



WHAT TO BRING TO CAMP

PLEASE BRING:

- Annual Health & Medical Record (**Physician Signatures are only required for 4 Day/1 Night Adventures**) Required for each person.
- Personal medications
- Flashlight
- Sleeping bag
- Pillow
- Towel
- Personal toiletries
- Boots/shoes (suitable for hiking)
- Raincoat or poncho
- Clothing including uniform (Class A uniforms are encouraged at flag ceremonies, but not required)
- Swimsuit
- Laundry bag
- Pocketknife (Scouts must have earned their Whittlin' Chit to carry a pocketknife)

WEBELOS II BRING FOR OUTPOST:

- Ground cloth
- Water bottle
- Backpack

LEADERS ALSO BRING:

- Handbooks
- Matches
- S'mores supplies and snacks (we recommend a raccoon-proof snack storage box if you bring food)
- Watch
- Clothesline and pins
- Song and skit books

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, MP3 players, portable game systems, tablets or other portable electronic devices**
- **Cell phones (for youth)**
- **Televisions**
- **Firearms or bows**
- **Alcoholic beverages**
- **Fireworks**
- **Sheath knives or knives with a blade over four inches long**
- **Liquid fuel.**