

PERSONAL GEAR TO BRING TO GRISWOLD SCOUT RESERVATION

PERSONAL GEAR:

- _____ Extra Shirts (long-sleeve for some programs)
- _____ Extra Pants (needed for various programs)
- _____ Extra Shorts
- _____ Extra Socks
- _____ Extra Underwear
- _____ Scout Uniform
- _____ Jacket
- _____ Sleep wear
- _____ Sneakers
- _____ Hiking Boots (for some non-hiking programs)
- _____ Swim Suit
- _____ Extra Towels
- _____ Toilet Items (washcloth, soap, comb, shampoo, toothbrush, toothpaste, deodorant, toilet
- _____ Sleeping Bag or Blankets
- _____ Pillow
- _____ Flashlight, Batteries
- _____ Handkerchief
- _____ Bug Net
- _____ Laundry Bag

OPTIONAL PERSONAL GEAR

- _____ Compass
- _____ GPS
- _____ Sunglasses
- _____ Songbook
- _____ Musical Instrument
- _____ Nature Books
- _____ Prayer Book
- _____ Fishing Gear & Bait
- _____ Stationary & Stamps

DAY PACK:

- _____ Water Bottle
- _____ Lunch & Snacks
- _____ Rain Gear
- _____ Personal First Aid Kit
- _____ Wallet, Money
- _____ Pocket Knife (2 1/2 " blade or less)
- _____ Watch
- _____ Non-Aerosol Bug Repellant
- _____ Sun Screen Lotion
- _____ Notebook, Pen or Pencil
- _____ Scout Handbook
- _____ Merit Badge Books for the day, if required
- _____ Materials for your merit badge classes

NOTE:

Opened toed shoes only allowed in your tent, in the shower and at Waterfront. Not for walking around camp, please.

PLEASE LEAVE AT HOME:

Pets, sheath knives, fireworks, firearms, ammunition, bows & arrows, radios, iPods, laptops, tablets, MP3 players, cell phones, televisions, walkie-talkies, electronic games, squirt/nerf/airsoft or paintball guns, dice, unscout-like literature, alcoholic beverages and illegal drugs or similar items (or people under the effects of them). Valuable items should certainly be left at home.

Please direct questions to hv.rss@dwccamping.org