WHAT A SCOUT SHOULD BRING TO CAMP

Equipment means those items necessary for living, comfort, and convenience. Below is a suggested list for Scouts to take to camp with them. Double check this list carefully and add what you feel is necessary from your own experience.

PERSONAL GEAR CLOTHING Pack with frame (optional) Scout Uniform (Summer recommended) Duffel bag or second pack Shirt, shorts, socks, belt, and hat. (Winter Medical Form (copy, not original) uniform is OK) Boy Scout Handbook Raincoat or poncho, rain hat is optional. Pocketknife (NO SHEATH KNIVES) **Paiamas** Camera with film (optional) Blue jeans or extra old pants. Flashlight with extra batteries Sturdy shoes or boots for hiking Second pair of shoes Sewing kit Compass Jacket, sweatshirt and/or sweater Canteen Extra underwear Extra socks or stockings Toiletries - (Soap, comb, mirror, toothbrush, toothpaste, etc.) Swim suit and towel Washcloth and towel Mess kit (if needed for MB activities) **BEDDING** Musical Instrument (bugle, harmonica, etc) -Sleeping bag or blankets Plastic drop cloth for tent floor Air mattress or cot (optional) Nose plugs and/or ear plugs Pillow (optional) Recreational equipment Personal First Aid Kit for hike ADDITIONAL ITEMS: Write in the area below any items suggested by your scoutmaster.

REMEMBER: Mark all clothing and equipment with your name and troop number.

REMEMBER: Plan your clothing allowance for a six-day stay. Bring an appropriate amount of extra underwear and socks. If planning is inadequate, you may have to wash clothing (no washing facilities are provided by the camp).

REMEMBER: Axes and hatchets are limited to troop or patrol equipment only.

REMEMBER: Although tennis shoes are adequate within camp, they are not adequate for hiking outside camp boundaries. Additionally, experience shows that most sprained ankles occur when Scouts wear improperly laced shoes.

REMEMBER: Personal equipment must be transported by the Scout from the parking lot to the campsite. Select your camping equipment accordingly.