

# What to bring to camp

## Personal Gear

- Complete Scout Uniform
- Sweater and/or Jacket
- Swim Suit
- Long pants and a long sleeved shirt\*
- Scout related T-Shirt (3 minimum)
- Raincoat or Poncho
- Hiking boots
- Sleeping bag and pillow
- Shorts
- Belt
- Socks (3 pair)
- Extra footwear
- Underwear

## Toilet Articles

- Toothbrush/Toothpaste
- Wash Cloth/Towels (2)
- Soap/Shampoo
- Deodorant
- Comb and/or Brush
- Sunscreen

## Patrol Gear

- Flags
- Junior Leader's Handbook
- Patrol First Aid Kit
- Patrol Cook Kit

## Advancement Materials

- Scout Handbook\*
- Notebook w/ Paper/Pens/Pencils\*
- Merit Badge pamphlets\*
- Completed Merit Badge work \*
- B.S.A. Requirement Book (most recent)
- Scout Field book

## Items you may want to bring

- Flashlight w/ fresh batteries
- Pocketknife\*
- Spending money (Average \$35.00)
- Personal first aid kit\*
- Fishing gear\*
- Sunglasses
- Compass\*
- Camera and film
- OA Sash
- Canteen/1 Liter water bottles\*
- Day pack\* (Buckskin)
- Alarm clock
- Frame Backpack\* (camping ,wilderness survival)
- Tent-Backpack\* (camping ,wilderness survival)
- Plastic Mug/Sierra Cup\* (camping ,wilderness survival)
- Plate/Frisbee to eat from\* (camping ,wilderness survival)
- Knife/Fork/Spoon\* (camping ,wilderness survival)
- Ground Cloth \* (camping ,wilderness survival)

## Troop Gear

- American and Troop Flags
- Troop Merit Badge Library
- Troop first aid kit
- Additional rope or binders twine
- Shovel
- Cooler
- Propane Lanterns/Mantles/Fuel



## WHAT TO LEAVE AT HOME

Hunting and sheath knives, *fireworks*, *Firearms*, *ammunition*, Radios and tape players.

\* Items necessary for work on Merit Badges, the Buckskin program, or High Adventure programs.