



Induction Weekend Packing List – Ordeal Candidates

WEAR (dress for the weather):

- Work clothes (assume your clothes may become torn, dirty, or otherwise ruined!)
- Sturdy foot wear (close toed)
- Warm coat, gloves as required for cold weather

BRING:

- Scout medical form -- Parts A and B required (if not submitted in advance)
- Registration form and registration fee (if not registered/paid in advance)
- Medications (if applicable) – document on medical form and inform staff at check-in
- Backpack with your essential gear
- Separate bag with your extra gear

ESSENTIAL GEAR (to be packed in your backpack):

- Sleeping bag or bedroll (**rated for the weather – you'll be camping outside!**)
- Waterproof ground cover/tarp
- Rain gear
- Basic toiletries including towel
- Pocket knife (no dull knives!)
- Work gloves
- Billed or brimmed hat for sun protection (knit hat OK for cold weather)
- Canteen or water bottle
- Insect repellent
- Sunscreen
- Extra socks
- Camp shovel
- Pad and pencil or pen
- Personal first aid kit
- Flint and steel (not a striker/spark kit – real flint and real steal)
- Steel Wool (#000 or finer) or charred cloth (to catch sparks)
- Small supply of kindling (wood shavings, cotton balls, etc.)

EXTRA GEAR (to be packed separately):

- Scout uniform (pack separately, do not wear)
- Spending money for the OA Trading Post (optional)
- Flashlight
- Change of clothes
- Phone, watch, etc.
- Other items as desired (reference Scouts BSA Handbook)