

## Troop 118 Summer Camp Scout Rules and Expectations

1. The Scout Oath and Law are the basis of all Scout behavior.
2. All Scouts are expected to follow the instructions and directions of the Adult leaders.
3. Cell Phones are ABSOLUTELY prohibited at camp. If a Scout needs to communicate while at camp, they should speak to one of the adult leaders. Let me say it again, cell phones are PROHIBITED.
4. Scouts MUST be at their planned activities unless they have personally made other arrangements with an Adult leader.
5. Tents are the personal space of the inhabitants. NO ONE may enter a tent without the specific permission of one of the residents.
6. Personal property of other Scouts is to be left within the troop site where they are found. Personal property left around camp is to be brought to the attention of the owner or camp staff.
7. NO FLAMES IN OR NEAR TENTS.
8. Lights out is to be observed faithfully. That includes excessive noise coming from your tent after lights out.
9. Problems between Scouts are to be brought to the attention of the Youth leadership or Adult leaders of Troop 118.
10. "A Scout is clean." All Scouts are expected to take regular showers, using soap on their entire body. They are expected to change their clothes daily.
11. All medicines are to be given to the Adult leader BEFORE leaving for camp. Scouts who come up for the second week only are expected to give medicine to the leader upon their arrival.
12. All Scouts are to give their spending money to the Adult leader immediately after set-up in the campsite. Each Scout's money will be kept in a separate envelope with the Scout's name on it and locked away safely.
13. Only authorized food is to be brought in to the campsite. Please DO NOT send Scouts to camp with snacks or send care packages with goodies.
14. Camp is physically demanding. Scouts will be expected to eat well-balanced meals at each meal. This may include specific requests by the Adult leader if a Scout is not maintaining his diet properly.
15. Campsites are the private area of the group staying there. DO NOT enter another campsite unless invited to do so or after a request and invitation. Walk around, not through, other campsites if you need to.
16. The Camp phone is for business use only. Scouts may only use the phone when accompanied by an Adult leader.
17. No visits to camp may be made without the approval of the Adult leaders. The Scouts are very busy each day and visits with their family take precious time away from their advancement. Please DO NOT plan to come up and "see camp" on Saturday.
18. There are NO PETS allowed in camp at any time for any reason. Violation of this rule can result in the entire Troop being asked to leave camp and not allowed to return in future summers.
19. Scouts who need to leave camp before the end of a session, must be picked up before Friday at 6:30 PM or after 9:30 PM Saturday night. The adult leaders must be notified in advance.

In case of **emergency** only:

Resica Falls Scout Reservation, East Stroudsburg, PA may be contacted at **570-223-8312**

# Scout Checklist – Items to Bring to Camp

This is a basic list. Check it carefully, and consider modifications based on your Scout's needs.

**All items should be labeled with the Scout's name.**

*Remember to place your towel and swim trunks on the top of your bag or trunk. You will need these early on Sunday to take the swim test.*

**The following are musts to be packed in a lockable footlocker (plastic recommended) or comparable container:**

- Completed Medical Form (to be given to Scoutmaster before leaving for camp)
- Prescribed medications (to be given to the Scoutmaster)
- Lock for footlocker (extra key or combination for Scoutmaster)
- Sleeping bag or 3 blankets
- Poncho or raincoat
- Waterproof footwear
- Comfortable, broken-in hiking boots
- Extra shoes (old sneakers)
- Insect Repellent (lotion, not spray) †
- Complete summer uniform
  - Scout shirt
  - Scout shorts or long pants
  - Scout socks
- Athletic Socks (1 pair per day)
- Extra Scout Socks (2-3 pair per week)
- T-shirts, **bring Troop T-shirts**
- Underwear (1 for each day + 1 extra)
- Extra shorts
- Extra shirts
- Jeans or other long pants
- Pajamas or sweat suit
- Swim trunks (*No cut-off Jeans*)
- Swim shoes – no flip-flops, must have a heel strap for use on the river
- Daypack
- Individual first aid kit (2<sup>nd</sup> Class requirement)
- Towels
- Toilet kit containing
  - Soap in plastic container
  - Toothbrush and Toothpaste
  - Comb and Brush
  - Metal Mirror
  - Toenail Clipper
  - Tissues
  - Razor (if applicable)
- Warm Sweater or Jacket
- Canteen or reusable water bottle (not commercial or bottled water bottle)
- Flashlight and extra batteries †

† Also available at the Trading Post

If you have ANY questions or doubts about what to bring or leave home, call one of the Troop Adult leaders. We are here to help you have the best possible summer camp experience. **It is better to ask in advance than to be upset or disappointed once you get to camp.**

For a good, iron-on name tag, you can try: <http://www.oliverslabels.com>

- Boy Scout Handbook †
- Notebook (spiral recommended) and Pens or Pencils
- Scout knife **Only if you have earned Tot'n'Chip** (*No Sheath Knives*) †
- Laundry bag (**not** plastic trash bag)
- Props for Troop or Patrol Skits
- Hat
- Kipot (2-3)
- Talit and Tefillin (if applicable)

**Optional, but recommended:**

- Pillow or air pillow
- Air mattress or pad
- Compass †
- Sunglasses
- Fishing tackle
- Clothing sewing kit
- Siddur, and/or Chumash, and/or Tikun
- Inexpensive or disposable camera & film
- Ground cloth
- Extra flashlight bulb
- Wrist watch - Inexpensive
- Spending money (recommended \$25 per week)
- Reading material for bedtime

**Please Leave at Home:**

**Cell Phones**

**All** electronics (except small radio or MP3 player for bedtime use **ONLY** with headphones)  
No Internet accessible players allowed

Computer Games

Televisions

Valuable Comic books

Guns, Rifles, Shotguns, Bows and arrows

Valuable cameras, jewelry, etc.

Fireworks

Pets

Sheath or Survival Knives

Aerosol cans

Anything that would distract from the Scouting atmosphere that should prevail at camp.