

Camp Carpenter Cub World

Camper Equipment List



Hi Guys, It's Ethan! It's time to get ready for camp. I'm so excited that summer is finally here and I'm off to Camp Carpenter. Here is a list of things that should be brought. You'll want to pack them in a footlocker, duffel bag, or backpack. Plastic bins even work!

How I'd pack is to put each days clothing into a separate bag and label the day it is to be worn. I'd make sure that Monday is on top. I'd also have an "extra" bag, just to be prepared. I'm also going to put my name on everything, with my pack number.

Scout uniform (as complete of a uniform as possible should be worn by each Scout when they arrive at camp)	1 extra pair of shoes, boots, or sneakers - no open toed shoes
Minimum of four changes of clothing	Towel and face cloth
Pair of long pants or sweatpants	Soap and Shampoo
1 sweatshirt or sweater	Toothbrush, toothpaste, comb
1 light to medium weight jacket	Flashlight
2 extra changes of underwear	Mosquito netting and poles
2 extra changes of socks	nylon rope or velcro straps
2 extra T-shirts	Laundry bag
Sleeping bag	Raincoat or poncho
2-4 warm blankets	Day Pack
Pillow	Spending Money
At least one swimsuit	Canteen or water bottle
Beach Towels	Hat

Prescription Medication

Any medication that will need to be taken during the session must be given to the health and safety officer (nurse) on Sunday during the check-in process. Only medication in their original containers with the patient's name, doctor's name, and date on the label will be accepted. If for some reason a dosage changes, a doctor's note is required.

No exceptions.

Please note: Campers and adults that require Epi-Pens or inhalers may keep the medication with them as long as a physician and parent/guardian has signed the required permission slip (please see your pack leader for the form, or visit

www.nhscouting.org/camping)

In addition, a second Epi-Pen and/or inhaler must be provided to the nurse when checking in on Sunday.

You will not need the following things while you are at camp. So, **do not** pack them.

Pocket knives (unless held by unit leader - 4 ½" max; no fixed blades)	Electronic games
Sheath knives	Squirt guns
Pets	Un-Scout-like literature
Cell Phones	Alcoholic beverages
Radios, CD or digital music players	Illegal drugs
Food or candy	