

WorldWide WitchCamp Grid | Baltimore, Maryland (UTC -5)

Thursday, November 12th



4:00 pm – 4:20 pm Opening Container

Friday, November 13th



3:00 am – 6:00 am Cobalt Paths



7:30 am – 8:30 am Rose Affinity Groups



11:00 am – 2:00 pm Gold Paths



2:30 pm – 3:30 pm Leek Affinity Groups



4:00 pm – 6:00 pm Ritual



7:30 pm – 8:30 pm Sky Affinity Groups



9:00 pm – 12:00 am Scarlet Paths

Saturday, November 14th



3:00 am – 6:00 am Cobalt Paths



7:30 am – 8:30 am Rose Affinity Groups



11:00 am – 2:00 pm Gold Paths



2:30 pm – 3:30 pm Leek Affinity Groups



4:00 pm – 6:00 pm Ritual



7:30 pm – 8:30 pm Sky Affinity Groups



9:00 pm – 12:00 am Scarlet Paths

Sunday, November 15th



3:00 am – 6:00 am Cobalt Paths



7:30 am – 8:30 am Rose Affinity Groups



11:00 am – 2:00 pm Gold Paths



2:30 pm – 3:30 pm Leek Affinity Groups



4:00 pm – 6:00 pm Ritual



7:30 pm – 8:30 pm Sky Affinity Groups



9:00 pm – 12:00 am Scarlet Paths

Monday, November 16th



4:00 pm – 4:20 pm Closing Container

How to use the Grid

The Camp continues 24 hours a day, around the world, and although we all join together for the rituals, other events happen at all different times.

This is a sample grid for someone living in **Baltimore, Maryland**. Grids for other time zones are also available.

Pick one Path and one Affinity group time slot. Look at the Paths, once they are announced, and choose a Path you wish to attend in a time slot that is good for you. Then choose an Affinity group time slot that suits you. Some of these will be scheduled during your night time. Others will be scheduled during your days and evenings.

Colors indicate the same thread of a Path or Affinity group and background colors align with the color names of the Path or Affinity group.

Paths and Rituals will be crafted in both an arc and as standalones. If your ideal path time falls during a time when you have to work on one of the days, you can choose to attend the other two path times, and still have a full camp experience.

Adventuresome campers are welcome to join Paths in two time slots (e.g., one in Gold, one in Scarlet).

