George H. W. Bush Composite Squadron
Cadet Program Monthly Master Schedule

Week	1830 – 1900 (Cadet Training)	1900 – 1905 (Opening Formation)	1905 – 1915 (Emphasis Item)	1915 – 2000 (Core Curriculum)	2000 – 2005 (Break & Admin)	2005 – 2050 (Special Training)	2050 – 2100 (Closing Formation)
1	Opening Formation Uniform Inspections Drill & Ceremonies **(Parking Lot)**	Promotions Awards Announcements **(Flagpole)**		Character Development **(Conf Room)**	Break Admin Tasks	Leadership Education **(Conf Room)**	Closing Formation **(Parking Lot)**
	Meeting Location: Coulter Airfield / **Uniform of the Day:** Service Uniform (AF-style Blue Service Uniform)						
2	Opening Formation Uniform Inspections Drill & Ceremonies **(Parking Lot)**	Announcements **(Flagpole)**	Safety Briefing **(Conf Room)**	Aerospace Education **(Conf Room)**	Break Admin Tasks	Aerospace Education **(Conf Room)**	Closing Formation **(Parking Lot)**
	Meeting Location: Coulter Airfield / **Uniform of the Day:** Field Uniform (AF-style Battle Dress Uniform, Flight Suit for rated aircrew)						
3 (May-Aug)	1830 – 1900 Drill & Ceremonies	1900 – 1925 Leadership Activity & Achievement Testing	1925 – 1945 Open Training Time	1945 – 1950 Break & Admin Tasks	1950 – 2005 PT Stretching & Warm-Up	2005 – 2050 Cadet Physical Fitness Test	Closing Formation **(Parking Lot)**
(Sep-Apr)	1830 – 1845 PT Stretching & Warm-Up	1845 – 1930 Cadet Physical Fitness Test	1930 – 2000 Drill & Ceremonies	2000 – 2005 Break & Admin Tasks	2005 – 2030 Leadership Activity & Achievement Testing	2030 – 2050 Open Training Time	
	Meeting Location: Coulter Airfield / **Uniform of the Day:** Physical Fitness Uniform (CAP or plain black T-shirt, Dark colored shorts, Tennis shoes with white socks)						
4	Uniform Inspections Drill & Ceremonies **(Parking Lot)**	Ground Emergency Services Training **(Classroom / Field)**					Closing Formation **(Parking Lot)**
	Meeting Location: TEEX Disaster City® / **Uniform of the Day:** Field Uniform (AF-style Battle Dress Uniform)						
5	(As applicable) Activity, Location and Uniform varies by event						