

Weekend Camping Packing List

NECESSARY GEAR/SUPPLIES

- Scout handbook
- Merit Badge books (if applicable)
- Merit Badge worksheets (if applicable)
- Note pad with pencils/pens
- Mess Kit (plate, bowl, cup, mug, spork)
- Refillable Water bottle
- Flashlight/Headlamp
- Neckerchief/Bandana (kept in pants pocket)
- First aid kit (personal)
- Toothbrush/toothpaste
- Shampoo/Body wash
- Hand soap
- Hand sanitizer

CLOTHING / SHOES

- Class A Uniform (shirt, pants/shorts, belt)
- Class B T-shirts and several other t-shirts (bring 2)
- Convertible green scout pants/shorts (bring 2) (better than packing pants and shorts)
- Socks (extras pairs also)
- Underwear
- PJ's
- Close-toed comfortable walking shoes (2 pairs of shoes total, 2nd pair can be hiking boots)
- Rain gear – poncho or rain suit

CAMPING SUPPLIES

- Sleeping mat (self-inflating or manual inflation)
- Sleeping bag (0 degree or 40 degree depending on weather for the weekend – scouts should have both)
- Top sheet (if too warm for sleeping inside bag)
- Pillow
- Small daypack
- Small dustpan w/ brush

WARM WEATHER GEAR

- 2 Bathing suits (dark in color)
- Flip Flops (for showers and waterfront activities)

COLD WEATHER GEAR

- Stocking Hat
- Gloves
- Hand warmers
- 1st layer: Synthetic thermal (NOT Cotton!!!)

- 2nd layer: Long sleeve shirts
- 3rd layer: Sweatshirt/hoodie/fleece
- 4th layer: Winter coat
- Warm Socks (Hiking density - Smartwool)
- Hiking Boots

OPTIONAL ITEMS

- Compass
- Binoculars
- Pocket knife (rules apply)****see below
- Lantern
- Bug repellent - pump spray only - no aerosols
- Sunscreen - lotion or pump spray
- Sunglasses
- Medicated Gold bond powder (to avoid summer camp butt rashes)
- Mesh laundry bag
- Wet wipes / toilet wipes / toilet paper
- Extra gallon ziploc bags
- Card games/travel games/dice games
- Money \$ for camp purchases
- Travel Alarm clock
- Tent fan - battery operated (summer camp)
- Extra batteries for fan, lantern, flash lights, etc.

****Pocket knives are not allowed to be carried by scouts until they have earned the Tote-N-Chit award.

MEDICATIONS

Scouts should bring their necessary medications in a ziploc bag labeled with their name. Medications MUST be in original packaging with pharmacy labels. Bag must be given to Scoutmaster at trip departure.

DO NOT BRING - Prohibited Items

- Electronic devices (DS, iPod, etc)
- "My favorite" anything
- Jewelry (unless medical tag)
- Fireworks or explosives of any kind
- Stoves (personal)
- Liquid-fuel lanterns or other liquid fuels of any kind
- Cigarette lighters
- Aerosol cans (of any kind)
- Sheath knives (of any kind or length)
- Folding knives with blade longer than four inches
- Radios, televisions, video games, MP3 or CD players, or electronic games (such as iPods, iPads etc.)

- Cell phone / smartphone - (Prohibited unless the Scout has earned a Troop 215 Phonin'Chit)
- Tobacco, alcohol or illegal drugs
- Anything resembling a firearm or weapon
- Firearms or ammunition of any kind (including BB guns)
- Slingshots, nunchuks, clubs, spears, etc.
- Hatchets or axes
- Glass bottles

TROOP WILL BRING

- Ropes
- Tent (will be shared, but only with a Scout in the same patrol. Tent Contract MUST be signed by each scout and their guardian prior to using a troop-owned tent. Scouts do not tent with an adult, not even their parents.)
- Ground tarp for tent
- Patrol Cooking equipment (stoves, pots/pans, propane, utensils, coolers, etc.)
- Troop equipment (flags, tool yard, rope box, drink coolers, storage tubs, water jugs, etc.)
- Coolers for water and Gatorade