

## **WHAT TO BRING TO CAMP**

All medications must be brought to camp with the original prescription label. Each Troop site has two-man tents with cots and mattresses on platforms for all Scouts and Leaders. Most Scouts have found that bringing their gear in a trunk helps to keep things organized. (ex. large Rubbermaid container)

### **SUGGESTED PERSONAL GEAR FOR CAMP**

#### **NEEDED:**

- Completed Personal Health and Medical Record (i.e. physical exam form) w/ parent & physician signature
- Personal Standing Orders Form, properly completed and signed, for prescription and over the counter medications.
- Medication, if needed (prescription only) w/ current dosage/instruction label and scout's name/troop #
- Inhaler (i.e. asthma) or bee-sting kit, if needed
- Sleeping bag or 3 warm blankets and pillow
- Complete summer Class A uniform (scout shirt, shorts, belt, socks)
- Class B orange Troop 880 shirt (available from J&B Sports Lettering located at 641 Sullivan Avenue, 282-2070)
- Underwear (7 pairs)
- Socks (7 pairs)
- Sneakers or hiking boots (enclosed-toe shoes must be worn at all times for safety)
- Casual shorts/pants, t-shirts for daytime activities
- Something to sleep in
- Sweatshirt or jacket
- Raincoat or poncho
- Swim trunks and beach towel
- Toilet articles: toothbrush, toothpaste, comb or brush, metal mirror, soap in plastic container, shampoo, and deodorant
- Washcloth and hand towel
- Bag for dirty clothes
- Scout handbook
- pen/pencil & paper
- Flashlight & extra batteries (available in the camp Trading Post)
- Kleenex or handkerchief
- Insect Repellent
- Sunscreen
- Back pack or day pack
- Wallet and money for purchase of Trading Post items (\$25.00 is usually enough for a week)
- water bottle or canteen
- Folding pocket knife (available in the camp Trading Post) and valid Totin' Chip card
- \*\*New Scouts: Swimming merit badge requires bringing specific gear as noted below.

## **OPTIONAL:**

- Mosquito netting, (4) wooden dowels and duct tape (purchase netting @Farr's in Manch.)
- Fishing pole and tackle
- Prayer book or other reading material, playing cards, etc.
- Camera, film
- Sunglasses
- Swim fins/face mask (for snorkeling)
- Rope: 30' nylon cord
- Watch or alarm clock
- Flip flops for waterfront or showers
- Mattress cover or twin sheet to cover camp mattress pads
- Musical instrument (if you can play "taps" on a bugle or trumpet please notify the camp office)

## **RECOMMENDED:**

Items may be needed if working on Camping, Cooking or Wilderness Survival or going on an overnight hike:

- Plastic ground cloth \*
- Eating utensils (i.e. bowl, cup, fork, knife and spoon)
- Matches in waterproof case (flint & steel is available in the camp Trading Post)
- Personal first-aid kit
- Compass (available in the camp Trading Post)

**\*\*Important: Scouts taking Swimming or Lifesaving merit badge, B.S.A. Lifeguard or the Pioneer Program (**new scouts**) should bring a pair of long pants, belt, socks & shoes, and a button up long-sleeve shirt for clothing inflation as part of the Swimming Merit badge requirements.**

**\*First Year Scouts Participating in the Pioneer Program will participate in an evening outpost camping experience and are encouraged to bring a backpack, ground cloth, sleeping bag and flashlight for that purpose.**

**SCOUT SPIRIT IS A MUST!**

<http://www.wakpominee.org/camp/scoutcamp.html>