

TENTS WILL BE PROVIDED BY THE TROOP

Optional items:

- A book
- A folding chair
- A scout knife **ONLY IF THE SCOUT HAS EARNED HIS TOTIN' CHIP.** (The Totin' Chip is a badge that a Boy Scout may earn allowing him to use a knife on campouts)
- Compass, unless the campout is a Camporee (the Boy Scout version of a Fun-o-ree) which involves orienteering, contact the patrol leader to find out.
- Playing or Magic The Gathering™ Cards (Magic The Gathering™ can only be played after 9:00 PM) (All cards are brought at your own risk- it is not the troop's responsibility for lost or damaged cards)
- A chessboard and chessmen (All chessmen are brought at your own risk- the troop is not responsible for damaged chessmen)
- Camera

Items not allowed on a campout:

- A Game Boy, CD player, or Any other electronic items
- Matches
- Fire starters
- Comic books
- Sheath knives
- Axes
- Fireworks
- Lanterns and Stoves
- Liquid Fuel
- Guns
- Ammunition
- Bows and Arrows
- **IF YOU THINK SOMETHING MIGHT NOT BE ALLOWED, IT'S PROBABLY NOT.**

Any medicine brought by a Scout (whether over-the-counter or prescription) must be given to the Scout Leader who is collecting them. Several announcements will be made about this during the campout. When a Scout needs his medicine, the Scout must contact the leader and receive the medicine from him. NO EXCEPTIONS. This rule is enforced!