

Summer Camp Check-in

Saturday June 21

7PM – 9PM



Personal Gear: Jeff Thompson, Joe Macy	
<input type="checkbox"/>	Tote (except sack lunch, swimsuit, towel and raingear (see reverse)
<input type="checkbox"/>	Cot

Medical Officer: Jeff Mack	
<input type="checkbox"/>	Medical Form Part A and B
<input type="checkbox"/>	Medical Form Part C
<input type="checkbox"/>	Copy of insurance card
<input type="checkbox"/>	Medicine Approval Form
<input type="checkbox"/>	Medicine

We will meet at the First United Methodist Church at 8:00 a.m. on Sunday, June 22nd.

The Troop will depart at 8:30 AM SHARP!

Scouts should wear their swimsuits on Sunday under their uniform.

Bring your Sack Lunch, Towel and Raingear preferably packed in a daypack.

Scouts will need to bring the following:

- ❑ Complete Field Uniform (Official scout shirt, neckerchief, appropriate shorts, OA members should wear sashes Friday). Don't forget a clothes hanger!
- ❑ Shirts and shorts for six days (NOT PERMITTED are caps and t-shirts that do not represent the best spirit of the Scout Oath and Law)
- ❑ Pajamas or other sleeping clothes. Do not sleep in the same clothes worn during the day
- ❑ One pair of rugged long pants and long sleeve shirt (two pair for Lifesaving, Swimming and Canoeing / Rowing merit badges).
- ❑ Underwear and socks for at least six days (change it or not, you must bring it)
- ❑ Dirty clothes bag (bring extras)
- ❑ Hiking boots and/or athletic shoes (2 pair). Closed-toed shoes and socks are necessary for every day walking to various areas. Sandals, aqua socks, and wearing shoes without socks will cause severe blisters and are **NOT** appropriate for daily wear
- ❑ Rubber-soled shower shoes; **No open toed shoes allowed** in camp
- ❑ Shoes that can be worn in the water if planning any boating merit badges
- ❑ Jacket, sweater or sweatshirt for cool nights
- ❑ Sleeping bag and/or sheets/light blanket and small pillow
- ❑ Cot or pad
- ❑ Toilet kit, toothbrush, toothpaste, towel, wash cloth, soap, comb, shampoo/conditioner, deodorant, etc.). **No aerosol deodorant or body sprays allowed; not even CFC-free sprays. Bring DEODERANT, not antiperspirant**
- ❑ Notebook, pencil or pen, *Boy Scout Handbook*, appropriate merit badge pamphlets.
- ❑ **Sun screen, sun glasses, hat**
- ❑ Watch (This is recommended, not required. Don't bring expensive or sentimental watches.)
- ❑ Prescription medications (must be in original container from the pharmacy and the label must contain camper's name, date of prescription, doctor's name & phone number and correct dosage. No handwriting will be allowed on prescription medicine bottles). All over the counter medication must come to camp in original containers.
Medications MUST be given to the Troop Medic. Scouts may hold Epi-Pens
- ❑ **Drinking cup / Water Bottle for water throughout the day.** Should be see-through
- ❑ Insect repellent. **NO aerosol sprays; not even CFC-free sprays.**
- ❑ Camp chair
- ❑ Flashlight with extra batteries.
- ❑ Pocket knife and Totin' Chip card (only if you need it for Merit Badge class or Totin Chip Class)
- ❑ Compass. (Only if needed for a class)
- ❑ Personal first aid kit
- ❑ Day pack/small backpack to carry your items through the day
- ❑ Religious materials
- ❑ Post cards and postage stamps
- ❑ Swimming trunks, towel, and water shoes (pack into daypack to have with you on the trip to camp)
- ❑ Rain gear (pack into daypack to have with you on the trip to camp)
- ❑ Wallet for money and totin chip
- ❑ Playing cards, checkers, chess, fishing pole, etc. for evening free time
- ❑ A waterproof (plastic) lockable tote big enough to carry everything in. Put your name on your tote and everything you bring. Bring a padlock, and consider putting the key on a brightly-colored shoestring that will be easy to see if you drop it in the night. The shoestring should be long enough so that you can fasten it through a belt loop and then stuff it and your key into your pocket. Bring an extra key (with your name on it) or include a copy of your combination to give to a Scoutmaster for safe-keeping. (just in case you lose the other key or forget your combination!).
- ❑ Positive attitude, smile, and enthusiasm
- ❑ Optional for camp: binoculars, work gloves, mosquito net, duct tape, camera, battery powered tent fan, chill ties or bandanas

Scouts / Adults should **NOT** bring their own boats, weapons or ammunition, bows, arrows, alcoholic beverages, illegal drugs, fireworks, valuables, noise makers, electronics of *any kind* (radios, games, CD players, cell phones, etc.), food, sheath knives or pets. **NO aerosol sprays**, they destroy the water proofing of the tents and are flammable. Adults may bring Cell Phones or required electronics if job requires.