

🔦 Scout Checklist – Items to Bring to Camp

This is only a suggested list. Check it carefully, change it as you see fit, and make copies for all your Scouts. All items should be labeled with the Scout's name. *Remember to place your towel and swim trunks on the top of your pack. You will need these early on Sunday to take the swim test.*

† Also available at the Trading Post.

The following are musts:

- Completed Medical Form (2 copies)
- Prescribed medications (to be given to the Scoutmaster; medications will be held by the camp nurse)
- Sleeping bag or 3 blankets
- Poncho or raincoat
- Waterproof footwear
- Comfortable, broken-in hiking boots
- Extra shoes (old sneakers)
- Insect Repellent (Lotion, not Spray) †
- Complete summer uniform (Class "A" and Class "B")
- Towels
- Tissues
- Warm Sweater or Jacket
- Flashlight and extra batteries †
- Boy Scout Handbook †
- Scout knife (*No Sheath Knives*) †
- Props for Troop or Patrol Skits

Clothing bag containing

- Athletic Socks (1 pair per day)
- Extra Scout Socks (2-3 pair per week)
- T-shirts
- Underwear (1 for each day)
- Extra shorts
- Extra shirts
- Jeans or other long pants
- Pajamas or sweat suit
- Swim trunks (*No cut-off Jeans*)

Toilet Kit containing

- Soap in plastic container
- Toothbrush and Toothpaste
- Comb and Brush
- Metal Mirror (no glass)

Optional, but recommended:

- Pillow or air pillow
- Air mattress or pad
- Compass †
- Backpack
- Laundry Bag
- Sunglasses
- Fishing tackle
- Clothing sewing kit
- Bible or prayer book
- Inexpensive or disposable camera & film
- Notebook and Pen or Pencil
- Canteen †
- Individual first aid kit †
- Merit badge pamphlets †
- Ground cloth
- Extra flashlight bulb
- Wrist watch
- Utensils for Troop Cookouts
- Spending money (recommended \$30 per week unless the scout is purchasing items for basketry, leatherwork or other merit badges that require purchase of raw materials at the camp store)

Please Leave at Home:

Large or expensive radios or other electronics

Televisions

Guns, Rifles, Shotguns, Bows and arrows

Fireworks

Sheath or Survival Knives

Cell phones

Anything that would distract from the Scouting atmosphere that should prevail at camp.

Computer Games

Valuable Comic books

Valuable cameras, jewelry, etc.

Pets

Aerosol cans