



NATIONAL YOUTH LEADERSHIP TRAINING PERSONAL EQUIPMENT CHECKLIST

W. D. BOYCE COUNCIL | BOY SCOUTS OF AMERICA

REQUIRED

- Field Uniform (Class A)^{1,2}
- Scout/Venture shorts/pants (min. 2 pair)³
- BSA belt
- T-shirts (2 - course shirts will be provided)⁴
- BSA socks (min. 3 pair)
- Sweatshirt / light jacket as needed
- Shoes suitable for hiking⁵
- Undershorts (min. 3 pair)
- Handkerchief (recommend 1-2)
- Personal First Aid Kit
- Required/prescribed medication⁶
- Rain gear (no plastic bags)
- Canteen or water bottle
- Flashlight, spare battery and bulb⁷
- Sunburn lotion/lip salve
- Insect repellent (non-aerosol type)⁸
- Backpack and backpack cover⁹
- Sleeping bag or blanket/sheets
- Sleeping pad
- Ground cloth (waterproof)
- Personal mess kit (plate, bowl, cup, utensils)
- Shampoo, hand soap in a container¹⁰
- Toothbrush and toothpaste
- Comb
- Wash cloth and towel (Min. 2)
- Inexpensive water-resistant watch
- Work gloves (for service project)
- Boy Scout or Venturer Handbook
- Pen or pencil (min. 2)
- Tent¹¹

OPTIONAL

- Pocketknife¹²
- Mirror
- Pillow with pillow case
- Religious books
- Extra batteries
- Extra prescription glasses/contacts
- Shower shoes/sandals
- Sewing kit

NOTES

- 1 All badges and insignia on the Field Uniform (Class A) must be properly placed on the shirt.
- 2 Field Uniform and sturdy shoes/boots are to be worn at check-in.
- 3 **Only** subdued color or BSA shorts/pants will be allowed. No inappropriate statements or language on clothing (Course Scoutmaster's discretion).
- 4 **Only** BSA (Class B) or plain t-shirts are allowed. NO tank tops, sleeveless, midriff, or muscle shirts allowed. No inappropriate statements or language on clothing (Course Scoutmaster's discretion).
- 5 Good sturdy shoes or hiking boots are strongly recommended. There will be lots of walking.
- 6 ALL medication must be turned in to the Medical Officer during medical check-in. Medications such as bee sting kits, insulin pumps or test kits, inhalers, and the like may be allowed to be kept by the participant.
- 7 Flashlights must require no more than two (2) "D" size or smaller batteries.
- 8 **Absolutely no aerosol cans will be allowed.** They will be confiscated. Only pump or rub-on repellent is allowed.
- 9 Backpack must be used for moving gear and tent to campsite and overnight hike. Suitcases, footlockers, or trunks are not allowed.
- 10 Soaps should be biodegradable products.
- 11 If you do not have your own tent, check with your Unit or fellow Scouts/Crew members to see about borrowing one for the week. The tent is included in the equipment for the overnight hike.
- 12 Only a pocketknife is allowed. No rigid or folding sheath knife will be allowed. The knife should be carried in the pants pocket when not in use. **Totin' Chip is required to be in the participant's possession at all times.**

GENERAL INFORMATION

A special conference binder, cap, and (2) t-shirts will be issued at check-in. The t-shirt, cap and binder are to be with/on the participant at all times unless otherwise instructed. Each participant will receive a patrol + camp photograph along with other digital pictures from the week. **No electronic devices are permitted. No non-Scout literature, playing cards, fireworks, balloons, or water pistols are permitted. No candy, snack food, or other foods are permitted. No sports equipment (football, baseball, Frisbee, etc.) are permitted.** All equipment will be inspected to ensure items required for successful completion of the course are available. Items which may be a burden or distraction from the course will be sent home with a parent/guardian, or stored by the course Quartermaster until the end of the course.

What a leader must *BE*; What a leader must *KNOW*; What a leader must *DO*!

W. D. Boyce Council | Ingersoll Scout Reservation