



# Jamboree Participant Packing List

**For the National Jamboree; all contingents shall follow the Scouts BSA Clothing Guidelines. Different program areas have additional clothing and equipment requirements.**

Everything you bring to Jamboree must fit in your personal, lockable duffel bag (no larger than 100 liters or 30" x 14" x 14") and individually supplied day pack (size must comply with airline carry-on restrictions of 24" L x 18" W x 13" T).

## Personal Gear (minimum)

- Sleeping bag (lightweight in stuff sack with 30°F rating is good)
- Personal mess kit – plate, bowl, cup/glass (metal or plastic), and flatware (e.g., a spork)
- Two (2) 1-liter water bottles (w/ one locking carabiner, if rafting)
- Toiletry kit (keep it small)
- One (1) bath towel
- One (1) hand towel
- Washcloth
- Flashlight w/ spare batteries
- Sunscreen (SPF 50)
- Non-aerosol insect repellent
- Personal first aid kit
- Prescription eyeglasses (if required)

## Clothing (minimum)

- One (1) full Scout/Venturing/Sea Scout uniform/Exploring specialty uniform
- Hiking boots (well broken in)
- Lace-up shoes (lightweight sports, well broken in)
- Rain gear (simple, light weight)
- Scout/Venturing/Sea Scout/Exploring headgear
- One (1) jacket or sweatshirt (synthetic is good)
- One (1) set of sleep clothes
- Five (5) pairs of underwear

- Two (2) or three (3) Scout/Jamboree T-shirts/polo/activity shirts (microbial synthetic is good)
- Two (2) or three (3) Scout/Venturing/Sea Scout/Exploring shorts or trousers
- Two (2) pairs of hiking socks
- Two (2) other pairs of socks
- One (1) permanent marker (for camp-wide game)
- Totin' Chip card (for Skilled Trades program)

## Optional

- Air or travel pillow
- Sunglasses
- Broad brim ventilated hat
- 2-gallon (13" x 15") zip lock bag(s) w/ camp suds for clothes washing

## Personal Electronics

- Phone
- Charging cord(s)
- Power bank(s)
- Solar charger (recommended)
- Adult Leaders — CPAP w/ multi-day batteries
- Limited Charging Locations
  - Subcamp HQ (6 stations w/ USB A & C ports)
  - Shower Houses are excluded for safety

**Field uniform required on arrival day and departure day and certain occasions as determined by unit or staff leaders. Other days are Scout/Jamboree T-shirts or activity shirts.**



# Jamboree Program Area Required Equipment

Different program areas and activities within the National Jamboree have specific clothing and equipment requirements. Please come prepared.

**Conservation Service Project:** Work gloves

**Welding:** Long pants

## Skilled Trades:

- Totin' Chip card
- Closed-toe, fully enclosed shoes (must cover entire foot)

**Zip Lines:** (participation is through daily lottery)

- Water Bottle: Carry it with you everywhere and refill it often. Attach to your person with a carabiner or keep it in your daypack.
- Hair: If long, pull back and tie up — a low bun at the back of the head is preferred for proper helmet fit.
- Shoes: Closed-toe with laces required. No sandals, flip-flops, clogs, or Crocs.
- Pants: Inseam must be long enough to accommodate a zip line harness.
- Shirt: Must be long enough to tuck into shorts.
- Daypack: Bring a daypack to hold personal items during the activity. Under most conditions, you will wear it while zipping.

## Climbing:

- Hair: If long, pull back and tie up — a low bun at the back of the head is preferred for proper helmet fit.
- Shoes: Closed-toe with laces required. No sandals, flip-flops, clogs, or Crocs.
- Pants: Inseam must be long enough to accommodate a climbing harness.
- Daypack: Bring a daypack to hold personal items during the activity.

**Triathlon:** Clothing requirements will be provided to registered participants.

**Buckskin:** Closed-toe shoes

**Jambo Warrior:** Closed-toe shoes

## Aquatics:

- Swimsuit (required)
- Rash guard (recommended)
- Eyeglass retainer strap (recommended)
- Sun protection: sunscreen, hat, long-sleeve shirt, etc. (recommended)
- *Changing areas are available near each aquatics venue.*