

Schedule and Purpose of Bugle Calls at Camp

Wake Up Time – **FIRST CALL** – Sounded as a means of awakening Scouts and alerting them to prepare for the day. Reveille sounds in 30 minutes.

25 Minutes after First Call – **ASSEMBLY** – Sounded as a means to gather the Scouts for the raising of the colors.

30 Minutes after First Call – **REVEILLE** – Sounded as the Scouts raise the colors for the day. At the first note of the music all Scouts should salute.

Breakfast – **MESS CALL** – Sounded as a means for gathering the Scouts for breakfast.

After Breakfast Chores – **ASSEMBLY** – Sounded as a means to gather the Scouts for morning announcements and to prepare for the day's activities.

Lunch – **MESS CALL** – Sounded as a means for gathering the Scouts for lunch.

After Lunch Chores – **ASSEMBLY** – Sounded as a means to gather the Scouts for afternoon announcements and to alter any plans for the day.

At Scheduled Sunset – **ASSEMBLY** – Sounded to gather the Scouts in preparation for striking the colors.

Before Striking the Colors – **RETREAT** – Plays prior to the Color Guard lowers the colors for the day. The Troop stands in formation and faces the flag. At the last note the Caller calls the Scouts to attention and commands the Scout salute.

While Striking the Colors – **'NATIONAL ANTHEM' OR 'TO THE COLORS'** – Once the Caller calls the Scouts to attention, one of these is played as the Color Guard lowers the colors for the day. The lowering of the colors is regulated finish as the last note of the music is played. Once the music completes and the flag is lowered, the Caller issues the command to drop the Scout salute. Scouts remain at attention and follow the commands of the Caller.

Dinner – **MESS CALL** – Sounded as a means of gathering the Scouts for dinner.

Evening Campfire – **ASSEMBLY** – Sounded to gather Scouts for the evening campfire or other activities scheduled for the evening. All evening chores should be completed by this time.

30 Minutes Before Bed Time – **TATTOO** – Sounded to alert Scouts that lights out is in 30 minutes. Secure the camp by making one last police call around Patrol

area and assigned Troop areas. Take care of any evening grooming and retire to tents for the evening.

Lights Out – **TAPS** – Signals the end of the day. All Scouts not authorized to be out of their tents must be inside of their tents at this time. No loud talking or noise is allowed. SM, ASM, adult Leaders meet with Troop Leadership to review the day and to review the plans for the next day.

TAPS

Fading light dims the sight,
And a star gems the sky, gleaming bright.
From afar drawing nigh -- Falls the night.

Day is done, gone the sun,
From the lake, from the hills, from the sky;
All is well, safely rest, God is nigh.

Then good night, peaceful night,
Till the light of the dawn shineth bright;
God is near, do not fear -- Friend, good night.

TAPS

Day is done. Gone the sun,
From the lake, From the hill, From the sky.
All is well, Safely rest, God is nigh.

Thanks and praise, For our days
'Neath the sun, 'Neath the stars, 'Neath the sky.
As we go, This we know: God is nigh.