

ITEMS NEEDED FOR CAMP

- LUNCH FOR FIRST DAY'S TRAVEL
- Complete Boy Scout uniform (for evening meals, campfires, and flag lowering). Include a hanger for storing your scout uniform when not in use. We will travel in Class "A".
- Green Class "B" shirt.
- Prescription medication in its original container with troop # on it. This needs to ride in the car with the scout. Do Not Pack It!
- O/A sash if you are a member of the OA
- T-shirts (appropriate), shorts, underwear and socks for at least six days.
- Long pants (jeans and a long sleeved button-down shirt are necessary for the clothes inflation requirement of Swimming merit badge.
- Pajamas
- Jacket, sweater or sweatshirt.
- Rain Gear
- Swimming trunks and swim towel. *Bring these in the car with you.*
- Comfortable hiking boots, athletic shoes, and if the scout is planning to work on any boating, 1st class or swimming merit badges, he will need a pair of shoes that can be worn in the water.
- Poncho or raincoat.
- Belt
- Backpack, duffel bag, or foot locker
- Water Bottle
- Foam Pad
- Sleeping bag, sheet or blankets and a small pillow.
- Toilet kit (toothbrush, towel, soap, comb, etc.)
- Notebook, pencil, pen and Scout Handbook.
- Suntan lotion and insect repellent (non-aerosol).
- Flashlight with extra batteries
- Watch, first aid kit, camera, sewing kit, religious materials.
- Folding pocketknife (Scouts are encouraged to bring a pocketknife with a locking blade. Blades cannot be more than 3 inches long. Sheath knives are not permitted. You must have a tot'n' chip card to carry a knife. You may turn in your knife to a leader if you plan on earning your card at camp.
- Fishing Pole
- Camera
- \$30.00 or more for spending money and merit badge projects.
- Any special equipment needed for merit badges (Ask Sandy).
- No electronics please including cell phones. They can be brought for the car ride up and back only.
- No weapons such as sling shots or guns of any type.

AS THIS LIST IS GOING OUT TO EVERY BOY PLEASE PUT YOUR NAME ON EVERYTHING!

