

# Troop 166

## What to Take to Summer Camp - 2010

### Personal Gear

- Pack/Duffle Bag/Foot Locker w/ lock
- Complete Scout Uniform (wear) \*
- T-Shirts Troop, Scout or Plain (6 days)
- Extra Pants or zipoffs
- Extra Shorts or zipoffs
- Socks (6 days)
- Underwear (6 days)
- Hat
- Jacket
- Fleece (preferred) or Sweatshirt
- Rain suit with pants
- Hiking Boots (Waterproof)
- Sneakers or moccasins
- Extra Swimsuit (wear one under uniform)
- Towels
- Sleeping Bag \*\*
- Flashlight or LED Headlamp
- Personal First Aid Kit
- Cup/Plate/Bowl/Utensils
- Water Bottle/Canteen/Hydration bladder
- Soap/Shampoo/Deodorant
- Toothbrush/Toothpaste/Comb
- Handkerchief or tissues
- Sunscreen
- Bug Repellent (No aerosol)
- Pen/Pencil/Notebook
- Wallet w/Money (\$30-\$50)
- Watch
- Water Shoes
- Scout Handbook

- Medications properly labeled (all must be included on the medical form)
- Plastic bags - 1 and 2 gallon
- Merit Badge Pre-requisites

### Optional Gear

- Alarm Clock
- Bandana (reqd for COPE)
- Battery Lantern
- Bible/Prayer Book
- Boots (Waterproof)
- Camera/Film
- Compass
- Cord/Clothesline
- Day Pack
- Fishing Tackle
- Ground Cloth (Camping / Wild'ness Survival MB's)
- Hangers
- Long sleeve shirt w/ buttons (Swimming MB)
- Long Pants (Swimming MB and COPE)
- Laundry Bag
- Mattress/Foam Pad \*\*\*
- Merit Badge Pamphlets
- Mosquito Netting
- Musical Instrument
- Pillow
- Pocket Knife (if you have Totin' chip)
- Shoes that can get wet (required for boating)
- Stationary
- Pre-Addressed and stamped envelopes
- Rug/Mat for tent platform

\* Summer Boy Scout Uniform preferred. Includes shirt, shorts, scout belt, neckerchief, troop hat, scout socks. Full field (class A) uniform is required for travel to/from camp and for dinner.

\*\* Temperatures at Camp Somers will be similar to Randolph.

\*\*\* The camp provides canvas wall tents on wooden platforms with canvas army style cots.

Camp is rocky. Good sturdy boots or shoes are a must. **No open toe shoes at camp.**

### Leave at Home

Pets, Fireworks, Firearms, Ammunition, Bows, Arrows, Radios, Tape Players, Digital Audio Players, CD Players, Televisions, Electronic Games, Aerosol Cans, Dice, Cellular Phones, Candles, Gas Lanterns, Hunting or Sheath Knives, Un-scout like Literature, Alcohol, Illegal Drugs