

1st Cheddington Scout Group

Explorer Camp Kit List (Suggested)



You will need to bring your own personal equipment (the following list is a guide). You are encouraged to find out from handbooks what is necessary and to pack your own kit.

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| <input type="checkbox"/> Full Uniform | <input type="checkbox"/> Nightwear |
| <input type="checkbox"/> Waterproof coat (or warm coat and cagoule) | <input type="checkbox"/> Wash kit (flannel, soap, toothbrush, toothpaste) |
| <input type="checkbox"/> Hat and gloves | <input type="checkbox"/> Towel(s) |
| <input type="checkbox"/> Warm jumpers or fleeces | <input type="checkbox"/> Brush/comb (if required) |
| <input type="checkbox"/> Shirts/tee-shirts | <input type="checkbox"/> Hankies/tissues |
| <input type="checkbox"/> Trousers | <input type="checkbox"/> Personal hygiene products (if required) |
| <input type="checkbox"/> Shorts | <input type="checkbox"/> Medication |
| <input type="checkbox"/> Activity clothing (as required) | <input type="checkbox"/> Rucksack |
| <input type="checkbox"/> Underwear and socks | <input type="checkbox"/> Plastic bags or sacks for dirty washing/boots |
| <input type="checkbox"/> Swimming costume | <input type="checkbox"/> Named refillable drinks bottle |
| <input type="checkbox"/> Hiking boots | <input type="checkbox"/> Spare trainers |
| <input type="checkbox"/> Sleeping bag | <input type="checkbox"/> Coat hanger |
| <input type="checkbox"/> Pillow | <input type="checkbox"/> Book or quiet game |
| <input type="checkbox"/> Roll mat or airbed | <input type="checkbox"/> Sun cream (weather permitting) |
| <input type="checkbox"/> Blanket (if required) | <input type="checkbox"/> Torch and spare batteries |
| <input type="checkbox"/> Eating kit (unbreakable plate, bowl, cup) | <input type="checkbox"/> Watch |
| <input type="checkbox"/> Cutlery (knife, fork, spoon) | <input type="checkbox"/> Personal First Aid Kit |
| <input type="checkbox"/> Tea Towel(s) | <input type="checkbox"/> Camping Chair (optional) |
| <input type="checkbox"/> Drawstring bag | <input type="checkbox"/> Camera/film (optional) |
| <input type="checkbox"/> Pocket money | <input type="checkbox"/> Pen/pencil and notepad |

Notes

1. The Scout Group cannot accept responsibility for loss or damage to any personal effects and the Scout Association does not provide automatic insurance for such items.
2. If you require medication while on camp please hand it in to a leader in a named container giving full details of medication required and a letter signed by the parent giving permission for one of the Leaders to administer this medication.
3. **All equipment and clothing must be clearly marked with the owner's name**; engraving or permanent ink are far better than nail varnish or stuck on labels.
4. It is recommended that electronic items such as games, phones, radios or mp3 players are only brought to camp if essential; recharging is generally not possible on camp and they will need to be looked after.
5. Scouts can only bring penknives if they have passed their hand-axe and knife training, prior to the event. Knives must be handed in so that they can be locked away.
6. Aerosols, matches, lighters and any other flammable liquid or gas must never be brought to camps; these are dangerous and not necessary.
7. Kit should be packed in a holdall or rucksack. It is important that there are no loose items. Line the kit bag with a plastic bag.
8. Due to the nature of camps and activities, it is advisable to wear old clothing and footwear as there is a good chance they will get very wet, dirty and/or damaged.
9. Earrings, nose rings, and other decorative jewellery are not recommended on camps and activities.