

Fall 2025

Washington, D.C. Camporee Guide

The Camp-oree



LOCATION: Kings Landing Park, 3255 Kings Landing Rd, Huntingtown, MD 20639

DATE: October 17-19, 2025

THEME: Camping Merit Badge (Scouts BSA)

Come join the Scouts of the Washington, D.C. District for a weekend of learning about Camping! Scouts will rotate through stations to complete requirements and practice the important skills needed to earn the Camping Merit Badge. The head merit counselor will be Bryan Dierlam. If you have any merit badge related questions, he can be reached by email at bryan.dierlam@gmail.com, and by phone at 202-210-8268.

THEME: Return to the Outdoors (Cub Scouts)

Come join the Cub Scouts of the Washington, D.C. District for a weekend of adventure in the wilderness! We will have each scout den work together to earn required and elective adventures for their ranks. Scouts will participate in activities such as fishing, first aid, and more!

POINTS OF CONTACT TO VOLUNTEER OR ASK QUESTIONS:

Youth Camporee Leadership:

The Washington, D.C. Chapter of the Order of the Arrow is coordinating this event. If you are an experienced youth Scout interested in volunteering as camporee staff, please send an e-mail to William Dierlam, Chapter Chief of the Washington, D.C. Chapter of the Order of the Arrow, at washingtondcchapter@wipit470.org.

Registration Contact:

For answers to registration questions, contact the Chapter Adviser of the Washington, D.C. Chapter of the Order of the Arrow, at washingtondcchapter@wipit470.org.

CUB SCOUTS

Arrow of Light Scouts are welcome to participate in the Troop program, but if they do, they will miss out on the opportunity to earn required adventures for the Arrow of Light rank. They should join their Troops or Crews as they visit the stations if they choose to participate in the Camping merit badge program, rather than the AOL program. Arrow of Light Scouts are welcome to camp with a Troop, even if the Scouts participate in the AOL program.

Younger Cubs will have the opportunity to family camp with their Pack units and rotate through the Cub Scout adventure stations.

ARRIVAL AT CAMP: Upon arriving at camp, Troops and Packs should check in at the registration tent located at the entrance to the campground. Troops and Packs will receive their designated camping area at that time.

CHECK-IN: Registration/Check-in is at the registration tent at the entrance to the facility and will be open from 6:30 P.M. to 9:00 P.M. on Friday. We will have Camp registration Saturday starting at 8:30 A.M. If you did NOT pre-register, you will need to pay all appropriate fees at the time of check-in.

VEHICLES IN CAMP: All vehicles must be parked in designated locations.

CHECK-OUT: For those camping overnight, check out will begin at 8:00 A.M. on Sunday. Please refer to the check-out sheet in this Guide and have it prepared for your camp staff aide. Please strictly observe and adhere to the Leave No Trace principles at check out. Your Troop/Pack cannot be released until the form is signed by your camp aide. Please leave your campsite area 'better than you found it.'

PREREQUISITES AND POSTREQUISITES: The prerequisites for the Camping merit badge are listed below. If the Scouts would like the opportunity to complete the Merit Badge at the Camporee, they need to complete the prerequisites before arriving. Otherwise, they will have to complete those requirements after the Camporee. There is a sheet at the end of this document for the Scoutmaster to use to verify that each Scout has completed the necessary prerequisites. The sheet must be signed by the Scout's Scoutmaster and turned in at station 6 on Saturday.

For the Cub Scout program, certain ranks have prerequisites and post requisites listed on the page appropriate to that rank. We recommend you have a meeting before the Camporee to cover the prerequisites, and a meeting after the Camporee to cover the post requisites. There is a sheet at the end of this document for the Den Leader to use to verify that each Scout has completed the necessary prerequisites. The sheet must be signed by the Scout's Den Leader and turned in when the Pack checks in on Friday night or Saturday morning.

ALCOHOL AND ILLEGAL DRUGS: No alcoholic beverages or illegal drugs of any type will be permitted in camp.

FIREWORKS & FIREARMS: No fireworks or firearms of any kind will be allowed at the Camporee.

BUDDY SYSTEM: The buddy system is required for all Scouts - all the time – at the Camporee. Cubs must be accompanied by adults.

BEHAVIOR: As with any Scouting activity, our behavior is in accordance with the Scout Oath, the Scout Law, Leave No Trace principles and the Golden Rule. See the Camping Etiquette Guide at the end of packet.

SECURITY: Please lock your vehicles and secure valuables. The Boy Scouts, Kings Landing camp, the District, and the Camporee host staff are not liable for lost or stolen items.

UNIFORM: Appropriate Scout uniform should be worn during the Camporee. Class “B” uniform (Scout themed T-shirts) is appropriate, except for the closing campfire on Saturday night when a full field Class “A” uniform is required. Class B Uniform must be a regular T-Shirt with sleeves and not cropped.

LUNCH: Troops will have a 30-minute lunch period, so that there is enough time in the afternoon to complete the merit badge. We recommend troops make something quick and easy for lunch, such as cold cut sandwiches, or something that doesn’t require any cooking. Cub Scout Packs will have a 90-minute lunch period.

FIRST AID: We will have first aid support on site in case of emergency.

TRASH: All trash is to be properly bagged and hauled to the dumpster by the individual participating units. Please bring your own garbage bags. We ask that you remind your Scouts to practice Leave No Trace principles.

FIRES: The campsites do not have established fire rings. If a Troop/Pack wants to have a campfire, they must bring a portable firepit. Please ensure Scouts are exercising good judgment under supervision and that fires are fully extinguished when a campsite is not occupied.

LEAVE NO TRACE: Use Leave No Trace principles in all that you do at the Camporee. There will likely be firewood, already fallen, in the area of the campsites.

CRACKER BARREL: SPLs and Unit leaders are invited to join us for a Cracker Barrel, announcements, and Camporee updates on Friday night. This Cracker Barrel will be hosted by the District OA Chapter.

SITE INSPECTIONS: After lunch on Saturday, the inspection team will visit your campsite to judge your gateway or Pack Shield, and campsite.

WATER: Potable water is available.

OTHER FACILITIES ON SITE: There will be flush toilets in bathrooms, located at the bath house adjacent to the camping areas. There will also be porta potties for use. Please provide appropriate supervision for your youth in these facilities to support Youth Protection guidelines and prevent damage to facilities.

SHOWER HOURS: Adults will be permitted to shower between lights out (10:30 PM) and recommended wake up time (6 AM).

CAMPFIRE: Closing campfire will be held on Saturday evening. Troops and Packs may sign up for skits/songs (sheets will be handed out at Cracker Barrel). Class A uniforms must be worn to campfire as we will be retiring US Flags there. Adults should bring a camp chair because the benches are reserved for Scouts.

INTER-UNIT COMPETITION (Scouts BSA)
POINTS SCHEDULE

UNIT: _____

Campsite Inspection (max 40 points)

Campsite Gateway (max 20 points)

Campsite Gateway Bonus – Camping Theme (10 points)

Skit or Song at Campfire (20 points)

TOTAL POINTS

INTER-PACK COMPETITION (Cub Scouts)
POINTS SCHEDULE

Campsite Inspection (max 40 points)

Pack Shield (max 20 points)

Campsite Shield Bonus – Outdoor Theme (10 points)

Skit or Song at Campfire (20 points)

TOTAL POINTS

Merit Badge Prerequisites

There is a sheet at the end of this document for the Scoutmaster to use to verify that each Scout has completed the necessary prerequisites. The sheet must be signed by the Scout's Scoutmaster.

Requirement 4b: Help a Scout patrol or a Webelos Scout unit in your area prepare for an actual campout, including creating the duty roster, menu planning, equipment needs, general planning, and setting up camp.

Requirement 5e: Present yourself to your Scoutmaster with your pack for inspection. Be correctly clothed and equipped for an overnight campout.

Requirement 7: Prepare for an overnight campout with your patrol by doing the following:

- (a) Make a checklist of personal and patrol gear that will be needed.
- (b) Pack your own gear and your share of the patrol equipment and food for proper carrying. Show that your pack is right for quickly getting what is needed first, and that it has been assembled properly for comfort, weight, balance, size, and neatness.

Requirement 8c: Prepare a camp menu. Explain how the menu would differ from a menu for a backpacking or float trip. Give recipes and make a food list for your patrol. Plan two breakfasts, three lunches, and two suppers. Discuss how to protect your food against bad weather, animals, and contamination.

Requirement 8d: While camping in the outdoors, cook at least one breakfast, one lunch, and one dinner for your patrol from the meals you have planned for requirement 8c. At least one of those meals must be a trail meal requiring the use of a lightweight stove.

Requirement 9a: Camp for at least 20 nights at designated Scouting activities or events. One long-term camping experience of up to six consecutive nights may be applied toward this requirement. Two nights may be counted toward the total for each additional long-term camping trip. Each night must be spent either under the sky, in a tent you have pitched yourself (if a tent is provided and already set up, you do not need to pitch your own), in a hammock that is safely strung outdoors, in a lean-to, or other three-sided shelter with an open front. Nights spent in indoor lock-in events, cabin camping, hotel stays, or other covered accommodations do not count toward the 20 nights.

Requirement 9b: On any of these camping experiences, you must do TWO of the following, only with proper preparation and under qualified supervision.

- (1) Hike up a mountain, gaining at least 1,000 vertical feet.
- (2) Backpack, snowshoe, or cross-country ski for at least 4 miles.
- (3) Take a bike trip of at least 15 miles or at least four hours.
- (4) Take a nonmotorized trip on the water of at least four hours or 5 miles.
- (5) Plan and carry out an overnight snow camping experience.
- (6) Rappel down a rappel route of 30 feet or more

Troop Camping Merit Badge Activity Rotations

1. Requirements 1a, 1b, 1c, 2
2. Requirements 5a, 5b, 5c
3. Requirements 6a, 6b, 6c, 6d
4. Requirements 8a, 8b, 6e
5. Requirements 9c
 - a. Working on a conservation service project
6. Requirements 4b, 5e, 7, 8c, 8d, 9a, 9b, 3, 4a and 5d
 - a. Review prereqs 4b, 5e, 7, 8c, 8d, 9a, 9b
 - b. Work on written plans for requirements 3, 4a, 5d

Requirement 10:

Upon the completion of all the stations, the instructor for each station will have a discussion with all the Scouts from their final station rotation of the day about requirement 10

Event Schedule for Scouts BSA Troops

Friday Evening

6:30-9:00 PM: Check-in

9:00-9:30 PM: Cracker Barrel

10:00 PM: Quiet time

10:30 PM: Lights out

Saturday

6:00-8:45 AM: Troop wakeup and breakfast

9:00-9:15 AM: Opening Flag Ceremony (Class A uniforms optional)

9:30-10:25 AM: First Rotation

10:25-10:30 AM: Passing Period

10:30-11:25 AM: Second Rotation

11:25-11:30 AM: Passing Period

11:30 AM-12:25 PM: Third Rotation

12:30 PM-1:00 PM: Lunch

1:05-2:00 PM: Fourth Rotation

2:00-2:05 PM: Passing Period

2:05-3:00 PM: Fifth Rotation

3:00-3:05 PM: Passing Period

3:05-4:00 PM: Sixth Rotation

4:00-5:00 PM: Requirement 10 discussion

5:00-5:05 PM: Passing Period

5:05-5:20 PM: Closing Flag Ceremony (Class A uniforms optional)

5:30-7:30 PM: Troop dinner and dinner clean up

7:30-8:00 PM: Campfire call

8:00-9:00 PM: Closing Campfire (Class A Uniforms required)

9:00-9:15 PM: Troops return to camp

10:00-10:30 PM: Quiet Time

10:30 PM: Lights out

Sunday Morning

6:00-8:00 AM: Troop wakeup, breakfast and pack up

8:00-9:00 AM: Troops depart, except for OA staff

9:00-10:00 AM: OA Staff clean up, police camp, help troops leave

10:00-10:15 AM: OA Staff leave; everyone out of camp by 10:15 AM

Cub Scout Rotation Activities

- Scouts will be split up by den level. Cub Scouts from different packs will be in the same group.
 - Ex: All Lions attending the Camporee will be together to work on Fun on the Run
- Each den will work on the specific adventures listed below:
 - **Lions:** Fun on the Run (required), Go Fish (elective), Pick my Path (elective)
 - **Tigers:** Tigers in the Wild (required), Good Knights (elective), Fish On (elective)
 - **Wolves:** Paws on the Path (required), Let's Camp Wolf (elective), Air of the Wolf (elective)
 - **Bears:** Paws for Action (required), A Bear Goes Fishing (elective), Roaring Laughter (elective adventure)
 - **Webelos:** My Community (required), Let's Camp Webelos (elective, with prereqs and post-reqs)
 - **AOLS:** Outdoor Adventurer (Required, with prereqs and post-reqs), First Aid (required, with prereqs and post-reqs)
- Some of the adventures will have prerequisites or post requisites. We recommend you have a meeting before the Camporee to cover the prerequisites and a meeting after to cover the post requisites
- Each Adventure with prerequisites is marked on the appropriate page for each rank
- There is a sheet at the end of this document for the Den Leader to use to verify that each Scout has completed the necessary prerequisites. The sheet must be signed by the Scout's Den leader.

Event Schedule for Cub Scout Packs

Each den will work on a required adventure in the morning. In the afternoon each den will work on an elective adventure, and some dens will have time for field games after the elective.

Each Den will have a different schedule. Den leaders, please check for your den's schedule. Copies of the schedule will be handed out at check-in.

Lions

The Lions will be working on the following adventures:

- Fun on the Run (No prereqs or postreqs)
- Pick my Path (No prereqs or postreqs)
- Go Fish (No prereqs or postreqs)

Friday Evening

6:30-9:00 PM:	Check-in and site setup
9:00-9:30 PM:	Cracker Barrel
10:00 PM:	Quiet time
10:30 PM:	Lights out

Saturday

6:00-8:45 AM:	Pack/den wakeup and breakfast
9:00-9:15 AM:	Opening Flags and Announcements (Class A uniforms optional)
9:30-11:00 AM:	Fun on the Run (required adventure)
11:00-12:15 PM:	Go Fish (elective adventure)
12:15-2:00 PM:	Lunch and Siesta
2:15-3:30 PM:	Pick my Path (Elective Adventure)
3:30-5:00 PM:	Field Games
5:05-5:20 PM:	Closing Flags and announcements (Class A's not required)
5:30-7:30 PM:	Pack dinner and Pack clean up
7:30-8:00 PM:	Campfire call
8:00-9:00 PM:	Closing Campfire (Class A Uniforms required)
9:00-9:15 PM:	Packs return to camp
10:00-10:30 PM:	Quiet Time
10:30 PM:	Lights out

Sunday Morning

6:00-8:00 AM:	Pack wake up, breakfast, and site takedown
8:00-9:00 AM:	Packs depart
9:30 AM:	All Packs out of camp

Tigers

The Tigers will be working on the following adventures

- Tigers in the Wild (No prereqs or postreqs)
- Good Knights (No prereqs or postreqs)
- Go Fish (No prereqs or postreqs)

Friday Evening

6:30-9:00 PM:	Check-in and site setup
9:00-9:30 PM:	Cracker Barrel
10:00 PM:	Quiet time
10:30 PM:	Lights out

Saturday

6:00-8:45 AM:	Pack/den wakeup and breakfast
9:00-9:15 AM:	Opening Flags and Announcements (Class A uniforms optional)
9:30-11:00 AM:	Tigers in the Wild (required adventure)
11:00-12:15 PM:	Good Knights (elective adventure)
12:15-2:00 PM:	Lunch and Siesta
2:15-3:30 PM:	Go Fish (Elective Adventure)
3:30-5:00 PM:	Field Games
5:05-5:20 PM:	Closing Flags and announcements (Class A's not required)
5:30-7:30 PM:	Pack dinner and Pack clean up
7:30-8:00 PM:	Campfire call
8:00-9:00 PM:	Closing Campfire (Class A Uniforms required)
9:00-9:15 PM:	Packs return to camp
10:00-10:30 PM:	Quiet Time
10:30 PM:	Lights out

Sunday Morning

6:00-8:00 AM:	Pack wake up, breakfast, and site takedown
8:00-9:00 AM:	Packs depart
9:30 AM:	All Packs out of camp

Wolves

The Wolves will be working on the following adventures

- Paws on the Path (No prereqs or postreqs)
- Let's Camp Wolf (No prereqs or postreqs)
- Air of the Wolf (No prereqs or postreqs)

Friday Evening

6:30-9:00 PM:	Check-in and site setup
9:00-9:30 PM:	Cracker Barrel
10:00 PM:	Quiet time
10:30 PM:	Lights out

Saturday

6:00-8:45 AM:	Pack/den wakeup and breakfast
9:00-9:15 AM:	Opening Flags and Announcements (Class A uniforms optional)
9:30-11:00 AM:	Paws on the Path (required adventure)
11:00-12:15 PM:	Let's Camp Wolf (elective adventure)
12:15-2:00 PM:	Lunch and Siesta
2:15-3:30 PM:	Air of the Wolf (Elective Adventure)
3:30-5:00 PM:	Field Games
5:05-5:20 PM:	Closing Flags and announcements (Class A's not required)
5:30-7:30 PM:	Pack dinner and Pack clean up
7:30-8:00 PM:	Campfire call
8:00-9:00 PM:	Closing Campfire (Class A Uniforms required)
9:00-9:15 PM:	Packs return to camp
10:00-10:30 PM:	Quiet Time
10:30 PM:	Lights out

Sunday Morning

6:00-8:00 AM:	Pack wake up, breakfast, and site takedown
8:00-9:00 AM:	Packs depart
9:30 AM:	All Packs out of camp

Bears

The Bears will be working on the following adventures

- Paws for Action (No prereqs or postreqs)
- A Bear Goes Fishing (No prereqs or postreqs)
- Roaring Laughter (No prereqs or postreqs)

Friday Evening

6:30-9:00 PM: Check-in and site setup
9:00-9:30 PM: Cracker Barrel
10 PM: Quiet time
10:30 PM: Lights out

Saturday

6:00-8:45 AM: Pack/den wakeup and breakfast
9:00-9:15 AM: Opening Flags and Announcements (Class A uniforms optional)
9:30-11:00 AM: A Bear Goes Fishing (elective adventure)
11:00-12:15 PM: Roaring Laughter (elective adventure)
12:15-2:00 PM: Lunch and Siesta
2:15-4:00 PM: Paws for Action (required Adventure)
4:00-5:00 PM: Field Games
5:05-5:20 PM: Closing Flags and announcements (Class A's not required)
5:30-7:30 PM: Pack dinner and Pack clean up
7:30-8:00 PM: Campfire call
8:00-9:00 PM: Closing Campfire (Class A Uniforms required)
9:00-9:15 PM: Packs return to camp
10:00-10:30 PM: Quiet Time
10:30 PM: Lights out

Sunday Morning

6:00-8:00 AM: Pack wake up, breakfast, and site takedown
8:00-9:00 AM: Packs depart
9:30 AM: All Packs out of camp

Webelos

The Webelos will be working on the following adventures

- My Community (No prereqs or postreqs)
- Let's Camp Webelos (Prereqs: requirement 2; Postreqs: requirements 8 and 9)

Friday Evening

6:30-9:00 PM:	Check-in and site setup
9:00-9:30 PM:	Cracker Barrel
10:00 PM:	Quiet time
10:30 PM:	Lights out

Saturday

6:00-8:45 AM:	Pack/den wakeup and breakfast
9:00-9:15 AM:	Opening Flags and Announcements (Class A uniforms optional)
9:30-12:15 PM:	My Community (required adventure)
12:15-2:00 PM:	Lunch and Siesta
2:15-4:00 PM:	Let's Camp Webelos (required adventure)
4:00-5:00 PM:	Field Games
5:05-5:20 PM:	Closing Flags and announcements (Class A's not required)
5:30-7:30 PM:	Pack dinner and Pack clean up
7:30-8:00 PM:	Campfire call
8:00-9:00 PM:	Closing Campfire (Class A Uniforms required)
9:00-9:15 PM:	Packs return to camp
10:00-10:30 PM:	Quiet Time
10:30 PM:	Lights out

Sunday Morning

6:00-8:00 AM:	Pack wake up, breakfast, and site takedown
8:00-9:00 AM:	Packs depart
9:30 AM:	All Packs out of camp

Arrow of Light

The Arrow of Light Scouts will be working on the following adventures

- Outdoor Adventurer (Prereqs: requirements 2 and 6; Postreqs: requirement 8)
- First Aid (Prereqs: requirement 1; Postreqs: requirement 7)

Friday Evening

6:30-9:00 PM:	Check-in and site setup
9:00-9:30 PM:	Cracker Barrel
10:00 PM:	Quiet time
10:30 PM:	Lights out

Saturday

6:00-8:45 AM:	Pack/den wakeup and breakfast
9:00-9:15 AM:	Opening Flags and Announcements (Class A uniforms optional)
9:30-12:15 PM:	First Aid (required adventure)
12:15-2:00 PM:	Lunch and Siesta
2:15-4:00 PM:	Outdoor Adventurer (required adventure)
4:00-5:00 PM:	Field games
5:05-5:20 PM:	Closing Flags and announcements (Class A's not required)
5:30-7:30 PM:	Pack dinner and Pack clean up
7:30-8:00 PM:	Campfire call
8:00-9:00 PM:	Closing Campfire (Class A Uniforms required)
9:00-9:15 PM:	Packs return to camp
10:00-10:30 PM:	Quiet Time
10:30 PM:	Lights out

Sunday Morning

6:00-8:00 AM:	Pack wake up, breakfast, and site takedown
8:00-9:00 AM:	Packs depart
9:30 AM:	All Packs out of camp

CAMPFIRE UNIT SIGN-UP

In order to be considered for inclusion in the Saturday night campfire program, this form must be turned in at registration to Camporee Staff.

Please observe the traditions and decorum of Scouting America in your song or skit. Due to time constraints, we might not be able to include every skit or song in the campfire program. Think Camping merit badge theme!

Unit _____ SPL /Leader _____

SPL/Leader Signature _____

Mark an **X** by your choice

Skit _____ Song _____

Skit Name

Skit Description

Song Title

UNIT CHECK OUT FORM

Check out will begin immediately after breakfast on Sunday morning. Please refer to the check out sheet in this Guide and have it prepared for your camp staff aide. Please note your aide will be strictly observing the adherence to Leave No Trace principles at check out. You cannot be released until your aide signs your form. Signatures indicate dismissal.

Unit No:	Total # of Youth:
Time of Departure:	Total # of Adults:
Unit Leader: (Printed) (Signed)	SPL: (Printed) (Signed)
Camp Aide: (Printed) (Signed)	___Trash Removed from Camp Site ___No Signs of Fire ___Leave No Trace principles met ___Correct # of patches?

Campsite Inspection

Troop Area Inspection:	Score (0-2-4)
Camp site clearly marked	
Unit flag and/or American flag properly displayed	
Troop Duty Roster posted and filled out completely	
Campsite area and trailer clear of clutter	
First Aid kit available and visible	
Campsite free of hazards	
No unattended fires	
"Guide to Safe Scouting" available and up-to-date	
Health forms available, proof shown at check in	
Only tow vehicle(s) allowed in campsite. Deduct points for all other vehicles	
TOTAL POINTS	

Judges Signature:

Kings Landing Park (3255 Kings Landing Rd, Huntingtown, MD 20639)



Camping Etiquette Guide:

While camping at the Camporee, and on campouts in general, Scouts are expected to uphold the following values of responsible camping:

- USE THE BUDDY SYSTEM. At all times, youth must travel with at least one other youth or at least two adults.
- If you encounter a medical situation in which you are in need of assistance, ASK FOR HELP, and inform a member of the event staff, your senior patrol leader, your crew president or your adult Scout leader so that appropriate help can be made available.
- Firearms, fireworks and similar devices are not permitted at the Camporee.
- Do not leave any campfire unattended, and thoroughly extinguish any campfire after its use is complete. You must ensure that no active embers remain.
- If you are not at least 18 years of age, do not use sharp tools for cutting wood unless you have earned the Totin' Chip certification. All sharp tools must be used within a clearly designated zone (axe yard), within which only one person can be present.
- Keep all restrooms in the camping area clean. The sinks in the restrooms should be used for personal cleanliness. Do not use the sinks for cleaning cooking gear.
- Be respectful of fellow campers. One of the most important Scouting values is to enable all who are camping to learn valuable skills while having fun in the great outdoors.
- Do not enter the campsite of any Scout unit or camping group other than your own without first asking permission to enter the site. You must receive permission from the other unit or camping group before entering. Walk around another unit's designated campsite boundaries; do not cut through the site.
- For those camping overnight, securely seal all food items and smellable items to limit the possibility of wildlife attempting to acquire them.
- Follow Leave No Trace principles and the Outdoor Code. Do not leave manmade litter.
- Respect lights out/quiet hours and keep volume to a minimum during this time.
- Abide by all aspects of the [Guide to Safe Scouting \(BSA Pub. No. 34416\)](#).

Packing list (for Scouts, Venturers and in general, all camping overnight):

- *Absolutely required for youth and adults:* Completed Parts A and B of the BSA's Annual Health and Medical Record (available online here: http://www.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf)
- Sleeping bag and sleeping pad
- Tent (some units supply tents; pursuant to BSA rules youth cannot be alone in a tent)
- Water bottle (Nalgene or similar hard plastic bottle)
- Mess kit/plate and bowl kit; utensils for meals
- Personal grooming supplies, insect repellent and sunscreen
- Flashlight with extra batteries
- Class A/field uniform shirt
- Class B/activity uniform shirt
- Scout pants, Scout socks, Scout hat
- Boots or sturdy shoes
- Warm jacket and additional clothing appropriate for season
- Rain gear (A Scout should always be prepared for inclement weather)
- Scout Handbook (put your name in your handbook!)
- Foldable or collapsible camping chair (highly recommended for Adults for campfire)
- **Troop/Crew Supplies**
 - Food for Saturday breakfast, lunch, dinner; Sunday breakfast
 - Units camping on Friday determine if Scouts acquire dinner on their own or if the unit will cook dinner after arrival
 - Patrol Boxes (cooking utensils and pot/pan sets)
 - Camping stoves, fuel for camping stoves
 - Tents (pursuant to BSA rules youth cannot be alone in a tent)
 - Tarps, rope, lanterns, materials for axe yards
 - Troop/crew first-aid kit
 - Pop up canopies
 - Fire Pits (No established fire rings at campsites)
 - Folding tables (No picnic tables at campsites)
- In park, wood may be obtained from any downed tree. No standing trees are to be cut. You cannot bring outside firewood. Water is obtainable from wash station spigots.

Packing list (for Cub Scouts attending on Saturday and not camping overnight, the items below):

- ~~(Note: The packing list for Cub Scouts camping overnight is the same as the list for Boy Scouts.)~~
- *Absolutely required for youth and adults:* Completed Parts A and B of the BSA's Annual Health and Medical Record (available online here: http://www.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf)
- Water bottle (Nalgene or similar)
- Insect repellent and sunscreen
- Warm jacket and additional clothing appropriate for season
- Rain gear (A Scout always should be prepared for inclement weather)
- Cub Scout Class A/field uniform
- Cub Scout Class B/activity uniform
- Cub Scout pants, Cub Scout socks, Cub Scout hat
- Boots or sturdy shoes
- Packed Lunch for Saturday afternoon
- Cub handbook for your rank (put your name in your handbook!)

Prerequisites Verification (Scouts BSA)

The following form is being submitted by the Scoutmaster of Troop ____ (#) ____ (B/G). I
verify that the following Scout _____ (Scout's name) has
completed and turned in the following prerequisites for the Camping Merit Badge: 4b, 5e, 7,
8c, 8d, 9a, and 9b.

(Scoutmaster name signed)

(Scoutmaster name printed)

____/____/____
(date)

Prerequisites Verification (Cub Scout)

The following form is being submitted by the Den Leader of the

_____ (rank) den of Pack _____ (#). I verify that the following Cub Scout _____ (Scout's name) has completed and turned in the appropriate prerequisites for the adventure the Scout will be working on during the 2025 Fall Camporee.

(Den Leader name signed)

(Den Leader name printed)

___/___/___
(date)