

What to Pack

Youth - Please bring no more than you will need for six nights at camp. Mark all Items with name and unit number. Pack In a duffel bag or backpack - light is right!

Personal Equipment

Sleeping Bag
Pillow
Pajamas
Duffel Bag or Backpack
Water Bottle/Drinking Cup

Clothes

Official Scout Uniform (Class A)
T-Shirts (4-5)
Shorts (2-3 pairs)
Long Pants (1-2 pairs)
Jacket/Sweatshirt
Swim Suit (scouting appropriate)
Underclothes (6 sets)
Extra Socks (suggested 2/day)
Shoes (2 pairs - boots and athletic shoes)

Carry With You At Orientation

Swim Suit & Towel (wear suit under clothes)
Rain Gear
Water Bottle/Drinking Cup
Pencil & Notebook
All medications and forms

Personal Care Items

Bath Towel & Wash Cloth
Shower Shoes optional
Toothbrush & Toothpaste
Soap
Comb or Brush
Toiletries
Deodorant

Highly Recommended

Flashlights & Batteries
Mosquito Repellent/Netting
Sunscreen (SPF 15+)
Watch
Scout Handbook
Clothes Bag for Dirty Clothes
Camp Chair
Day Pack containing 10 Essentials (with moleskin in first aid kit)
Money for souvenirs and snacks at the Trading Post

Optional Equipment

Camera/Phone (needed for photography merit badge)
Sunglasses
Sandals/Water Shoes for Waterfront
Snacks for Cracker Barrel
Items to trade at Patch/Treasure Trade
Stamps & Envelopes
Religious Materials
Totin Chip
Fireman's Chit
Cyber Chip
Wallet & Money with ID
Fishing Equipment
If theme nights are established, bring appropriate gear (example: Tie-Dye Tuesday - bring either a tie-dye shirt or a white cotton t-shirt to tie-dye)

Unit Equipment

Unit Flag
American Flag
Extra Tarps
Props for Favorite Skits
Camp Leader Guide
Emergency Numbers for all Parents
Clipboard
Alarm Clock (battery powered)
Biodegradable soap
Clothes line & pins (50-100ft)
Lantern for latrine light
Hammer
Cooking Equipment (if desired)

DO NOT BRING

Generators
Sheath Knives
Firearms
Alcohol
Drugs
Fireworks
Pets

