

## Camper Guide to:

# What to Bring to Camp

### PERSONAL GEAR:

- Extra Shirts
- Extra Pants
- Extra Shorts
- Extra Socks
- Extra Underwear
- Jacket
- Rain Gear
- Sleep wear
- Sneakers
- 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 " 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
  
- Day Pack, 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, tape players, CD players, cell phones, televisions, walkmans, walkie-talkies, 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 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\*\***

Units are asked to submit a copy of Scout's Medical Forms at the Program Planning Meeting 2 weeks prior arrival to camp.  
Leaders should also have a copy of scouts' forms with them when they arrive. This will help avoid any problems that may arise.