

## EXAMPLE Plan of Day

Program Activity	Time	Location/ Information
Exploration of Ships	2:00 PM— Sunset	Explore all of the ships at your own pace. Destroyer and upper levels of the Massachusetts close at sunset.  Submarine is currently closed for restoration.
Maritime Museum Private Showing	2:00—4:30 PM	Head over to the Maritime Museum anytime during this timeframe to get your own viewing of the museum.  Maritime Museum located at 70 Water Street. 2 minute walk down the road
Leader's Meeting	4:45—5:00 PM	Cove Cinema. 2nd Deck Port Side . Past Galley. Leader's will go over information for the night, policies, and guidelines
Fire Drill	5:15 PM	Report to <b>ASSIGNED</b> bunk room <b>BY 5:05 PM</b> . The actual fire alarm does go off. Please ensure you <b>DO NOT</b> go to the bow.
Dinner	5:30—6:15 PM	Staff will lead you from the fantail straight to dinner. We will instruct anyone with dietary restrictions to be at the front of the line.
<b>WARDROOM/ ANNEX</b>	<b>6:15—6:30 PM</b>	<b>CLOSED FOR CLEANING. PLEASE EXIT THE AREA AND BRING BELONGINGS WITH YOU.</b>
<b>Morse Code Galley</b>	<b>(Snack Bar)</b>	<b>Open for additional food purchases. Hours Vary</b>
Optional Activities	7:00-9:00 PM	Activities depend on what staff or volunteers are available that day. Activities may include tours, storytelling, etc
Board Games in the Wardroom	6:30—10:00 PM	Battleship, checkers, and monopoly are just some of the games you can play!
<b>MOVIE</b>	9:00—10:30 PM	Cove Cinema: Lego Movie (PG)
Taps.. Lights Out!	11:00 PM	Good Night!
Reveille	7:00 AM	Good Morning!
Breakfast	7:30 AM	Meet in your bunk rooms at 7:20 PM. A staff member will release bunk room by bunk room for breakfast. Each group will be shown to a table to eat/sit at.