

WHAT TO BRING TO CAMP

PLEASE BRING:

- Annual Health & Medical Record (Must be signed by a physician for 4 Day sessions)
- Personal medications
- Scout age handbook (to prevent damage place in a plastic bag)
- Flashlight
- Sleeping bag
- Pillow
- Towel
- Personal toiletries
- Close toed Boots/shoes (suitable for hiking.)
- Raincoat or poncho
- Clothing including uniform (field uniforms are encouraged at flag ceremonies, but not required)
- “Creeking” clothes – an extra change of clothes, shoes, and socks. These will get WET.
- Swimsuit
- Laundry bag
- Pocketknife (Scouts must have earned their Whittlin’ Chit to carry a pocketknife)

AOL’s BRING FOR OUTPOST:

- Bedroll
- Backpack
- Water bottle
- Pocketknife
- Flashlight

LEADERS ALSO BRING:

- Handbooks
- Matches
- S’mores supplies and snacks (we recommend a raccoon-proof snack storage box if you bring food)
- A 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-person 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, portable game systems, tablets or other portable electronic devices**
- **Cell phones (for youth)**
- **Televisions**
- **Air Conditioning Units (these frequently trip breakers)**
- **Firearms, bows, sheath knives, or knives with a blade over four inches long**
- **Alcoholic beverages**
- **Fireworks**
- **Liquid fuel**