

## Recommended Personal Camping Equipment List

Troop 69 owns a substantial amount of equipment, including tents, dining flies, cooking equipment, lanterns, etc. Therefore, a Scout need only concern himself with personal gear. The following list is provided as an aid to a Scout's planning for camp. New Scouts should ask veteran campers to assist them with their planning.

- Completed Physical Form
- Scout Handbook, notebook, pencil, pen
- Complete Boy Scout uniform (for evening meals, campfires, and flag lowering ceremonies)
- Clothes, underwear and heavy socks for at least six days
- Jacket, sweater or sweatshirt, hat
- Stocking hat and warm gloves
- Swim suit, water shoes, goggles
- Towels (beach and bath)
- Comfortable ankle high hiking boots and tennis shoes
- Poncho or rain gear
- Belt
- Backpack (with frame), duffel bag, foot locker, or tote
- Canteen, water bottle, or Camelbak hydration pack
- Bedding (sheets/blankets or sleeping bag and pillow). Sleeping bag should be rated to 20 degrees.
- Toilet articles: washcloth, toothbrush, toothpaste, towels, soap, comb or brush, etc., toilet paper
- Gold Bond Power or baby power
- Sunscreen and insect repellent (pump, roll-on, lotion. No aerosol!)
- Flashlight with extra batteries
- Watch, first aid kit, camera, sewing kit, religious materials
- Totin' Chip, folding pocketknife, and Firem'n Chit Card
- Camp chair or stool
- Foam ground pad, air mattress, cot with tubular legs
- Long pants (jeans) and a long-sleeved button down shirt are necessary for the clothes inflation requirement of Swimming Merit Badge. Long pants are also required to ride horses at the Ransburg Ranch.
- Clothes appropriate for the weather
- Pajamas or sweats
- Medicines – All prescription medication **MUST** be in its original container, with instructions.
- Spending money for lunch on way to camp, trading post, some merit badge projects, and lunch on the way home.
- Compass
- Sunglasses
- Scout mess kit (plate, cup) combination knife, fork, spoon
- Laundry bag
- 3 plastic lawn bags
- Materials required for merit badges
- OA Sash and Totem
- Firecrafter Flame shirt
- Rubber overshoes
- Daypack
- Handkerchiefs
- Heavy absorbent socks
- Extra pair of eyeglasses
- Stationary, stamps
- Fishing gear
- Water guns

### **Do not bring:**

- Youth cell phones
- Electronic games
- iPods
- PSPs
- CD players
- MP3 players
- Portable radios
- Fireworks
- Aerosol sprays
- Bad attitude