

ADDITIONAL FEES

Damaged Equipment Fees

All camp participants are responsible for taking care of the camp equipment that has been assigned for their use. In the case of damage to this equipment, the participants are responsible for paying for repairs or replacement. You and your Shelter Director will jointly inspect all tents and equipment when you arrive and will then check the equipment when you leave. Fees will be charged for damage on the basis of repair costs or replacement costs estimated by the Camp Director.

WHAT TO BRING TO CAMP

- ☐ **Label every item you bring to camp with at least your NAME and PACK NUMBER**
- ☐ **Make a list of what you bring – bring the list to camp to check before you leave**
- ☐ **Completed Medical Form for each person staying at camp overnight**
- ☐ Super Hero Costume
- ☐ Day Pack
- ☐ Sleeping Bag and Pillow
- ☐ Water Bottles (drink lots of water!)
- ☐ Rain suit, Raincoat or Poncho
- ☐ Sunscreen and Hats
- ☐ Plenty of Extra Clothing: Pants, Shirts, Sweaters/Fleece, Socks, Underwear, Shoes
- ☐ Cub Scout Uniform
- ☐ Wolf/Bear/Webelos Book
- ☐ Swimsuit and Towel
- ☐ Toiletries: Toothbrush, Toothpaste, Comb, Shampoo, Soap
- ☐ Flashlight or Headlamp
- ☐ Money for Trading Post: Concessions and Souvenirs
- ☐ Medications in Original Container
- ☐ Fishing Gear
- ☐ Camera
- ☐ Camp Chair (for adults)

Additional Gear for Webelos

- ☐ Strong day Pack
- ☐ Ground Cloth (e.g. waterproof plastic tarp)
- ☐ Sleeping Pad
- ☐ Sleeping bag
- ☐ Pillow
- ☐ Tent (please practice setting it up before bringing it to camp!)
- ☐ Optional Overnight Items

PREPARED FOR LIFE!

All Scouts and leaders attending a Denver Area Council Camp need to be prepared! Scouts and leaders must bring the Scouting 10 Essentials to camp, and have a day pack big enough to carry them if needed. Under normal circumstances, they don't necessarily need to be carried at all times, but should be readily accessible if needed, even when away from your campsite. **HOWEVER: If the BSA facility is placed in pre-evacuation area for fire, flood or other causes, all Scouts and leaders will be required to have their Ten Essentials with them at all times.** In addition, the Scout/leader should place in their pack all other items of value and carry their wallet, identification, cell phone/charger, car keys and medications (adults). During an evacuation, this day pack may be the only items you can take, and it is the responsibility of the unit leader to ensure that everyone in their unit, both youth and adults, have the necessary equipment.

Scouting 10 Essentials: Pocket Knife, First Aid Kit, Extra Clothing, Rain Gear, Water Bottle, Flashlight, Trail Food, Matches/Fire Starter (SM discretion), Sun Protection, Map and Compass.

Other Items to Carry: Insect repellent, whistle, personal medications (with Camp Medic), cash, spare batteries, space blanket, family contact list, medical history form.

WHAT TO LEAVE AT HOME

- ❖ Firearms, BB guns, ammunition, archery equipment, and sheath knives
- ❖ Valuables or Irreplaceable Items
- ❖ Electronic Games or Personal Music Players (IPODs, Gameboys, CD Players, etc.)
- ❖ Items (including clothing) with inappropriate slogans or logos. (The camp reserves the right to define what is "inappropriate".)
- ❖ Pets
- ❖ Alcoholic beverages, Illegal drugs, and Fireworks
- ❖ Self-contained stoves and lanterns (No Open Flames!)