



Scout Checklist – Items to Bring to Camp

This is only a suggested list. Check it carefully, change it as you see fit, and make copies for all your Scouts. All items should be labeled with the Scout's name.

Remember to have your Scouts and leaders place their towels and swim trunks on the top of their packs. They will need these early on Sunday to take the swim test.

The following are musts:

- Completed, Current Medical Form
- Prescribed medications (to be given to the Scoutmaster; medications will be held by the camp nurse; see [page 11](#))
- Water bottle
- Waterproof footwear
- Comfortable, broken-in hiking boots
- Extra shoes (old sneakers)
- Complete summer uniform
- Clothing bag containing
 - Athletic socks (1 pair/day)
 - Scout socks (2-3 pair/week)
 - T-shirts
 - Undershorts (1 for each day)
 - Extra shorts
 - Extra shirts
 - Jeans or other long pants
 - Pajamas or sweat suit
 - Compression shorts or athletic supporter
- Sleeping bag or 3 blankets
- Poncho or raincoat
- Swim trunks (*No cut-off jeans*) *
- Towels
- Toilet kit containing
 - Soap in plastic container
 - Shampoo
 - Toothbrush and Toothpaste
 - Comb and Brush
 - Metal Mirror
 - Toenail Clipper
 - Tissues
- Warm Sweater or Jacket
- Insect Repellent (Lotion, not Spray) †
- Flashlight and extra batteries †
- Boy Scout Handbook †
- First Class Score Cards
- Scout knife (*No Sheath Knives*) †
- Props for Troop or Patrol Skits

Optional, but recommended:

- Pillow or air pillow
- Air mattress or pad
- Compass †
- Backpack
- Laundry Bag
- Sunglasses
- Fishing tackle
- Clothing sewing kit
- Bible or prayer book
- Inexpensive or disposable camera
- Notebook and Pen or Pencil
- Canteen †
- Individual first aid kit †
- Merit badge pamphlets †
- Ground cloth
- Extra flashlight bulb
- Wrist watch
- Utensils for Troop Cookouts
- Spending money (recommended \$30/week)

Please leave at home:

Large or expensive radios or other electronics
Computer games
Televisions
Valuable comic books
Guns, rifles, shotguns, bows and arrows
Valuable cameras, jewelry, etc.
Fireworks
Pets
Sheath or survival knives
Aerosol cans
Cell phones
Anything that would distract from the Scouting atmosphere that should prevail at camp

† Also available at the Trading Post

* No grommets if attending Aquehonga