

## What to bring to Camp:

- Completed BSA Health Form (This should have been done prior to arriving at camp)
- Mosquito netting (Available at the Trading Post)
- 4-36" dowels for attaching mosquito netting to bunk (Available at the Trading Post)
- twine, nylon ties
- Mosquito repellent (crème or pump spray...no aerosols!)
- Complete uniform
- Extra shirts, shorts, socks, jeans, underwear...enough for 1 to 2 changes per day
- Handkerchiefs
- Swimming trunks (two pair = 1 to dry + 1 to wear)
- Raincoat/poncho
- Sweatsuit/pajamas
- Sweater/jacket
- Extra sneakers/shoes
- Moccasins/slippers
- Sleeping bag (3 warm blankets are a good alternative)
- Pillow
- Mattress cover (twin size works perfectly)
- Towels/washcloths
- Toiletries (toothbrush, toothpaste, soap, comb/brush, shampoo...A Scout is Clean!)
- Webelos Handbook
- Pen, pencil and paper
- A few trash bags
- Flashlight, extra batteries
- Sunblock
- Length of rope – 15' to 20', and clothes pins
- Watch
- Pocket knife
- Water bottle

Note: Mark all belongings with Webelos' name and pack number. Parents who allow their son to bring a knife to camp should make sure their child is responsible enough to have a knife at camp. All knives will be collected from all boys during check-in. Any boy who misuses a knife will have their knife taken away and not returned until check-out. Depending on the nature of the misuse, the Camp Director may, at his discretion, contact the parents and ask that the scout be removed from camp.

## What Not to Bring to Camp!

- Aerosol cans of any type.....they explode in fires, can cause eye injuries
- Bows, arrows, ammunition.....camp will provide when needed
- Sheath knives.....not approved for Scout Camps
- Any other weapon.....should not be needed in Camp
- Fireworks of any kind .....fire/safety hazard, illegal in Massachusetts
- Illegal drugs, alcohol, or prescription drugs in improperly/unmarked containers
- Double bit axes
- Cigarette lighters
- Traps
- Televisions, boom boxes .....walkmen are permitted
- Anything of real or sentimental value