Troop 36

Summer Camp Packing List

Packing for a summer camp can be an overwhelming task. Over-packing for camp is a common error, especially for first-year campers. But you also have to make sure you pack everything you will need.

Please stick to the equipment and clothing on the list. We recommend that you permanently mark your name (or initials) and troop number on all your equipment items, especially for summer. Follow this packing list and maybe you can avoid that, "Oh, no, I forgot" scenario.

THINGS NOT TO BRING TO SUMMER CAMP

- Clothing with words and/or symbols not consistent with scouting principles
- Televisions, stereos/radios/cassette/CD players (boom boxes, pagers, electronic games, and other electronic devices
- Aerosol spray cans of any kind (including deodorant, insect repellent, hair spray, paint, etc.)
- Hunting and sheath knives
- Sling shots and other weapons
- Lighters
- Candles and candle lanterns
- Heaters
- Gasoline, kerosene, and other liquid fuels
- Fireworks
- Guns and ammunition
- Paintball guns
- Bows and arrows
- Cigarettes, snuff, and other tobacco products
- Beer and other alcoholic beverages
- Illegal drugs and controlled substances
- See our troop policy on cell phone use

WE WILL BE OUTSIDE ALL WEEK. THERE ARE NO INSIDE FACILITIES UNLESS THERE IS AN EMERGENCY.

TRAVEL

PACK A LUNCH FOR SUNDAY!! (optional - money for snacks at the rest stop, if available. Put the money in your Class A pocket for snacks at rest stop on the way up). We will travel to and from camp in full Class A uniform. During the week we will wear full Class A for all Retreat ceremonies dinner every evening.

This list is not all-inclusive!! You might need to bring things that your merit badge requires. Check your merit badge books and prerequisites!

We highly recommend getting a footlocker and combination padlock for your tent. The footlocker will fit nicely under the cot. Below are just examples for you to use.





CLOTHING PERSON			RSONAL ITEMS
	Class A uniform (Scout pants/shorts, Scout		Pocketknife – NO sheath knives
	shirt, neckerchief w/slide, Scout socks, Scout		Totin' Chip/ Fireman's chit
	belt) Wear a bathing suit under your Class A		Canteen or water bottle
	on Sunday if you have to take the swim test		Hand soap in container
	Class B Uniform T-shirts		Shampoo
	Comfortable hiking boots or sneakers (no		Towels and wash cloth (pack an extra towel if
	sandals or anything open-toed)		you're planning significant time at the
	Old sneakers (for use in some swimming		waterfront)
	requirements and while boating. They will get		Toothbrush
	and stay wet. AQUA SOCKS, SANDALS OR		Toothpaste
	OPEN TOED SHOES are not acceptable as		Deodorant (NON-AEROSOL)
	BOAT SHOES)		Comb and/or brush
	Long-sleeved shirt and/or sweatshirt		Wire hanger for Scout shirt
	BSA long-pants or blue jeans/other long pants		Medication: ALL medication must be in the
	Pajamas		original container given to the scoutmaster.
	Swim trunks (2 pair is recommended)		Scouts MUST stay on their medication during
			camp
Da	ily change of clothes:		Camp chair
	Extra shorts and long pants (some activity		Money
	requires long pants, e.g. swimming merit		 \$5 day is typical (can be put in single day
	badge, climbing; some nights can get chilly)		envelopes)
	Short-sleeved shirts, T-shirts, etc		• T-shirt \$15
	Socks		Cost of MB kits
	Underwear		 Rest stop money on they way home
			Optional: all money can be stored in the
ΟL	JTERWEAR		Bank of Renzulli (a locked box.)
	Jacket		Scout spirit
	Poncho or raincoat		Wire hanger for Scout shirt
	Hat		Pen, pencil, paper
		_	, ponon, paper
BEDDING		OF	PTIONAL ITEMS
Th	e camp will provide tents and cots	Th	ings you may wish you had
	1 0 0		Metal or plastic mirror
	Pillow		Compass
	Mosquito netting (highly recommended)		Camera
			Sunglasses
	MPING GEAR		Watch
Te	nts are provided by the troop		
	Flashlight w/extra batteries	AL	L ITEMS SHOULD BE LABELED WITH THE
	Sunscreen		OUT'S NAME (UNLESS YOU DON'T MIND
	Lip balm		E ITEM NOT COMING HOME!
	Insect repellent (NON-AEROSOL)		
	Boy Scout Handbook in a gallon zip-lock bag		
	Foot locker with lock (extra key if the lock is	SE	ND YOUR SCOUT A LETTER TODAY!!!
	keyed should be given to the Scoutmaster.)		