

SCOUT CAMP PACKING LIST

NECESSITIES:

Clothes / Footwear

- Complete Scout Class A uniform (OA members need to bring their sashes)
- Scout T-shirts
- Shorts / Long pants (pants w/ zip off legs)
- Swim trunks
- Underwear
- Socks
- Light Sweater or jacket
- Poncho or rain gear
- Footwear for Boating (swim shoes)
- Hat / Sun glasses
- Extra shoes or boots (**NO OPEN TOE/open HEEL SHOES!**)
- Sleepwear

Accessories

- Notebook and pencil or pen
- Scout Handbook
- Merit badge pamphlets (Check Troop Library or Scout Shop)
- Watch (very important)
- Flashlight or headlamp with new batteries

Toiletries / Personal Items

- Medication should be in its original container, sealed in a zip lock with instructions on how to dispense. **THIS MUST BE GIVEN TO THE SCOUTMASTER!**
- Washcloth and towel
- Beach towel for swimming
- Toiletry items (soap, shampoo, toothpaste, etc. No glass bottles)
- Sleeping bag or sheets & blankets
- Pillow
- Pocketknife
- Footlocker w/ combo lock or key lock (+ spare key as a backup)
- Daypack or String Bag
- Water bottle or hydration pack
- Laundry bag
- Sun Screen
- Bug Spray
- Hand sanitizer

OPTIONAL:

- Fishing gear
- Alarm clock
- Disc golf disc (Frisbee)
- Playing Cards

REMEMBER! No video games, no cell phones, or any device that contains these devices. If a scout has a headphone CD player or MP3 that helps them sleep that does not violate the previous rule, he may bring it in his locker -- but if it comes out of the tent, it goes into the Scoutmaster's box.

Spending money... Remember, do not send more than you want your Scout to spend (or lose) in three days. We recommend that you agree to a budget, send small bills (which they can keep in their locked foot locker), and then bring more Wednesday night. The Trading Post does take Visa cards (minimum purchase), so if there is something big your Scout wants, he will have an opportunity to negotiate a deal with you to purchase it on Wednesday night (remember, the grass will need mowing on Saturday)!