

Bushcraft Pack List

If you enroll in Bushcraft through Black Pug, you will be contacted by the Area Director Montawagon. He will provide you with confirmation email and give you a "How to prepare for Bushcraft" entrance packet. This packet will have more details about the program. The list below is a detailed list for Scoutmasters of what "Bushcraft" Scouts should and should not bring.

Scoutmasters. Please note that Montawagon makes contact with **every** youth registered to his program. It is imperative that the youths Name Address and phone number are listed in the registration for Camp. Or if you register your youth and provide your contact information instead be prepared to forward Montawagon the appropriate contacts so he can touch base with each youth prior to arriving at camp. Thank you.

Bushcraft NEEDED ITEMS

This list of items you should bring with you to enhance your experience:

1. Sleeping bag (Blankets for the purists), ground cloth (which is a Tarp or sheet of plastic for rain as you will be sleeping on the ground), and some type of mattress(if you have your own such as a role out foam pad or a fancy self inflating one) and pillow. Also bring a **Small** tarp or section of plastic as a water barrier between you and the ground. You'll be sleeping on the ground like the old-timers, so be comfortable. Note, Canvas Tents are provided for your experience. These will NOT be on platforms so plan appropriately.
2. Mess kit with plate, cup, bowl, fork, knife, and spoon. You may wish to mark them for identification, as they tend to get mixed together when dishes are being done. We will be eating in the dining hall all week with the exception of Thursday.
3. Clothing. Note that all clothing should be Earth Colors. We would prefer no florescent or Loud colors to help set the mood of the 1840s. Spare socks, underwear, Deodorant(is a must), toothbrush, wash kit, Towel etc., as per a six-day outing. As you must be at least First Class Rank for this program, you should know what to bring here. There is a shower house in camp and Scouts are expected to use it at some point during the week.
4. An old pure-cotton (NO POLYESTER! It Won't Char, but just melts) T-Shirt. This will be cut up on site and turned into Char Cloth. You will need this for making fires.
5. A hunk of jute twine, some old sisal rope, or dryer lint for tinder.
6. A wire coat hanger for hanging up your uniform.

7. Insect repellent. It can be buggy at Acadia Outpost.

8. Sun screen.

9. Swim trunks and a beach towel.

10. About a half dozen tall, slim candles for the candle lantern you will be putting together. A note about flashlights: BSA regulations prohibit any sort of flame inside tents, so you will probably need a flashlight to find your items in your tents at night. You will find that flashlights are quite unnecessary and somewhat frowned upon on the outside of your tent, however.

11. A coat and rain jacket...just in case. It's usually warm during the day, but can be cool at night and rain showers are not uncommon at that time of year.

12. An old flat metal file, if you wish to try your hand at forging a knife blade or fire sticker.

13. OA Sashes for the lodge brothers. As Wednesday Night is OA Day at camp.

14. A knife. Jack knives are acceptable. A small, usable sheath knife with a blade length under 6 inches will be permitted so long as you have a sheaf for it which can be worn on your belt safely.

15. A section of red clot or red felt approximately 2x2 foot square. A bit larger or smaller is acceptable. This will be your "Trade Blanket ". Trading in Bushcraft is a huge deal. Scouts will trade items back and forth throughout the week. This greatly simulates what happened during the fur trade rendezvous. Each Scout will be given a small "Goodie Bag" which will have some items he or she may wish to trade or keep. Items for trade are placed on the red blanket outside of his or her tent. This indicates you are open and ready to trade. You may also wish to bring trade items with you. To see a list of trade items see the "Bushcraft Helpful Hints' ' page in this packet.

16. An open mind, a good spirit and a Smile.

OPTIONAL ITEMS

1. Moccasins, if you already have them. We will have sufficient leather of the right weight so you'll be able to make a pair for yourself during the program if you wish. You can also bring a Moccasin Kit. I believe they are available through Scoutstuff.org and the Pine Tree Council Scout Shop for \$18.00.
2. Sewing Kit with some heavy thread and plenty of heavyweight needles.
3. Musical Instruments, such as guitars, banjos, fiddles, harmonicas, etc, provided that they don't need to be plugged into something. There are no current bushes or voltage trees at Acadia Outpost. If you would love to join in on some pickin' and grinnin' in the evenings we would love to have you.

DO NOT BRING!!!

1. Firearms of any kind.
2. Bows or arrows of any kind.
3. Radios, walkmans, Ipods, Personal Computers, Nintendo DS game systems.
4. Fireworks of any kind.
5. Drugs, unless you have a prescription in which case they will be held in the health lodge or medical box. Epi Pens, and Inhalers are ok providing the proper paperwork to the health director.
6. Large, combat style, sheath knives.
7. Please, no surfer shorts, or touristy "I Love Bar Harbor" type T-Shirts. They will detract from the atmosphere we will be trying to create for you. Think what a villager of the 1830s might have worn.
8. Cots. Cots are not recommended because of the room they take up in the tents. Remember you are sharing your space with 2-3 other Scouts.