



## Cub Scout Camping Checklist (What to Bring)

Please be prepared and bring all the items you will need when you go camping. Our Pack camps together and cooks together. This is a list of the basics you may need. Some items may be coordinated with others to avoid duplication. PLEASE watch the weather and PACK accordingly! When in doubt, bring it!



### Uniform

#### ***Class B T-shirt for Saturday***

### Clothing/Toiletries

3 Jeans/Shorts  
Underwear  
Shirt for Sunday  
Socks  
Extra pair of shoes  
Light jacket water proof or water resistant /  
or poncho  
Towel/Hand Towel  
Toiletries (Toothbrush, toothpaste, soap,  
brush)  
Bug Spray  
Sunscreen

### Camping Gear

Tent (maybe extra tent stakes/rope)  
Tarp (to place under tent as moisture  
barrier)  
Sleeping bag  
Hammer for stakes  
Water Bottle or canteen  
Day Backpack  
Chairs  
Personal First Aid Kit  
Flashlight or headlamp with batteries  
Cooler with ice  
Lantern/batteries

### Food/Drinks

Snacks  
Drinks  
Dinner for Friday Night  
Camp coffee cup

### Other Gear (optional)

Air Mattress or pad  
Sheets (makes mattress a little more  
comfortable)  
Pillows  
Toilet Paper/Hand Sanitizer  
Small broom and dust pan  
Trash Bags  
Zip Lock Bags  
Water Container (5 gallon one, great for  
washing your hands or anything off)  
Camp Stove/Coffee Pot/extra fuel  
Folding table  
Camera  
Sunglasses  
Hat

### PACK Camping Gear Needed

Extra Tables for Kitchen area  
Portable Stove (Pack provides propane)  
Shade Canopy  
Dutch Ovens  
Large Portable Grill  
Coleman Gas Lantern

**Circle 10 Campgrounds:** Radios, boom boxes, two-way radios, guns, fireworks, sheath knives, **PETS**, bicycles, and alcoholic beverages are not allowed. All BSA and Circle Ten Council campground policies must be followed. Smoking is not permitted in the camp. If you must smoke, please use your personal vehicle in the parking lot.

**Pocketknives – Only** Cub scouts who have earned their whittling chip and are supervised by a parent are allowed to have knives.