

Mr. C's gear list for Florida Summer Camps

Paperwork

- Up-to-Date BSA Permission and Medical Forms. (Must be less than 1 year old)
- Scout handbook and Merit badge pamphlets/worksheets
- Pen/pencil and notepad

Clothing (from Head to toe)

- 1 Class A Scout Uniform (Shirt, Convertible Pants)
 - * Mr C. brings 2 complete uniforms
- 1 Scout Belt
- 2 pairs of Scout Socks
- 5 Class B Type T-shirts
- 6 underwear
- 3 Short Pants
- 1 Long Pants (Not Blue Jeans)
- 1 Wind Breaker / Rain Jacket
- 1 Rain Gear Pants (Optional)
- 5 Normal socks
- 1 Comfortable Walking Shoes
- 1 Hiking boots with heavy socks (If Hiking)
- 1 Shower Water Shoes (I like Crocs - helps prevent athletes foot)
- 1 Swimming trunks
- 1 Light Pajama

Wear or Carry These Always

- Hat (Write your name and Troop # on inside)
- Sunglasses (with a strap)
- Watch
- Pocketknife / Leather Man (If you have earned the right to carry it)

Toiletries (A Scout is Clean)

- Toothbrush / Paste
- Bath /Camp towel / Wash Cloth
- Soap / Shampoo
- Comb / Brush
- Beach Towel
- For older scouts:
 - Underarm Deodorant
 - Gold Bond (Travel Size)

Mr. C's gear list for Florida Summer Camps

Tent Gear

- Sleeping bag
- Small Electric Tent Fan (Optional with fresh batteries)
- Small Pillow or Sleeping Pad (Optional)

Camp Gear (Be Prepared)

- Day Pack carrying the following:
 - Water Bottle (Put your name and Troop # on it)
 - Small Personal First Aid Kit (Band Aids, etc)
 - Lip balm
 - Insect repellent
 - Sun block
 - Flashlight with fresh batteries
 - Paracord rope 1/4" – 10-20 feet.
 - Duct Tape – 3 feet
 - Compass
 - Whistle
 - Merit Badge Pamphlets
 - Paper / Pen
 - Scout book

Consider this:

- Medications will be given to the Scoutmaster who will give them to the Health Lodge Officer at Camp. Your scout will take his medication at the Health Lodge.
- Marking your scout's clothing with Name and Troop #.
- For new scouts divide the weeks clothing into plastic bags for each day of the week.
- If your Scout likes to Fish: Fishing Gear
- Spending allowance. \$5-10 day. Your adult leader can be your younger scout's bank. At lunch each day he would receive his allowance. This prevents young first year scouts from dropping, forgetting, or just out-and -out losing their entire weekly allowance.

If camping at La-No-Che. There is a great activity called Big Stump. Shoes are commonly LOST FOREVER or TRASHED FOREVER. Send an extra exhausted pair or inexpensive pair of shoes to La No Che.