

Fall 2026

Washington, D.C. Camporee Guide

Prep-Oree



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

DATE: October 16-18, 2026

THEME: Emergency Preparedness Merit Badge (Scouts BSA)

Come join the Scouts of the Washington, D.C. District for a weekend of learning about Emergency Preparedness! Scouts will rotate through stations to complete requirements and practice the important skills needed to earn the Emergency Preparedness Merit Badge. The head merit counselor will be Christina. If you have any merit badge related questions, she can be reached by email at christina.muedeking@gmail.com, and by phone at 202-904-9407.

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 Felix Gerber, 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 Christina Muedeking, Chapter Adviser of the Washington, D.C. Chapter of the Order of the Arrow, at (202) 904-9407 or 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 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 table (follow the signs) 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 strictly observe and adhere to Leave No Trace principles at check out, leaving your campsite area 'better than you found it.'

PREREQUISITES AND POSTREQUISITES: The prerequisites for the Emergency Preparedness 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. **Scouts must bring their prerequisite work to be reviewed and approved by the station leader during Saturday's program.**

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.

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

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.

ADULT SUPERVISION: To ensure two-deep leadership, at least one registered adult leader from a troop must accompany the Scouts from their troop to each merit badge station during the merit badge program.

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 campfire on Saturday night when a full field Class "A" uniform is required.

CHAIRS: Most of the Cub Scout and Scouts BSA program stations do NOT have seats. If a Scout or adult would like to sit during the Saturday program, please bring a camp chair. Scouts participating in the merit badge program will rotate between stations, so they should bring a chair that is easily portable.

LUNCH: Troops will have a 35-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 followed by Siesta time.

FIRST AID: We will have first aid support on site in case of emergency. Units are encouraged to bring first aid kits to handle minor injuries, such as cuts and scrapes.

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: Troops are not allowed to have individual fires. Portable fire pits and Solo stoves are not allowed because they damage the field. There is a communal fire ring at Kings Landing Park if a unit wants to do dutch oven cooking, but units cannot do dutch oven cooking in their individual campsites.

LEAVE NO TRACE: Use Leave No Trace principles in all that you do at the Camporee.

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).

CAMPOREE WEBSITE: All information for the Camporee can be found at the following URL. Including schedules, camp maps, and station activities.

<https://sites.google.com/view/wdc-camporees/home>

INTER-UNIT COMPETITION (Scouts BSA) POINTS SCHEDULE

UNIT: _____

Campsite Inspection (max 40 points)

Campsite Gateway (max 20 points)

Campsite Gateway Bonus – E-prep Theme (10 points)

Skit or Song at Campfire (20 points)

TOTAL POINTS

This competition is Scout led and all gateways MUST be built by Scouts only. No points will be given for gateways unless they are built by Scouts.

INTER-PACK COMPETITION (Cub Scouts)
POINTS SCHEDULE

Unit: _____

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

Scouts must bring the emergency plans that they create for Requirement 2a, the floor plan and map that they create for Requirement 2b, and their notes for Requirement 10 to show to the station leader in order to complete these requirements at the Camporee.

Requirement 2a: At a family meeting, discuss the situations on the chart you created for requirement 1(b) and make emergency plans for sheltering-in-place and for evacuation of your home. (The following part of requirement 2a will be done at one of the stations during the Camporee: *Discuss your meeting and plans with your counselor.*)

Requirement 2b: Develop and practice a plan of escape for your family in case of fire in your home. Draw a floor plan with escape routes and a map with a safe meeting place. (The following part of requirement 2b will be done at one of the stations during the Camporee: *Discuss your family's home escape plan with your counselor.*)

Requirement 9: Earn the First Aid merit badge

Requirement 10: Do **ONE** of the following:

- a. Interview an emergency services coordinator or a civil servant about their work in disaster management. Learn about how they chose this career and about their duties. (The following part of requirement 10a will be done at one of the stations during the Camporee: *Discuss what you learned with your counselor and whether you might be interested in this career.*)
- b. Identify three career opportunities that would use skills and knowledge in emergency services. Pick one and research the training, education, certification requirements, experience, and expenses associated with entering the field. Research the prospects for employment, starting salary, advancement opportunities, and career goals associated with this career. (The following part of requirement 10b will be done at one of the stations during the Camporee: *Discuss what you learned with your counselor and whether you might be interested in this career.*)
- c. Identify how you might use the skills and knowledge in the field of emergency preparedness to pursue a personal hobby and/or healthy lifestyle. Research the additional training required, expenses, and affiliation with organizations that would help you maximize the enjoyment and benefit you might gain from it. (The following part of requirement 10c will be done at one of the stations during the Camporee: *Discuss what you learned with your counselor and share what short-term and long-term goals you might have if you pursued this.*)

Troop Emergency Preparedness Merit Badge

Activity Rotations

1. Requirements 1a, 1b
 - a. Emergency scenario charts/spreadsheets
2. Requirements 4a, 4b, 4c, 4d, 6
 - a. Group skits to demonstrate requirement 4 situations
 - b. Carries to complete requirement 6
3. Requirement 5a, 5b, 5c, 10
 - a. Signals for aircraft or drones (fire, ground to air signals, and signal mirrors)
 - b. Signals for ground searchers
 - c. Signals for searchers on the water
 - d. Individual reports about interview or research done in advance of camporee for requirement 10
4. Requirements 7a, 7b, 7c
 - a. Discussion regarding NIMS and ICS
 - b. Research community leaders' role in emergency preparedness
 - c. Discussion of troop assistance during emergency
5. Requirements 3a, 8d
 - a. Camp building inspection
 - b. Lost Scout practice exercise
6. Requirements 8a, 8b
 - a. Discussion regarding troop preparation and training for providing emergency services
 - b. Written plan development for troop mobilization
7. Requirements 2a, 2b, 2c, 8c
 - a. Individual reports about family meeting and plans
 - b. Individual review and discussion of written floor plan and safe meeting place map
 - c. Inspect family disaster kit and review its items
 - d. Inspect personal emergency service pack and review its items

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 Flags and Announcements (Class B uniforms)
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
4:00-4:05 PM:	Passing Period
4:05-5:00 PM:	Seventh Rotation (last rotation)
5:05-5:20 PM:	Closing Flags and Announcements (Class B Uniforms)
5:20-7:30 PM:	Troop dinner and dinner clean up
7:30-8:00 PM:	Camporee Campfire Call (Class A Uniforms)
8:00-9:00 PM:	Closing Campfire
9:00-10:00 PM:	Troops return to camp and enjoy camp time
10:00-10:30 PM:	Quiet Time
10:30 PM:	Lights out

Sunday Morning

6:00-8:00 AM: Troop wake up, breakfast, pack up, and departure
8:00-9:00 AM: OA Staff clean up camp
9:00-9:15 AM: OA Staff depart; everyone out of camp by 9:15 AM

Cub Scout Rotation Activities

- Scouts will be split up by den level, no matter what pack they are from.
 - 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)
 - **Webelos:** My Community (required), Let's Camp Webelos (elective, with prereqs and post-reqs)
 - **AOLS:** Outdoor Adventurer (required, with prereqs and postreqs), 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 are available on the Camporee website.

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 (Adult Leaders only)
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 B Uniforms)
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)
3:30-4:00 PM:	Field Games
4:00-5:00 PM:	Pack Free Time to explore the Park
5:05-5:20 PM:	Closing Flags and announcements (Class B Uniforms)
5:30-7:30 PM:	Pack dinner and dinner clean up
7:30-8:00 PM:	Camporee Campfire Call (Class A Uniforms)
8:00-9:00 PM:	Closing Campfire
9:00-10:00 PM:	Packs return to camp and enjoy camp time
10:00-10:30 PM:	Quiet Time
10:30 PM:	Lights out

Sunday Morning

6:00-8:00 AM:	Pack wake up, breakfast, site takedown and departure
9:15 AM:	All Scouts, Scouters, and OA Staff 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 (Adult Leaders only)
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 B Uniforms)
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:	Fish On (elective adventure)
3:30-4:00 PM:	Field Games
4:00-5:00 PM:	Pack Free Time to explore the Park
5:05-5:20 PM:	Closing Flags and announcements (Class B Uniforms)
5:30-7:30 PM:	Pack dinner and dinner clean up
7:30-8:00 PM:	Camporee Campfire Call (Class A Uniforms)
8:00-9:00 PM:	Closing Campfire
9:00-10:00 PM:	Packs return to camp and enjoy camp time
10:00-10:30 PM:	Quiet Time
10:30 PM:	Lights out

Sunday Morning

6:00-8:00 AM:	Pack wake up, breakfast, site takedown and departure
9:15 AM:	All Scouts, Scouters, and OA Staff 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 (Adult Leaders only)
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 B Uniforms)
9:30-11:00 AM:	Paws on the Path (required adventure)
11:00-12:15 PM:	Let's Camp Wolf (elective adventure)
12:15 PM-2:00 PM:	Lunch and Siesta
2:15-3:30 PM:	Air of the Wolf (elective adventure)
3:30-4:00 PM:	Field Games
4:00-5:00 PM	Pack Free Time to explore the Park
5:05-5:30 PM:	Closing Flags and announcements (Class B Uniforms)
5:30-7:30 PM:	Pack dinner and dinner clean up
7:30-8:00 PM:	Camporee Campfire Call (Class A Uniforms)
8:00-9:00 PM:	Closing Campfire
9:00-10:00 PM:	Packs return to camp and enjoy camp time
10:00-10:30 PM:	Quiet Time
10:30 PM:	Lights out

Sunday Morning

6:00-8:00 AM:	Pack wake up, breakfast, site takedown and departure
9:15 AM:	All Scouts, Scouters, and OA Staff 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 (Adult Leaders only)
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 B Uniforms)
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:	Pack Free Time to explore the Park
5:05-5:20 PM	Closing Flags and announcements (Class B Uniforms)
5:30-7:30 PM:	Pack dinner and dinner clean up
7:30-8:00 PM:	Camporee Campfire Call (Class A Uniforms)
8:00-9:00 PM:	Closing Campfire
9:00-10:00 PM:	Packs return to camp and enjoy camp time
10:00-10:30 PM:	Quiet Time
10:30 PM:	Lights out

Sunday Morning

6:00-8:00 AM:	Pack wake up, breakfast, site takedown, and departure
9:15 AM:	All Scouts, Scouters, and OA Staff 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 (Adults Leader only)
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 B Uniforms)
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:	Pack Free Time to explore the Park
5:05-5:20 PM:	Closing Flags and announcements (Class B Uniforms)
5:30-7:30 PM:	Pack dinner and dinner clean up
7:30-8:00 PM:	Camporee Campfire Call (Class A Uniforms)
8:00-9:00 PM:	Closing Campfire
9:00-10:00 PM:	Packs return to camp and enjoy camp time
10:00-10:30 PM:	Quiet Time
10:30 PM:	Lights out

Sunday Morning

6:00-8:00 AM:	Pack wake up, breakfast, site takedown and departure
9:15 AM:	All Scouts, Scouters, and OA Staff 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 (Adults Leader only)
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 B Uniforms)
9:30 AM-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:	Pack Free Time to explore the Park
5:05-5:20 PM:	Closing Flags and announcements (Class B Uniforms)
5:30-7:30 PM:	Pack dinner and dinner clean up
7:30-8:00 PM:	Camporee Campfire Call (Class A Uniforms)
8:00-9:00 PM:	Closing Campfire
9:00-10:00 PM:	Packs return to camp and enjoy camp time
10:00-10:30 PM:	Quiet time
10:30 PM:	Lights out

Sunday Morning

6:00-8:00 AM:	Pack wake up, breakfast, site takedown, and departure
9:15 AM:	All Scouts, Scouters, and OA Staff 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 Emergency Preparedness theme!

Unit _____ SPL /Leader _____

SPL/Leader Signature _____

Circle your choice of Skit or Song

Skit _____ Song _____

Skit Name

Skit Description

Song Title

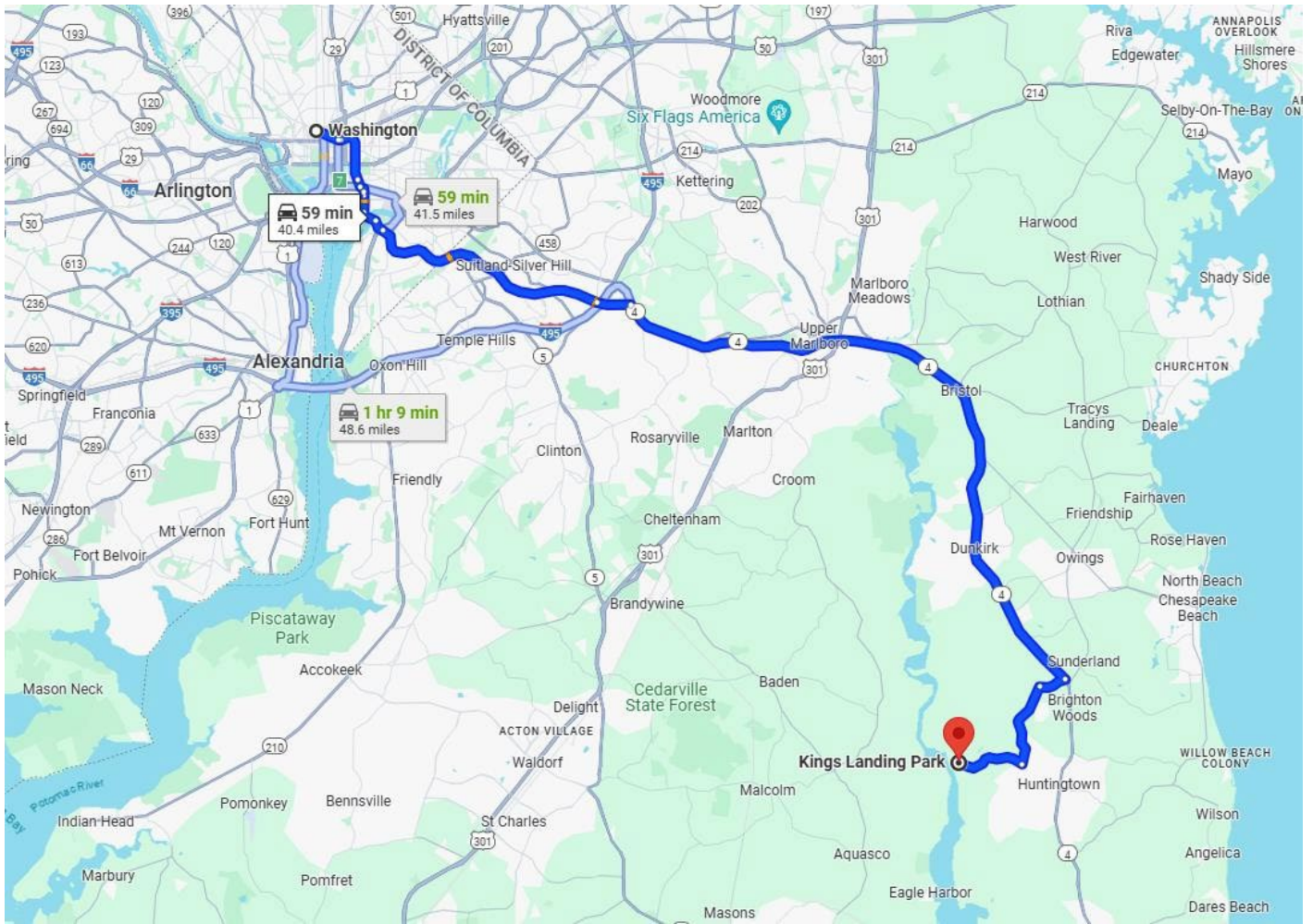
Campsite Inspection

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	

Judge's Signature:

LOCATION

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, and 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.
- 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 Boy 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
- 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
- **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
- Tarps, rope, lanterns, materials for axe yards
- Troop/crew first-aid kit
- Pop-up canopies (No pavilions 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 for the communal fire ring.
- 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!)