



WHAT TO BRING TO CAMP

PLEASE BRING:

- Annual Health & Medical Record (Parts A and C)
- Personal medications
- Flashlight
- Sleeping bag
- Pillow
- Towel
- Personal toiletries
- Boots/shows (suitable for hiking)
- Raincoat or poncho
- Clothing including uniform (Class A uniforms are encouraged at flag ceremonies, but not required)
- Swimsuit
- Pocketknife (Scouts must have earned their Whittlin' Chit to carry a pocketknife)

LEADERS ALSO BRING:

- Handbooks and belt loop guides
- Matches
- S'mores supplies and snacks (we recommend a raccoon-proof snack storage box if you bring food)
- A watch

RECOMMENDED ITEMS:

- Sunscreen
- Bug repellent
- Canteen or water bottle,
- Fanny pack or utility belt
- Sunglasses
- Hat with visor
- Spending money for the Trading Post
- Frisbee, football or other like equipment.

PROVIDED IN THE FORT AND CASTLE: Bunk beds and mattresses, four and eight person bunkhouse style rooms, picnic tables, activity rooms, running water, nearby shower house, rake, shovel, brooms, bulletin board and campfire ring.

PROVIDED IN THE MOUNTAIN MAN VILLAGE AND MINERS CAMP: Cots and mattresses, two man wall tents, picnic tables, shelter, running water, nearby shower house, rake, shovel, brooms, bulletin board and campfire ring. One power outlet is available at the pavilions.

PROHIBITED IN CAMP:

- **Personal radio, Walkman, PSP, iPod, Gameboy, or other electronic devices**
- **Cell phones (for youth)**
- **Alcoholic beverages**
- **Fireworks**
- **Sheath knives or knives with a blade over four inches long**
- **Liquid fuel.**
- **Televisions**
- **Firearms or bows**