



BSA Troop 29 Weekend Packing List

This is a general list of requirements and suggestions.

Refer to each event's Activity Sheet, and the website, for additional trip specific details.

GENERAL:

All gear must be packed in a backpack or duffel bag. External items attached to backpacks must be positively secured. All clothes should be "packed" inside your backpack or duffel in plastic bag(s) to keep things dry – packs/duffels are not always as waterproof as we like to believe. A wet scout is an unhappy scout.
NO TRUNKS (footlockers) and NO "TRASH BAG SUITCASES".

Always travel to and from Weekend Activities in your Field Uniform! (required)

A scout is prepared! Check the weather before you pack!

All medicines (with Medications Form) must be checked-in with the Adult Tour Leader

Please ... absolutely no personal electronics (e.g., ipods, cellphones, games, etc.)

PERSONAL GEAR:

- 1 Field Uniform (Class A) (i.e., Scout shirt/pants/belt/socks)
- 1 Pair of hiking boots or appropriate trek footwear (not sneakers)
- 1 Backpack (or duffel bag)
- 1 Sleeping bag; rated for winter / 3-season (20 deg-F or lower)
- 1 Sleeping pad
- 1 Set of rain gear – waterproof top and pants (not just a poncho)
- 1-2 sets of outwear, or Activity uniform (Class B), for Saturday (shirt and pants).
- 1 Long sleeve shirt (for warmth)
- 3 Sets of underwear (daily change for 2 days, plus spare).
- 4 Pairs of socks.
- 1 Pair extra shoes (travel in your hiking/trekking footwear)
- 1 Set of long underwear (for late fall, winter and early spring).
- 1 Pair of long pants (no jeans please, avoid cotton fabrics since they do not dry easily)
- 1 Fleece or Sweatshirt
- 1 Coat (an appropriate weight for the season)
- 1 Pair of gloves.
- 2 Hats (stretch knit winter caps, one for day wear and one for sleeping)
- Personal mess kit (or plate, bowl and cup)
- Eating utensils (fork, spoon, knife)
- 2 Water bottles – refillable and durable bottle.
- Flashlight or headlamp w/ extra batteries
- Toiletries (e.g., toothbrush/paste, soap, hand-towel)
- Pocket knife (of approved size and only if you have your Totin' Chip)
- Matches (only if you have your Fireman's Chit)
- Medicines with Medications Form (see above)
- Scout Handbook
- Paper and pencil/pen