

## What to bring to a spring campout.

Be prepared for cold and wetness. Spring or fall can be unpredictable. The easiest way to stay warm is to dress in layers and stay dry. Dressing in layers allows the scout to regulate heat by taking off and putting on various layers. Wetness, including sweating, will lead to a cooling down of the body. This is desirable in the heat, but more troublesome in the cooler temperatures.

### Wear:

- Full uniform
- Socks - wool best, acrylics next best, cotton least preferred.
- Heavy jacket or coat
- Hat
- Gloves (if not cold have these in pack, just in case).
- Poncho or Raincoat (if not raining - pack it on top of gear in backpack or duffle bag.
- Hiking boots. This is a must.
- Watch (optional but recommended).

### Bring:

- Sleeping bag in water resistant bag
- Insulated foam pad
- Extra blanket for cool temp (optional)
- Sheet for warm weather (optional, but a must during summer).
- Backpack or Duffle Bag for Camping Gear
- Jogging suit or other sleeping clothes (some boys find sleeping in a hooded sweatshirt adds warmth).
- Change of shoes
- 2 long sleeved shirts.
- Sweater or sweatshirt
- 2 pairs of pants
- 2 spare T-shirts
- Change of underwear
- 3 extra pairs of socks - Wool best, Acrylics next best, cotton least preferred.
- Eating kit consisting of "unbreakable/boilable" plate, bowl, mug, spoon, knife & fork.
- Canteen or water bottle.
- Toilet articles: Soap in plastic box or zip lock bag, toothbrush, toothpaste, comb, towel, washcloth in plastic bag, and a small roll of toilet paper in zip lock ba.
- Flashligh with extra batteries
- Scout knife (only allowed if the Scout has Whittlin' Chip or Totin' Chip rights)
- Scout handbook
- Paper and pencil or pen
- Emergency first aid kit: 2 quarters for phone calls, 3-5 Band-Aids, other first aid items (parent's discretion). *All drugs (prescription and non-prescription) must be brought to the leader's attention and permission must be granted to the leader to allow the scout to either (1) self-medicate or (2) have the leader give the medicine. This must be in wriing.*
- Camera

**NO ELECTRONIC GAMES OR RADIOS, NO ELECTRONICS. Scouts are responsible for their own gear.**