

LABEL YOUR GEAR

Mark **all** gear so that lost items can be returned to you.

Name and unit number.

PACKING GEAR

- ✓ 25 Gallon Rubber Maid Tote
- ✓ Day Pack

PERSONAL GEAR

(Pack in a 25 Gallon Rubber Maid Tub)

- ✓ Scout Uniform
- ✓ Shirt Hanger (for uniform)
- ✓ Hat
- ✓ Mess Kit (Bowl & Mug)
- ✓ Eating Utensil
- ✓ Shirts (7)
- ✓ Pants (1)
- ✓ Shorts (7)
- ✓ Socks, pair (9)
- ✓ Underwear (9)
- ✓ Sneakers
- ✓ Hiking Boots
- ✓ Jacket
- ✓ Sleep Wear
- ✓ Sleeping Bag
- ✓ Pillow
- ✓ Toiletries Kit (Soap, shampoo, deodorant, comb/brush)
- ✓ Laundry Bag
- ✓ Wallet w/money

OUTDOOR ESSENTIALS

(Pack in daypack)

- ✓ First aid kit
- ✓ Filled water bottle
- ✓ Flashlight/headlamp (spare Batteries)
- ✓ Scout Handbook
- ✓ Bug Repellent
- ✓ Whistle
- ✓ 50' Para cord
- ✓ Rain Gear
- ✓ Pocketknife **
- ✓ Compass

WATER FRONT

(Pack in a 25 Gallon Rubber Maid Tub)

- ✓ Swim Wear
- ✓ Towel
- ✓ Sun Screen
- ✓ Water Shoes

OPTIONAL GEAR

- ✓ Nail Apron (to hold things next to the cot)
- ✓ Bagged folding chair
- ✓ Water Goggles
- ✓ Foam sleeping pad
- ✓ Watch
- ✓ Camera
- ✓ Bible / Prayer Book
- ✓ Song / Joke / Other Book
- ✓ Checkers/Chess/Playing Cards

MEDICATION

Medicine needs to be in the original labeled bottle, specific written instructions on how to administer included to be handed to a leader to be kept in a secure container. ***Scouts are not to self-medicate except in the case of an inhaler.***

LEAVE AT HOME

Non-essential electronics, hunting knives, inappropriate items, fireworks, alcohol, valuables, etc.

BUDDY SYSTEM

For your safety:

- Everyone has a buddy
- Your buddy goes everywhere with you, and you go everywhere with him.
- Know where your buddy is at all times.

** Pocketknife can be carried if the scout has earned the Totin' Chip. But can be taken away if the knife is deemed to be used in an unsafe manner. Folding style pocket knives only. No knife larger than 5 inches is permitted. No fixed blade knives are permitted.