

Troop 708 Packing List

The goal is to bring as little of physically possible. We have a limited amount of space to bring personal gear, so if you bring excess gear, you are taking away space from someone else. If it seems you have excess equipment, the Quartermaster will recommend items to be left behind until the volume of gear is appropriate.

You should be able to carry all of your personal gear at once. While not necessary on most campouts, this will occasionally be necessary. All Troop gear will be unloaded before personal gear.

Take notes on any items you did not use, or items that would have been good to bring. That way you can modify this list for the next time you go camping.

Make sure to wear your Class A (Field) Uniform.

Place the following in a medium sized duffel bag:

- Sleeping Bag and Mat/Pad
- Pillow
- Weather Appropriate Clothing (Low: 50F; High 80°F)
Things to consider:
 - T-Shirts (2; including Class B, troop shirt)
 - Pants
 - Shorts
 - Socks (2)
 - Underwear (2)
 - Hat
 - Jacket (multiple layers are better than one huge one)
 - Stocking Cap
- Trash Bag (for dirty clothes)
- Toiletry Kit
Things to consider:
 - Toothbrush
 - Toothpaste
 - Floss
 - Deodorant
 - Nail Clippers
 - Chapstick
- Toilet Paper (put it in a plastic bag)
- Scout Handbook

Additional Items:

- Compass
- Bug Spray

Place the following in a day pack:

- Flashlight/Headlamp (check the batteries)
- Sunscreen
- Reusable Water Bottle (with Water)
- Small First Aid Kit
- Emergency Rain Poncho
- Multi-Tool/Pocket Knife (if you have earned your Totin' Chip)
- Pen and Small Notebook
- Money (may not be necessary)

The following items may be brought separately from your duffel bag:

- Camp Chair
- Equipment for Troop Leadership Position (ex. Bugler might bring a Bugle)
- Items that are considered Troop Gear (as long as they are approved by the Quartermaster)

Optional Items (if you know you personally need them; place in appropriate bag):

- Cases for things you wear (eye glasses, retainer, etc.)
- Sunglasses
- Deck of Cards
- Book(s)
- Camera
- Hand Wipes
- Medicines (you can check them in with the Scoutmaster if necessary)
- Extra Shoes (if you are likely to lose shoes or get a pair wet)