

Summer Camp Packing List Recommendation - *Label gear: name and troop number*

- Medication--in original, labeled container, unexpired, limit to amount for camp
- Field uniform, including neckerchief (MB sash is not needed)
- Activity uniform
- OA sash if applicable
- Scout handbook, notebook, pen/pencil
- Water bottle or canteen
- Small/personal first aid kit
- Headlamp and/or flashlight w/extra batteries
- Sling bag or backpack (book bag type)
- Duffel bag/footlocker for personal gear: must fit under a camp cot
- Toiletries: toothbrush/paste, soap/box, shampoo, deodorant, comb
- Towel, wash cloth shower shoes/water shoes. Note that restrictions apply to Crocs: may be worn only inside the Troop campsite or inside a shower house; Crocs are not to be worn when walking around camp
- Sleeping bag or sheets/blanket, optional small pillow
- Sleepwear; consider a hoodie or sweatshirt in case of chilly nature or cool nights
- Underwear—at least one change per day
- T-shirts—Troop and/or scout related
- Socks—at least one change per day; recommend wool and to avoid cotton
- Shorts: canvas, denim, cargo. Athletic shorts are okay for sports MBs, etc.
- Long pants: denim, canvas – please do not bring PJ pants/sweats for daytime wear
- Long sleeve shirt if desired for protection from sun, heat, bugs, foliage
- Scout cap or Scout-appropriate/plain hat; Boonie hats or wide brim hats offer good sun protection
- Hiking shoes/boots (broken in); sneakers described by Rodney for water activities
- Extra pair of footwear (No sandals or open-toed shoes)
- Rain gear (poncho or jacket)
- Swimsuit/swim trunks (remember the towel and water shoes)
- Insect repellant (non-aerosol)
- Sunscreen/sunglasses/lip balm
- Laundry bag or plastic bags for wet/dirty clothes
- MB pre-requisites, MB books, and items required to participate in/complete MB
- Wristwatch and wind-up alarm clock
- Good attitude and lots of enthusiasm
- **Optional Items:** pocketknife (must bring Totin' Chip); matches or fire starter—NO LIGHTERS (must bring Firem'n Chit); camp stool/chair; compass; Bible/Devotionals; camera; playing cards/board game; field book/reading material; battery operated lantern; spending money (Scout is responsible for own); fishing rod/tackle; paracord (laundry lines and more)
- **DO NOT BRING:** electronics or cell phone; sheath knives; knives with blades longer than 4"; radios; aerosols; fireworks; pets; liquid fuels; firewood; portable

generators; bad attitude; food or beverages (adults: see camp leaders if there are special needs)