

Troop 121 Personal Gear List for Trips

Clothes

- Underwear
- Socks – several pairs
- Short Sleeve Shirts (several)
- Long Sleeve Shirts (several)
- Sweatshirt or Sweater
- Long Pants
- Belt
- Sneakers
- Boots
- Sweatpants (double as PJ's)
- Fleece Jacket/Warm Jacket
- Shorts

Personal Hygiene

- Soap & Shampoo
- Toothbrush
- Toothpaste
- Washcloth
- Towel
- Tissues
- Deodorant

Scout Uniform (if required)

- Class A Shirt
- Class B Shirts (bring several)
- Scout Pants
- Scout Short

Bike Trip Specific

- Bicycle
- Bicycle lock
- Helmet (*This is a must – you will not be allowed to ride without one.*)
- Extra Water Bottles

Ice Fishing/Colder Weather Trip Specific (Dress in Layers to keep warm, it will be Cold)

- Hats and Gloves, Mittens
- Blanket for Sleeping Bag
- Warm Clothes – long underwear, extra socks
- Down Vest
- Ice Fishing Gear
- Ice Skates
- Warm Boots
- Snow Pants
- Winter Jacket
- Skis
- Sled

Things Not to Bring: iPods, MP3 Players, CD players, Cell Phones and video games, basically any electronic device. The Troop depends on the bonding of the scouts as they work together, have fun and form friendships; and the largely solitary activity of these electronic devices does not promote this goal. If anyone wants to bring a game, make it a game that many people can play.

Please *label* all of your items so we know what belongs to whom.

*** When you are on the trip always note what you forgot, so you won't forget it again.**

**** Only those scouts who have and carry with them a Totin' Chip card are allowed to carry knives.**

Personal Camping Gear

- Tent (check with your buddy or other scouts)
- Ground cloth/waterproof tarp
- Foam mattress (optional)
- Sleeping Bag
- Small Pillow
- Camp Chair
- Flashlight or Lantern w/extra batteries (no propane lanterns)
- Daypack (for the day's activities)
- Mess Kit w/knife, fork, spoon
- Cup (for both hot & cold drinks)
- Bug Repellent
- Backpack or duffle bag (to carry all your gear)

Extras

- Camera/Film
- Notebook/pen/pencil
- Fishing Gear
- Scout Handbook
- Sun Glasses

10 Essentials

- Scout Pocket Knife **
- Personal First aid Kit
- Matches & Fire Starter
- Water Bottle (canteen)
- Flashlights/batteries
- Map & Compass
- Raingear (Poncho or Shell)
- Sun Protection
- Trail Food
- Extra Clothing

Dressing in layers helps to keep you warm and dry. If you get too hot you peel off a layer and as you cool down you add a layer back on. You want to try and avoid sweating and getting your inner layer damp.