PERSONAL GEAR TO BRING

PERSONAL GEAR:	
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Extra Shirts (long-sleeves for some programs)	
Extra Pants (needed for various programs)	
Extra Shorts	
Extra Socks	
Extra Underwear	
Jacket	
Rain Gear	
Sleep wear	
Sneakers	
Hiking Boots (needed for various programs)	
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 " blade or less)	
Handkerchief	
Notebook, Pen or Pencil	
Scout Handbook	
Merit Badge Books	
Materials for your merit badge classes	
Non-Aerosol Bug Repellant	
Bug Net	
Laundry Bag	
Watch	
Water Bottle	
Sun Screen Lotion	
Scout Uniform	
Danbark 1 1 4 21	
DayPack, very handy to carry things	
throughout the day (refer to the Daypack	
equipment list for what should be included).	

OPTIONAL PERSONAL GEAR:
Compass GPS Camera Sunglasses Songbook Musical Instrument Nature Books Sports Equipment Bible, Prayer Book Fishing Gear, Bait Stationary & Stamps GSR Cash Card for the Trading Post
LEAVE AT HOME: A Scout is not a fool! Pets, sheath knives, fireworks, firearms, ammunition, bows & arrows, radios, iPods, laptops, tablets, MP3 players, cell phones, televisions, walkie-talkies, electronic games, squirt/nerf/airsoft or paintball guns, dice, unscout-like literature, alcoholic beverages and illegal drugs or similar items (or people under the effects of them). Valuable items should certainly be left at home.
LABEL GEAR: Scouts and Leaders should mark each of their personal items with their name and unit number. 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 <u>Units are asked to submit a copy of Medical Forms</u> no later than June 2 nd . Leaders should also have a copy of all medical forms from your Unit with them when they arrive (as a backup). This will help avoid any problems that may arise.