

WHAT TO BRING WITH YOU TO CAMP

Camper Equipment Checklist

We suggest that each item of clothing and equipment be labeled with the Scout's name, address, and troop number. This will be helpful in returning lost items to their owners.

Scout Uniform

- Official shirt
- Official shorts/long pants
- Scout belt
- Scout socks (2 pair)
- Scout hat (if part of troop uniform)
- Camp Uniform (used daily-6 days)**
- Camp or troop T-Shirts
- Handkerchief or bandana
- Socks (3-5 pair)
- Sweater or jacket
- Swim trunks
- Raincoat or poncho
- Underwear
- Hiking shoes and tennis shoes (closed-toe)

Necessary Equipment

- Bath towel and soap with dish
- Shower shoes (closed-toe)
- Toothbrush and toothpaste
- Comb or brush
- Drinking cup
- Water bottle/canteen
- Sleeping bag or 3 blankets and pillow
- Cot or sleeping pad
- Sleepwear
- Flashlight (extra batteries)
- Bible or prayer book
- Boy Scout Handbook
- Small backpack (book bag)
- Notebook paper and pencil or pen
- Jeans or long pants (extra pair for Swimming & Lifesaving Merit Badge)
- Long sleeve shirt (for Swimming & Lifesaving Merit Badge)
- Insect repellent (non-aerosol)
- Hat or cap
- Sunscreen
- COMPLETED Annual Health and Medical Record (680-001) – including doctor's signature

Optional Equipment

- Wristwatch
- Sunglasses
- Personal first aid kit
- Musical instrument
- Sewing kit
- Digital Camera (for Photography MB)
- Pocket knife (and Totin Chip)
- Binoculars
- Clothes line (and clothes pins)
- Mosquito netting
- Work gloves
- Battery operated fan & extra batteries
- Envelopes, paper, and stamps (don't forget to write home)
- Mask, fins, snorkel (for Swimming Merit Badge or Snorkeling BSA)
- Survival kit (for Wilderness Survival Merit Badge)
- Fishing pole and tackle (license if 17 or older)
- Roller skates or in-line skates, elbow & knee pads, and helmet for Skating Merit Badge
- Spending money
- Ear plugs
- Water Shoes
- Day pack or fanny pack

NOT SUGGESTED

Cell phone
MP3 player
Other Electronic Devices
Collections of Value
Other valuables

DO NOT BRING

Fireworks
Firearms
Valuables
Alcohol or drugs
Sheath knife
Pets (including parents' night)