

# NYLT - WHAT TO BRING

## Required Personal Items:

- Complete BSA Field Uniform for your program with proper patches (1 to 2):
  - Boy Scout: khaki/ BSA shirt, pants, sock, belt
  - Venturing: green shirt, official BSA Venturer gray pant
  - Sea Scouts: chambray or navy-blue uniform
  - Uniform socks (3 pair)
  - Uniform BSA belt and buckle
- Shoes: 2 pairs (1 pair suitable for hiking and 1 extra pair; no open-toed except shower shoes.)
- Rain suit or poncho
- Change of clothing: pants, shirts, underwear, socks (minimum of 3 pair; recommended 6 pair.)
- Bathing - towel, soap/container (a Ziplock works)
- Hygiene products: toothpaste, toothbrush, soap, deodorant, comb, etc.
- Backpack for all gear (no footlockers/suitcases)
- Sleeping bag
- Ground cloth
- Lightweight tent for camping (10'x10' or smaller)
- Backpack tent for Outpost Camp
- Water bottle or canteen (2)
- Flashlight (spare batteries & bulb)
- Compass
- Chapstick, sunscreen, insect repellent (no aerosol)
- Prescribed or required medication in Ziplock bag with name on bag (only enough for the 6 days) – left with Medical staff member
- Pens or pencils/notepad
- light jacket
- [Annual Medical and Medical Record](#), Parts A, B, C
- Each participant will receive a NYLT t-shirt during check-in

## Recommended Personal Gear:

- Sleeping pad
- Powder to prevent chaffing (e.g. Gold Bond)
- Personal first aid kit – basic – band aids, etc.
- Watch/alarm clock

## Optional Personal Gear:

- Small rug or mat for tent floor
- Pillow
- Cot for base camp
- Sewing/repair kit
- Clothesline/clothespins
- Sunglasses
- Camera (no cell phones)
- Shower shoes (don't have to be closed toed)
- Religious book(s)

Do not bring food, electronics (cell phone, game devices), hiking staves or poles, matches, lighters or any item that results in fire. Merit badge and OA sashes are not needed. Mark all personal gear and equipment with youth's name. Count the number of large items left with the youth and be sure you have the same number of items on pickup day.