

Summer Camp Packing List

Remember that for one week you will be sleeping in tents in a camp environment. We suggest that leaders and scouts bring only what they need - you will have to carry everything to your site. Remember that this is a camp, without washer or dryer facilities. Please bring sufficient clothing to last seven days. There is no electricity in the camp sites. Please label everything with your name and troop number. To keep clothing dry it is suggested that it be packed in a large (2 gallon) Ziploc style bag. If taking medications place them in Ziploc bags with the proper documentation as explained in the Admin Guide.

REQUIRED ITEMS:

- Complete Class A Uniform, Blue Hat, no neckerchief or slide
- Class B Uniform (Troop t-shirts)
- (6) Sets of clothing
- (1) Pair sturdy hiking shoes
- (1) Pair sneakers
- (1) Pair sandals for shower only
- (10) Pairs of socks (including extra Scout socks if traveling in Scout shorts)
- (7) Underwear
- Swim trunks (no cut-offs)
- (3) Towels
- Washcloth
- Handkerchief
- Raincoat or poncho
- Sleeping bag
- Small pillow (if desired)
- Warm jacket (fleece or sweater)
- Hat (ball cap and stocking cap)
- Long sleeve button down shirt (loose fitting), long pants (loose fitting), and old sneakers for getting wet for Swimming Merit Badge, Lifesaving Merit Badge or BSA Lifeguard Instruction
- Flashlight and/or electric lantern with extra batteries

- Pencil/pen & notebook
- Compass
- Totin-Chip Card
- Fireman-Chit Card
- Spending money for lunches to and from camp, trading post, zip line, open shooting sports, root beer floats, Ices and snacks
- Pocket knife
- Toiletries (soap, shampoo, deodorant, toothpaste, toothbrush)
- Day pack/Book bag
- Personal first-aid kit
- Insect repellent (Bug Spray)
- Sunscreen lotion
- Water Bottle
- Camp chair
- Merit Badge Items (Books, prerequisites)
- Scout Handbook

OPTIONAL ITEMS:

- Flat sheet (use if its too hot for the sleeping bag)
- Disposable Camera (most films not sold in camp trading post)
- Book to read in the car
- Playing cards/Travel games, etc...
- Extra shoe laces, spare rope or cordage
- Water shoes for swimming
- Clothes line and clothes pins
- Hanger for Class A uniform

SCOUTS DO NOT BRING:

Ax, hatchet, sheath knife, matches, cell phones, electronic toys, bicycles, TV, radio, expensive watches and jewelry, and things you don't want to lose.