

## What To Bring On A Campout

PLEASE DO NOT FEEL OBLIGATED TO RUSH OUT AND BUY ALL OF THESE ITEMS. WE CAN MAKE DO AND SHARE CAMPING ITEMS.

### **CLOTHING AND PERSONAL ITEMS:**

*Duffel bag or Backpack for clothing and other items.  
Poncho or raingear, jacket or sweatshirt in cold weather  
Hat or cap  
Long pants for trails, etc.  
Shorts and T-shirts. Extra underwear and socks. Clothes to sleep in.  
Two pairs of shoes: tennis shoes/hiking boots, etc., with proper socks  
Bath towel, face cloth, soap, toothbrush & paste, deodorant  
Comb or hair brush.*

### **CAMPING GEAR:**

*Tent, or share one with another scout. (Make arrangements ahead of time)  
Ground cover for under the tent.  
Sleeping bag or bedroll (with extra blanket when cold)  
Cot, air mattress, mattress padding, pillow, etc.  
Folding camp stool or chair.*

### **CAMP NECESSITIES:**

*Flashlight (extra batteries)  
Personal first aid kit with band-aids etc.  
Drinking cup, preferably hard plastic. Needs hook or string to fasten to belt loop.  
Pocket knife if you have a "Totin' Chip" card.  
Mosquito lotion. **Non-Aerosol** but strong. Cutters, or Deep Woods Off in cream or pump spray.  
Mess Kit (knife, fork, spoon, plate, cup, etc)  
Canteen or water bottle if you have one.  
Trash bags (2) for dirty or wet clothes.  
Matches, sun protection, school type backpack, hiking stick.*

### **SCOUT ADVANCEMENT ITEMS:**

*Scout Book  
Pen, pencil and paper or notebook  
Compass*

### **OTHER OPTIONAL ITEMS:**

*Your own heavy gloves for handling hot pans, etc.  
Camera with film and flash if needed.  
A couple of dollars in case we stop along the way.*

### **SUMMER CAMP SPECIFIC ITEMS:**

*A lockable trunk or foot locker to store your stuff in.  
Swimming suit or two. (Swimming merit badge requires long pants and a long sleeve shirt)  
Clothes line and pins  
Extra towels and washcloths*

### **ITEMS NOT TO BRING:**

***ANY VALUABLES THAT YOU DO NOT WANT TO LOSE.**  
CD players or radios, electronic games, etc. (May be used on the road up and back only)  
Candles or any flame source in a tent.  
Guns or ammunition, projectile launchers of any type.  
Bad or Disruptive attitudes.*