

# PERSONAL GEAR TO BRING

## PERSONAL GEAR:

- \_\_\_ Extra Shirts (long-sleeves for some programs)
- \_\_\_ Extra Pants (needed for various programs)
- \_\_\_ Extra Shorts
- \_\_\_ Extra Socks
- \_\_\_ Extra Underwear
- \_\_\_ Jacket
- \_\_\_ Rain Gear
- \_\_\_ Sleep wear
- \_\_\_ Sneakers
- \_\_\_ Hiking Boots (needed for various programs)
- \_\_\_ Swim Suit
- \_\_\_ Extra Towels
- \_\_\_ Toilet Items (washcloth, soap, comb, shampoo, toothbrush, toothpaste, deodorant, toilet paper.)
- \_\_\_ Sleeping Bag *or* Blankets
- \_\_\_ Pillow
- \_\_\_ Personal First Aid Kit
- \_\_\_ Flashlight, Batteries
- \_\_\_ Wallet, Money
- \_\_\_ Pocket Knife (2 1/2 " blade or less)
- \_\_\_ Handkerchief
- \_\_\_ Notebook, Pen or Pencil
- \_\_\_ Scout Handbook
- \_\_\_ Merit Badge Books
- \_\_\_ Materials for your merit badge classes
- \_\_\_ Non-Aerosol Bug Repellent
- \_\_\_ Bug Net
- \_\_\_ Laundry Bag
- \_\_\_ Watch
- \_\_\_ Water Bottle
- \_\_\_ Sun Screen Lotion
- \_\_\_ Scout Uniform

\_\_\_ **DayPack (with a rain-cover), very handy to carry things throughout the day** (refer to the Daypack equipment list for what should be included).

## OPTIONAL PERSONAL GEAR:

- \_\_\_ Compass
- \_\_\_ GPS
- \_\_\_ Camera
- \_\_\_ Sunglasses
- \_\_\_ Songbook
- \_\_\_ Musical Instrument
- \_\_\_ Nature Books
- \_\_\_ Sports Equipment
- \_\_\_ Bible, Prayer Book
- \_\_\_ Fishing Gear, Bait
- \_\_\_ Stationary & Stamps
- \_\_\_ DWC Gift Card for the Trading Post

### **LEAVE AT HOME: A Scout is not a fool!**

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.

### **LABEL GEAR:**

Scouts and Leaders should mark each of their personal items with their name and unit number. Many, many items are lost or misplaced and are never claimed. If items are marked we will try our best to return them to the rightful owner.

### **\*\*MEDICAL FORM\*\***

Units are asked to submit a copy of Medical Forms no later than May 31<sup>st</sup> regardless of your week in camp. Leaders should also have a copy of all medical forms from your Unit with them when they arrive (as a backup). This will help avoid any problems that may arise. Remember: it is requested that a new copy of the medical form be submitted for each week attending camp as the archives are maintained on a weekly basis (not summer-wide).

# DAYPACK PACKING LIST & HV NOTES

All Scouts / Adults should always carry a daypack containing:

- Rain Cover for your daypack!
- Filled Water Bottle
- Raingear
- Personal First Aid Kit
- Program gear / clothing needed for the day
- Sunscreen
- Pocketknife or Multi-Tool
- Bug Spray (optional)
- Notepad / pen
- Flashlight
- Watch
- Money (optional, for Trading Post / Vending Machine)
- Compass / GPS (optional)

Remember:

- Wear closed-toed shoes at all times!
- Barefeet are only allowed:
- In your tent, In the shower, or at the Waterfront.

All GSR Program Areas & Buildings contain:

- First Aid Kit
- Water
- Radio or Telephone or some form of communication for help

## Considerations for Program Areas

<b>Aquatics</b>	Bathing Suit (one-piece suit for females) Standard clothing, as well Towel for drying off Personal Goggles (optional)
<b>COPE</b>	Long pants (for high course only)
<b>Ecology</b>	Sturdy Shoes / Daypack / Water for plenty of walking
<b>Emergency Skills</b>	Refer to daypack checklist
<b>First Year Program</b>	Sturdy Shoes / Daypack / Water for plenty of walking
<b>Handicraft</b>	May need to purchase a kit or supplies at the Trading Post T-Shirts for Tie-Dying (also available at Trading Post)
<b>Merit Badges</b>	Pre-Requisite Materials / Proof for Merit Badges
<b>Scoutcraft</b>	Refer to daypack checklist
<b>Shooting Sports</b>	Purchase Shotgun Tickets at Trading Post before shooting
<b>STEM</b>	Some kits needed for purchase through Trading Post.

## Other Hidden Valley Considerations

<b>Fishing around camp</b>	Personal Fishing Equipment
<b>Flag Ceremonies</b>	Troop Flag & Patrol Flags
<b>HV Ironman</b>	Comfortable running, swimming and active clothes
<b>Order of the Arrow (OA) Day</b>	OA Sash (optional)
<b>Moviemaking</b>	Camera...coordinate w/Unit Leader for safe storage
<b>Patch Trading</b>	Scouting Memorabilia / Patches (optional)
<b>Photography</b>	Camera...coordinate w/Unit Leader for safe storage
<b>Trail to Eagle</b>	Project proposal / write-ups, drafts, etc. (optional)
<b>Venturing Day</b>	Venture Crew Uniform (optional)