

## Generic Camping Checklist

This list is meant only as a memory jogger or reminder. Some items, such as change of clothes, will be required for all campouts. However, no single campout will require all the items identified below.

MARK ALL PERSONAL ITEMS WITH SCOUT'S NAME AND TROOP NUMBER (e.g., Bobby Gump, Troop 71)

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| <input type="checkbox"/> Camera (and film)   | <input type="checkbox"/> Jacket (based on weather)                       | <input type="checkbox"/> Stocking cap (based on weather – for sleeping)                  |
| <input type="checkbox"/> Change of clothes (enough for entire length of camp)  | <input type="checkbox"/> Laundry Bag for dirty clothes                   | <input type="checkbox"/> Sunglasses  |
| <input type="checkbox"/> Compass   | <input type="checkbox"/> Merit Badge books                               | <input type="checkbox"/> Sunscreen & lip balm (e.g., Chapstick)                          |
| <input type="checkbox"/> Day pack for items needed if hiking or biking.  | <input type="checkbox"/> Merit Badge paperwork (approved Blue Cards)     | <input type="checkbox"/> Sweat pants /sweat shirt to sleep in (based on weather)         |
| <input type="checkbox"/> Duffel Bag or Pack  | <input type="checkbox"/> Mess Kit & cup                                  | <input type="checkbox"/> Swim trunks/gear  |
| <input type="checkbox"/> Extra Shoes, waterproof hiking boots are preferred (no open-toed shoes)                             | <input type="checkbox"/> Money for program fees, Trading Post, souvenirs | <input type="checkbox"/> Tent, ground cloth, tarp to cover tent                          |
| <input type="checkbox"/> Extra socks (2 pair per day)  | <input type="checkbox"/> Order of the Arrow attire/sash                  | <input type="checkbox"/> Totin' Chip   |
| <input type="checkbox"/> Firem'n Chip  | <input type="checkbox"/> Pajamas   | <input type="checkbox"/> Towel, wash cloth   |
| <input type="checkbox"/> Flashlight, extra batteries   | <input type="checkbox"/> Pen, Sharpie marker                             | <input type="checkbox"/> Trading patches   |
| <input type="checkbox"/> Folding Camp Chair  | <input type="checkbox"/> Personal First Aid Kit                          | <input type="checkbox"/> Troop binder  |
| <input type="checkbox"/> Games (optional): board games, cards, football.   | <input type="checkbox"/> Pocket Knife, only if Scout has a Totin' Chip   | <input type="checkbox"/> Watch / alarm clock   |
| <input type="checkbox"/> Gloves – cold weahter   | <input type="checkbox"/> Poncho or raincoat                              | <input type="checkbox"/> Water bottle, canteen, hydration system                         |
| <input type="checkbox"/> Gloves – work   | <input type="checkbox"/> Scout T - Shirt                                 | <input type="checkbox"/> Whittlin' and Firem'n Chits                                     |
| <input type="checkbox"/> Grooming Needs (soap, shampoo, toothpaste, toothbrush, comb, wash-cloth, towel, etc. based on camp) | <input type="checkbox"/> Scout Book in ziplock bag                       | <input type="checkbox"/> Writing materials – pen, paper, pre-addressed envelopes, stamps |
| <input type="checkbox"/> Handkerchiefs   | <input type="checkbox"/> Sewing kit                                      | <input type="checkbox"/> Other:_____   |
| <input type="checkbox"/> Hat (baseball type)   | <input type="checkbox"/> Sleeping Bag & Pillow                           | <input type="checkbox"/> Other:_____   |
| <input type="checkbox"/> Insect Repellent  | <input type="checkbox"/> Sleeping Pad                                    | <input type="checkbox"/> Other:_____   |
|  | <input type="checkbox"/> Small metal mirror                              |  |
|  | <input type="checkbox"/> Snacks  |  |

### **DO NOT BRING:**

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| <ul style="list-style-type: none"> <li>• Inappropriate knives (e.g., sheath knives)</li> <li>• Too much money</li> <li>• Too much food/snacks</li> <li>• Fireworks</li> <li>• Matches or lighters</li> </ul> | <ul style="list-style-type: none"> <li>• Personal archery equipment</li> <li>• Personal firearms, weapons, ammunition</li> <li>• Bicycles</li> <li>• Martial arts equipment</li> </ul> | <ul style="list-style-type: none"> <li>• Pets</li> <li>• Radios, TVs, video games, MP3 players, etc.</li> <li>• Immoral materials</li> </ul> |
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### General notes:

- **CAMOUFLAGE CLOTHING.** National BSA guidelines prohibit the wear of **camouflage clothing**. Please refrain from using any type of camo during campouts, camporees, camporalls, etc.
- **CLOTHING.** Label all clothes with scout's name and troop number, such as Bob Jones, Troop 71. Recommend placing complete sets of clothes in ziploc bags.
- **PLASTIC TUB.** Place scout's stuff in plastic tub instead of luggage.
- **MEDICATION.** Bring medicines in original bottles in ziplock bag with scouts name on it. All medicines will be kept by the activity leader, or in some instances, the camp staff. **SCOUTS ARE NOT ALLOWED TO HAVE MEDICINES, PRESCRIPTION OR OVER-THE-COUNTER, IN THEIR TENTS.**
- **ALLERGIES.** Please alert activity leader of any allergies or other medical issues.
- **MONEY.** \$20- \$30 is enough for one-week Summer Camp.
- **FOOD.** Camping usually means critters. Also, food is centrally provided on most campouts.
- **SOCKS.** A synthetic sock liner with a synthetic or cotton outer sock are good protection against blisters.
- **TENTS.** If the camping event requires a tent and you do not have one, see if you can share somebody else's tent. Check with your Patrol Leader.
- **BEHAVIOR.** Because of incidents at past summer camps, scout behavior is a high-interest item. Un-scout-like behavior will not be tolerated. Senior scouts will be responsible for not only mentoring the younger scouts, but also for leading by example. (i.e., language, hazing). Buddy system will be stressed. Scouts are expected to respect others' possessions.
- **PATROL METHOD.** Patrol method will be emphasized: Roll call is conducted each morning prior to breakfast to make sure everyone is up and nobody ran away during the night. Roll call in the evening is done to ensure everyone is accounted for. Patrol leaders will be responsible for roll calls and will report to the SPL for the campout. Summer camp includes incentive-laden patrol activities to increase patrol cohesiveness

### Weather-related notes:

- Watch the weather closely. For Spring and Fall Campouts make sure to have a set of sweats or long johns to sleep in.
- A stocking cap to sleep in makes a tremendous difference in retaining heat.
- While it may be warm during the day, temperatures at night can drop below freezing.
- Performance (synthetic) socks are warm even when wet and are good choices for year round camping. A synthetic sock liner with a synthetic or cotton outer sock are good protection against blisters.
- For Summer campouts, a sleeping bag insert placed on top of a sleeping bag is a comfortable warm weather alternative.
- For Winter campouts, two sleeping bags, one inside the other, is often warmer than a single zero-degree bag.
- Quick drying nylon pants that have zip off legs and convert into shorts are both cool and versatile.