

Texas Southwest Council

Cub Camp — Master Packing List

If cooking Meals: cook in campsites — Friday arrive fed, check-in by 10:00 PM

Paperwork — bring to check-in

- **Parts A & B of the [BSA Annual Health and Medical Record](#)**, completed for EVERY participant (youth and adults), whether camping overnight or not
- **BSA-generated pack roster** with everyone attending highlighted (export from my.scouting.org)
- **Adult background-check / in-camp compliance forms** must be submitted at least one week BEFORE camp (no walk-in registrations)
- Any insurance forms your unit requires for transporting youth to care

Uniform and clothing

- Official uniform shirt (Class A) — worn for opening and closing flag ceremonies
- Official shorts or long pants
- Scout belt
- Scout socks (2–3 pairs)
- Scout hat or cap (if part of pack uniform)
- Camp or pack T-shirts (Class B) for activity time
- Raincoat or poncho
- Light jacket and/or warm layers — October nights can be chilly
- Sleepwear
- Underwear — enough for 2 nights
- **Closed-toe shoes** — required. Running shoes are ideal: rocky paths, sticks, and uneven ground. No sandals or flip-flops in program areas
- Shower shoes

Personal camping gear (overnight campers)

- Tent
- Tarp or ground cloth for under the tent
- Sleeping bag
- Cot or sleeping pad
- Pillow
- Extra blankets if the weather calls for them
- Flashlight or headlamp (extra fresh batteries)
- Water bottle — carry it at all times; dehydration is the biggest risk

- Drinking cup
- Mess kit (plate, fork, knife, spoon, cup/bowl) — meals are cooked and eaten in campsites
- Bath towel, soap, and shampoo (showers available)
- Toothbrush and toothpaste
- Comb or brush
- Insect repellent (non-aerosol)
- Sunscreen
- Small backpack / daypack for carrying items between program areas
- Notebook and pencil or pen
- Cub Scout Handbook
- **Prescription medications** — in original pharmacy containers with frequency and dosage labeled. Keep locked with restricted access; units must log dispensing
- Religious materials

Unit Packing List

- Cooking gear and food: Saturday breakfast, lunch, and dinner; Sunday breakfast
- Water containers for hauling cooking water
- First-aid kit (one per pack is acceptable)
- Trash bags
- Pack and den flags
- Canopy and tables for the kitchen area, if you have them

Consider bringing

- Snacks
- Camp chair
- Wagon for your littles
- Lunch — only if you are NOT camping overnight
- Battery-operated lantern
- Wet wipes
- Glow sticks
- Camera
- Spending money for the Trading Post
- Ear plugs
- Musical instrument, sewing kit, binoculars, work gloves
- Cell phone / other electronics — we highly encourage leaving gaming devices at home; there will be plenty of activities to keep Scouts engaged
- Lockable storage container for valuables (recommended — the council is not responsible for lost or stolen items)

Campfire skit

We ask every pack willing to prepare at least one skit for the Saturday night campfire. Skits and campfire participation build leadership and a sense of community and significance that all Scouts benefit from.

Do not bring

- Fireworks
- Firearms of any type — including BB, paintball, airsoft, and black powder guns
- Ammunition
- Sheath knives
- Valuables
- Alcohol, illegal drugs, or controlled substances
- Tobacco in the presence of youth or around buildings/program areas
- Pets
- Laser pointers
- Open flames in tents — includes stoves, gas lanterns, candles, and smoking material

Mark all clothing and equipment with your full name and unit number.