINE

One of the more meaningful traditions of the camp takes place prior to the closing campfire when all the troops gather together for Serpentine. The Serpentine starts at a small meadow and takes a silent, winding tour of the camp, visiting the places where the scouts experienced fun and adventures throughout the week. It is hoped that this hike will serve to reinforce the memories of the week and renew one's dedication to Scouting. We ask that only those scouts and leaders who were at camp for the week participate, please.

FRIDAY NIGHT CAMPFIRE

Scouts are given recognition for various awards earned throughout the week (Merit Badges, Mile Swim, Good Turns, Honor Camper, and rank advancements). Troops are presented such awards as Honor Troop, Campsite Inspection, and Water Carnival. The evening is climaxed by the announcement of the Tribe of Tahquitz Invitees for Neophyte, Honorary, and Tribe.

TROOP CAMPFIRES

In addition to the campwide campfires, troops are strongly encouraged to hold their own campfires, either for their own troops or for one or more neighboring troops. Skits, songs, scary stories and other fun activities can make these campfires more fun than any other campfire. The best nights to hold these campfires are Tuesday and Thursday, but you can schedule them whenever it is convenient.

There are propane fire-rings that can be checked out from the camp office. You may supply your own propane, or you can rent a propane tank from the camp when you arrive.

Due to the long-term effect of California's drought, no wood or charcoal fires are allowed in the campsites.

TAHQUITZ RANCH AT JENKS MEADOWS

Scouts are invited to go back to the 1890's and help establish a "frontier" settlement in the most beautiful and remote area of the vast Tahquitz wilderness. Like the pioneers, scouts and leaders will journey by horseback or by foot, while keeping their eyes peeled along the journey for hidden tokens that represent their most critical needs for establishing their new encampment.

Upon arrival at Jenks Meadow the expedition will learn what role they will play in establishing a pioneer outpost not only for themselves but for others who will follow. The pioneers, working in teams, will help to establish the outpost by a variety of pioneering stations. These could include:

- | | | |
|-----------------------------|--------------------------|------------------------|
| ✓ Two man Saw | ✓ Log cabin construction | ✓ Traps and Snares |
| ✓ Chuck Wagon Cooking | ✓ Axe throwing | ✓ Planting apple trees |
| ✓ Split rail fence building | ✓ Action Archery | ✓ Sled dog demo |

At the end of the day the pioneers will munch down on some good ole' Chuck Wagon Grub. The evening will end with a campfire where Tall Tales will be shared – and of course, every good campfire ends with a tasty cracker barrel treat!

For the really early risers there will be a short scouting excursion to catch a glimpse of the wild deer as they graze in the meadow. Then, with the rest of the expedition there will be a quick breakfast, packing of gear, and then returning to civilization (or at least back to Upper Camp!)

TYPICAL SCHEDULE

AFTERNOON

- 1:00 pm Departure for outpost
- 2:00 pm Arrival at out post/briefing/camp set up
- 2:30 pm Divide teams/start rotations
- 6:00 pm Dinner/Cleanup
- 7:30 pm Evening Campfire Program/Cracker Barrel
- 9:00 pm Hit the Hay.

NEXT MORNING

- 5:00 am Deer watch
- 5:45 am Rise and Shine/pack up camp/breakfast
- 6:30 am Depart for Upper camp

TAHQUITZ RANCH CANCELLATIONS

It is our goal to provide scouts and troops with the chance to spend a night at the Ranch. However, due to fire, weather, or other conditions we may have to cancel a troop's night down at the ranch. While we will try to accommodate scouts whose overnight stays are cancelled for safety reasons, we cannot guarantee that we will be able to reschedule.

ADULT LEADERSHIP

Although we will have staff members at the Ranch who will work with your scouts, each troop should be prepared to provide adult leadership for supervision of your scouts while they are at the Ranch.

PLANNING YOUR TROOP'S PROGRAM

Be sure to review the entire camp program, and then decide what areas or programs are of interest to your troop.

FOR A YOUNGER TROOP

You may want to concentrate on basic scouting skills, as well as having a general "sampler" of activities. Do not schedule every minute -- allow for some "unscheduled program" time where they can start to develop and grow together as a strong troop. A good experience at camp can strengthen a troop for the rest of the year "down the hill".

FOR A TROOP OF EXPERIENCED BOYS

Why not try something different? Look at the COPE course. For a change of pace, why not try a 2 or 3 (or even 5 day) hike into the backcountry? This will require a bit more planning but if you need extra help just give us a call. Besides, the thrill of planning for a new adventure might light a fire under some older scouts who feel that they "have done everything there is to do at camp".

FOR A MIXED-AGE TROOP

With a troop of different ages and experience, you may want to consider having two programs, one for your older scouts, and one for your younger scouts.

After you have decided those areas, activities, and awards that your troop wants to work on, start to schedule them. While scheduling, keep in mind the time it takes to travel from one part of Camp to another. We are generally faster going downhill than we are going uphill.

The staff at Camp Tahquitz firmly believes that this is YOUR camp and you should be able to plan your own program, without having to fit into our schedule. With this in mind, you can see how you and your troop can have a great deal of flexibility in designing a "custom-made" program. However, when dealing with over 200 scouts a week, it can get a bit crowded in some areas of camp. To ensure that we can provide the necessary level of staffing required by the different program and safety needs of each area, the camp staff would appreciate having your program two weeks prior to your arrival at camp. Of course, once you arrive at camp you can always "fine tune" and adjust your program throughout the week.

TROOP/PATROL ADVENTURES

Summer camp is more than just merit badges, it is also a time for troops/patrols to build unity and spirit by participating in activities as a group. Merit badges tend to focus on the individual scouts while our Troop/Patrol Adventures are designed strengthen and build spirit among a group as they participate in activities that they cannot experience at home. It also allows scouts to experience activities that they might never consider if they were by themselves.

SCHEDULING TROOP/PATROL ADVENTURES

You can schedule as a whole troop, or you can schedule by patrol. Please be sure to indicate the number of scouts that you expect to participate. Above all please remember that your schedule is not permanent. As the week progresses, you can come to the Program Office to make changes as your week continues.

To request a Troop/Patrol Adventure area, please fill out the **TROOP/PATROL ACTIVITY REQUESTS** form available on CampMaster.

Please remember that while we will strive to meet your requests, we might not be able to meet your first choice for these events; we may need to adjust or moderate your requests to ensure that all troops/patrols have opportunities to participate in these adventures. You will be notified of any schedule adjustments when you arrive at camp.

TROOP/PATROL ADVENTURE AVAILABILITY

AREA	1:30-2:30	2:30 – 3:30	3:30 – 4:30	4:30 – 5:30
ARCHERY	18	18	18	18
CONSERVATION PROJECT	50	50	50	50
COPE: Low (Mon/Tue) *	24		24	
COPE: High (Wed/Thu) *	12		12	
POOL	55	55	55	55
RIFLE	16	16	16	16
SHOTGUN	8	8	8	8
TRAIL HIKE	12	12	12	12
TAHQUITZ RANCH			35	
TOWER	20	20	20	20

* Per BSA policy, COPE sessions, both Low COPE and High COPE are restricted to scouts who are at least 13 years old, or who have finished the 7th grade. Individuals must have two hours of Low Cope to qualify for High Cope!

CAMPWIDE WEEKLY SCHEDULE

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
7:15		Breakfast					
8:00 "A"		Merit Badge Instructional Session "A"					Check out
9:00 "B"		Merit Badge Instructional Session "B"					
10:00 "C"		Merit Badge Instructional Session "C"					
11:00 "D"		Merit Badge Instructional Session "D"					Sign up for Next Year
12:00		Lunch					
1:30						Leader Meeting (1:00)	Patrol Challenge & Water Carnival
2:30		Troop/Patrol Adventures				Troop/Patrol Adventures	
3:30		Troop/Patrol Adventures					
4:30		Troop/Patrol Adventures					
5:30		Troop Time					
6:00		Dinner					
7:00	(Mentor badge orientation)	Troop Time	Campwide Games	Troop Time	Special Programs	Serpentine	
8:00	Adult meeting & Campfire	Indian Lore Campfire	Troop Campfire	Skit Campfire	Troop Campfire	Closing Campfire	
9:00					Star Study		
10:00	TAPS	TAPS	TAPS	TAPS	TAPS	TAPS	

Notes: