

Justice National Scout Camp 2023 MEAL SCHEDULE

The Justice National Scout Camp Meal Schedule indicates the times at which meals are offered during each session (week) of camp. Here are some highlights:

- Breakfast is served from 6:00-8:00 a.m. each day
- Scouts in single merit badge or activity sessions will eat lunch from 12:00-1:00 p.m.
- Scouts in full-day merit badge or activity sessions will eat lunch from 11:30 a.m.-12:30 p.m.
- Lunch is open for all from 11:30 a.m.-1:30 p.m.
- Dinner is served from 4:30-6:30 p.m. each day (Scouts taking sessions in Lunch Block A will not complete their session until 4:30 p.m.)
- Scouts and adults participating in several all-day activities (merit badge sessions and/or buy-up programs) will need to pick up a pack-out lunch from the Pigott Dining Hall on the morning of their full-day program
- All in-camp meals are served in the Pigott Dining Hall; pack-out lunches will be provided by the foodservice team
- All lunches on Friday are pack-out lunches (all units/crews will eat in the campsite for this meal)

Time	Lunch Block A	Lunch Block B	Lunch Block C
6:00 a.m.	Breakfast (6:00-8:00 a.m.)		
7:00 a.m.			
8:00 a.m.	Morning single session badges/activities (3.5 hours) (8:00-11:30 a.m.)	Full Day Merit Badge Session (3 hours) (8:00-11:30 a.m.)	PACK-OUT LUNCH Pack-out lunches should be secured from the dining hall in the morning before the day-long activity begins. Lunches will be eaten at the location of your activity.
8:30 a.m.			
9:00 a.m.			
10:00 a.m.			
10:30 a.m.			
11:00 a.m.			
11:30 a.m.		Walk Time	
12:00 p.m.	Block A Lunch Window (12:00-1:00 p.m.)	Walk Time	
12:30 p.m.			
1:00 p.m.	Walk Time	Full Day Merit Badge Session 2 (3 Hours) (1:00-4:00 p.m.)	
1:30 p.m.	Afternoon single session badges/activities (3 hours) (1:30-4:30 p.m.)		
2:00 p.m.			
3:00 p.m.			
4:00 p.m.	Walk Time		
4:30 p.m.	Walk Time	Dinner (4:30-6:30 p.m.)	
5:00 p.m.	Dinner (5:00-6:30 p.m.)		
6:00 p.m.	Dinner is open for all from 4:30-6:30 p.m.		
6:30 p.m.			
E.P.	Evening Program (6:00-8:00 p.m.)		

