

What to Bring to Camp

The following items should be packed in a backpack.
Arrive at camp wearing your Class A Scout uniform.

PERSONAL GEAR

- Extra Shirts
- Extra Pants
- Extra Shorts
- Extra Socks
- Extra Underwear
- Jacket
- Rain Gear
- Sleep wear
- Sneakers
- Boots with heels (Horse Program)
- Hiking Boots
- Swim Suit
- Extra Towels
- Toilet Items (washcloth, soap, comb, shampoo, toothbrush, toothpaste, deodorant, toilet paper.)
- Sleeping Bag or Blankets
- Pillow
- Personal First Aid Kit
- Flashlight, Batteries
- Wallet, Money
- Pocket Knife (2 1/2 " or less)
- Handkerchief
- Notebook, Pen or Pencil
- Scout Handbook
- Merit Badge Pamphlets
- Non-Aerosol Bug Repellant
- Bug Net
- Laundry Bag
- Watch
- Water Bottle
- Knife/Fork /spoon
- Cup/Bowl/Plate
- Sun Screen Lotion
- Day Pack is very handy to carry things throughout the day

OPTIONAL PERSONAL GEAR

- Compass
- Camera, Film
- Sunglasses
- Songbook
- Musical Instrument
- Nature Books
- Sports Equipment
- Bible, Prayer Book
- Fishing Gear, Bait
- Stationary & Stamps

LEAVE AT HOME

Pets, sheath knives, fireworks, firearms, ammunition, bows & arrows, radios, walkie-talkies, tape players, CD players, televisions, walkmans, electronic games, squirt guns, dice, unscout-like literature, alcoholic beverages and illegal drugs are not permitted in camp. Valuable items should be left at home.

LABEL GEAR

Scouts and Leaders should mark all their items with their name. Many, many items are lost or misplaced and are never claimed. If items are marked we will try our best to return them to the rightful owner.

MEDICAL FORM

Units are asked to mail a copy of Scout's Medical Forms by June 1 to facilitate check in procedures. Absolute deadline is at the program planning meeting two weeks prior to your camp arrival. Leaders should also have a copy of scout's forms with them when they arrive. This will help avoid any problems that may arise.