



## TROOP 36

Camporee Equipment Checklist	
<input type="checkbox"/>	Class A Uniform - Including shirt, neckerchief, and slide
<input type="checkbox"/>	Arrowmen should bring their Order of the Arrow Sash
<input type="checkbox"/>	Change of Clothes
<input type="checkbox"/>	Underwear
<input type="checkbox"/>	Sweat Pants (Pajamas)
<input type="checkbox"/>	Sweat Shirt or Polar Fleece Jacket
<input type="checkbox"/>	Stocking Cap (Can be worn in sleep to keep in body heat) (Depending on the weather)
<input type="checkbox"/>	Coat (Depending on Weather)
<input type="checkbox"/>	Socks 2 pair
<input type="checkbox"/>	Hiking Boots or Sneakers
<input type="checkbox"/>	Sleeping Pad
<input type="checkbox"/>	Sleeping Bag or Fleece Bag Liner (Depending on the weather)
<input type="checkbox"/>	Stuff Sack for Sleeping Bag (Use as pillow by stuffing with clothes at night)
<input type="checkbox"/>	Rain Suit (Pants and Jacket)
<input type="checkbox"/>	Scout Handbook
<input type="checkbox"/>	2 Water Bottles
<input type="checkbox"/>	Personal First Aid Kit
<input type="checkbox"/>	Personal Grooming Kit (Includes mirror, toothpaste, toothbrush, shampoo, soap, washcloth), Hand Sanitizer (Travel Size)
<input type="checkbox"/>	Flashlight
<input type="checkbox"/>	Insulated Mug with Lid
<input type="checkbox"/>	Pocket Knife
<input type="checkbox"/>	Compass
<input type="checkbox"/>	Strike Anywhere Matches (In Waterproof Container)
<input type="checkbox"/>	Pencil/Pen
<input type="checkbox"/>	Note Pad
<input type="checkbox"/>	Deck of Playing Cards or other board games
<input type="checkbox"/>	Work Gloves
<input type="checkbox"/>	Camp Chair
<input type="checkbox"/>	Toilet Paper
<input type="checkbox"/>	Handkerchief/Tissues
<input type="checkbox"/>	Sewing Kit (Buttons, thread, needle and thimble)
<input type="checkbox"/>	Mess kit including plate, cup, knife, fork, and spoon
<input type="checkbox"/>	Completed and signed health form

**Notes: Electronic games/devices ARE NOT allowed on campouts!**