

Great Salt Lake Council BSA

Varsity Big Event



2013

June 12, Set up Camp

June 13-15, Events

Hinckley Scout Ranch
(formerly East Fork of the Bear)

Greetings all Varsity Coaches, Captains and teams!

We are excited to have your team come and be a part of our Varsity Big Event June 13-15, 2013. This is a chance to have a wonderful time and get our boys excited about Scouting all over again. It is difficult to compete with the other entertainment of this day and age, but this is a special time when young men can return to the basics of life and live like a mountain man with all the adventure and personal satisfaction of learning or refining new skills.

It is fun to imagine following the creed of one mountain man which is as follows ... **“My mother was a badger, my father was a griz ... I can out shoot, out fight, and out ride any man. I have the fastest horse, the sharpest knife, and the finest rifle in the mountains. Hear my challenge echo in the valleys for any man of any nation to try to take my topknot. I will fight to the death for my right to be a free man, to trap the beaver and hunt the elk, to drink from cool streams, and to sleep under the stars. I have no road to follow, I make my own. I have no man to answer to except for myself. I fear no creature on God’s green earth, for I am a Mountain Man!!”** This is truly part of that adventuresome spirit and the fun that awaits your team.

We look forward to having you with us for all the events and fun, not to mention the spiritual brotherhood that exists in an outdoor setting where eternal principles are also discussed and emphasized.

See you soon my scouting brothers.

Harold Adams

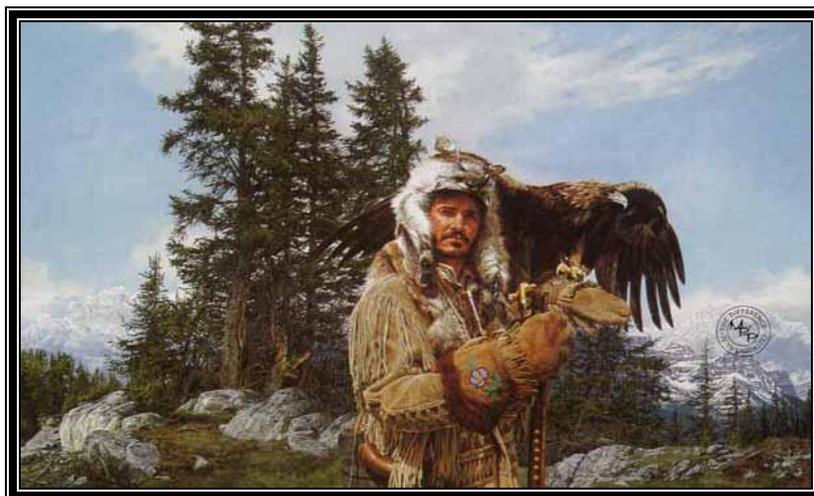
Chairman

Hal Myers

Assistant Chairman

Barry Phillips

Boushway



Preparing for the Big Event

WHO CAN ATTEND?

The Big Event is for all Varsity/Venture units in the Great Salt Lake Council and those from outside of council who wish to attend. **ONLY Varsity Scouts, and Venturers age 14 or older may participate at the Big Event. All youth must be age 14 by June 13, 2013 in order to participate. Leaders may not bring any younger children from home.** The Big Event is a High Adventure activity intended for Varsity Scouts.

HOW DO WE SIGN UP?

Online at www.saltlakescouts.org or at any of the Council Camp and Activities Desks:

Great Salt Lake Council (Activity Desk Inside) 525 S Foothill Blvd. Salt Lake City, UT 84113	Sandy Scout Shop 8395 S 700 W Sandy, UT 84070
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North Valley Scout Shop
380 East Pages Lane
Centerville, UT 84014

PRE-REGISTRATION ADVANTAGES

In order to better plan our needs for this activity and to encourage early preparation for the events, **several incentives have been established for those who REGISTER AND PAY early.**

Those advantages are as follows: Campsite Selection: Teams who pre-register will be allowed to pre-select their campsites. This allows them to select premium sites, be close to other teams they know (i.e. to facilitate camping as a Stake), etc. In case the campsites all become reserved, we will open up registration and assign a campsite that is not completely full. Campsites will be filled to their capacity in order to accommodate all who attend

FEE STRUCTURE - \$23 per individual

The registration fees are for the entire 3 day event. Additional fees apply only for black powder and shotgun shooting events. Teams should bring their own food to the event. There are also trading post and various craft vendors who have items available to purchase outside of the event fees. A lunch will be offered in the Meadow for those who would like to eat there. This lunch will replace the fund raising dinner offered in the past. The price will be \$4.00. There will be limited quantities and will be served first come, first served. Please advise if you will be buying lunches when you register. Meals will be paid for when received, no pre-purchase.

REFUND POLICY

Full refund through May 31, 2013, 50% June 1 through June 8, 2013 as long as the refund is \$25 or more. No refunds after June 8, 2013. No refunds for no shows.

LEADERSHIP REQUIREMENTS

Two-Deep Leadership - Two registered adult leaders, or one adult and a parent of a participating Scout, one of whom must be at least 21 years of age or older, are required for all trips and outings. There should be a minimum of two adults for up to ten youth, after that, for every additional five youth, add one adult. Each participating Varsity Scout Team should also have an appointed Team Captain who will be responsible for leading and coordinating all of their team's efforts. Information will be furnished to the Team Captains throughout the Big Event for relaying to their teams. ***Adult leaders are encouraged to stand back and allow the Team Captain to carry out their duties and run the Team.*** The Big Event staff will be available to answer questions at any time for Team Captains, but they may not be so readily available for questions from adult leaders.

Paperwork Requirements

TOUR PLAN

A Tour Plan is required as with all activities within the Scouting program. A Tour Plan must be presented when the Team Captain registers during check-in. Teams without a Tour Plan will be turned away from the Big Event! However, the Tour Plan does not need to be signed by the Council office since it is a council event. Please take an opportunity prior to the Big Event to carefully read the Tour Plan as a team and be prepared to observe all of the policies listed, including the new requirement of Planning and Preparing for Hazardous Weather Training.

ANNUAL HEALTH AND MEDICAL RECORD

This is a High Adventure activity and Coaches are required to have evidence of fitness assured by a complete health history from physician, parent, or legal guardian (Guide to Safe Scouting). Use the Annual Health and Medical Record form in the Supplemental Forms section at the end of this booklet. The Team Captain should present a completed form for each youth and adult participant at the time of check-in. Once check-in has been completed, the forms should remain in the possession of the Coach at all times.

PARENTAL CONSENT FORM

Each participating youth must have a completed Parental Consent form.

CLIMBING CONSENT FORM

If you plan on Climbing and Rappelling, there is an additional consent form, a legal parent or guardian must sign this form.

SWIM CHECK FORM

If your team plans to swim or boat you must have a Swim Check completed for each participant. If you do

these before the Big Event, please complete a Swim Check Form. You may also do Swim Checks at the Big Event Water Front (the lake formally known as Tomahawk Lake).

REQUIRED FORMS SUMMARY

[Tour Plan](#)

[Annual Health and Medical Record](#)

[Parental Consent Form](#)

[Climbing Consent Form](#)

[Swim Check Form](#)

Preparing Your Team

There are several things that you may do as a team to prepare for this grand event. Those teams that come prepared tend to have the greatest success and the most fun. The key to making this one of the greatest activities possible for your team is to plan ahead and start now to be ready. Here are some of the ways that teams can prepare ahead of time:

- Team Leader Training - This will allow your Team Captain and other team leaders to be ready to take the full responsibility of leadership during the Big Event. This is key to your team's success.
- Study the Mountain Man - This can be done by inviting a mountain man to your team meetings to show and discuss their stuff. Or perhaps you may want to visit a clan, do some reading, use a Frontiersman pamphlet, or by any other means begin to understand what the mountain man was, how they dressed, and what they used in their day-to-day life.
- Make Regalia - Work as a team to make shirts, pants, boots, canteens, possible bags, medicine pouches, powder horns, knives, sheaths, scabbards, hawks, beads, stools, or other mountain man gear. This will give an opportunity to appreciate your

mountain man uniforms and to look real sharp as a team at the Big Event. Although this is not required, it can help to make a more fulfilling experience for your team.

- Make Trading Items - Work as a team or in small groups to make mountain men items for the Trading Blanket. This will allow your team members to trade for other items that you may not have had time to make. Find what you are good at making and make several of them to trade. The more you put into making an item; the more it is worth on the Trading Blanket.
- Build Teamwork - Work together to build teamwork within your team. Your success in the Colter Run and many other Big Event activities rely heavily on teamwork. Use C.O.P.E. exercises in your team program to accomplish this.
- Build a Service Attitude - We will once again be looking for teams, which demonstrate and live the Oath, obey the Scout Law in service, spirit, and deed. Instilling a general attitude of service and excellence in your team will help them succeed. Look for opportunities at the Big Event to go above and beyond what is expected.

Vehicle Preparation

Transportation for Scout outings is very important. The BSA is very much aware of the special needs for travel. Being safe is of utmost importance. Please make sure there is adequate space for all passengers in the vehicles you will use for transportation to and from the Big Event. Don't count a place for a rider unless an operational seat belt is available. Remember! Count the vehicles you need by the

number of seat belts available in the vehicle. Make sure each vehicle is listed on your approved Tour Plan with the number of seat belts in each car numbered.

Vehicle safety is also important. Please take time to check over your vehicle before leaving for the Big Event.



Food Plan

There is no commissary option. As such, we recommend that you keep your meals simple with little preparation required to allow you more time to enjoy the activities of the Big Event. With that being said, we also want to express the importance of planning healthy, nutritious

meals. Hinckley Scout Ranch is approximately 9,000 feet above sea level and the elevation can wear the body down quicker than what most individuals are used to. Please make sure your team and its leaders are getting the nutrition needed to have an enjoyable and SAFE event.

Personal/Team Gear

During June the weather can get very chilly in the evening and night hours. Sometimes it will be close to freezing in these higher elevations with a chance of snow in the Uintahs. You should come prepared with warm clothes

that can be removed in layers as the day warms up. A sample personal and a team checklist are provided. Since items will be packed in, you may want to have a team meeting on what to bring and how to pack it.

A Note about Knives

A sharp pocketknife with a can opener on it is an invaluable backcountry tool. Keep it clean, sharp, and handy. *Avoid large sheath knives.* They are heavy and awkward to carry, and unnecessary for most camp chores. Since its inception, Boy Scouting has relied heavily on an outdoor program to achieve its objectives. This program meets more of the purposes of Scouting than any other single feature. We

believe we have a duty to instill in our members, youth and adult, the knowledge of how to use, handle, and store legally owned knives with the highest concern for safety and responsibility. (*Guide to Safe Scouting*)

We would prefer that sheath knives of all types be left at home.

Arrival and Setup

BIG EVENT RULES

- Boys or adults riding on bumpers, in the back of pickup trucks, tailgates, hoods, fenders or trailers will not be tolerated. This is a strict violation of BSA policy and common sense. This should not occur on any Scout outing and the HQ staff may become particularly cantankerous if it occurs on this outing and may require you to leave the Big Event.
- Scouts and the leaders are expected to wear the uniform properly. This means that the shirt is buttoned up and tucked in.
- A three times ringing of the bell will designate an emergency. Assemble at your campsite and send buddy runners (2) to HQ for information or instructions.
- Each unit is required to have a properly stocked first aid kit and plan on treating minor injuries. Medical staff and facilities will be identified at the Big Event site in the rendezvous meadows for any major problems encountered.
- After lights out time designated on the schedule of events, all teams should be in and remain in their campsites until reveille the next morning. HQ staff will be on patrol in the area at times during the night and any team member found out will be escorted back to his campsite and the leader notified. If malicious mischief was involved, the team *may be asked to leave the Big Event immediately!* Please be respectful to others in the area!
- Buildings other than the bathrooms and buildings involved in the Big Event activities are **off limits** to participants. These buildings will be marked as off limits, but even if they are not, do not enter the structures. Adult leaders and Team Captains will be responsible for any unit member who violates the above stated rules. Other areas, such as the shooting areas, will be marked off by yellow tape. These areas must not be encroached upon or serious consequences could result. Crossing these lines will result in expulsion from the Big Event.
- Varsity Scouts are expected to follow the Scout Oath and Law. Vandalism hurts us all and is against the law. Anyone caught destroying property will be expelled from the Big Event and their names turned over to the proper authorities for prosecution. This includes plants and animals as well as structures. It will not be tolerated.
- Possession or lighting of fireworks will result in immediate confiscation and notification of authorities.
- If your team is going to swim or boat they must do Swim Checks, no exceptions.
- **NO PERSONAL FIREARMS ARE ALLOWED ON THE PREMISES.**

CAMP LOCATION

Hinckley Scout Ranch is a Great Salt Lake Council, BSA

facility. It is located off the Mirror Lake Highway in the Uintah National Forest. If you turn east at mile marker 48 on the Mirror Lake highway, we are located 6 miles from the turnoff.

CHECK-IN

Check-In/Registration at the Big Event will begin after 1:00 PM on Wednesday the 12th. Some of the camps (Wild Wild West, Moose Meadows and Rendezvous Meadows) will be filled on a first come, first served basis. A timely arrival is suggested. Please make every effort to not be late to the Big Event. Late check-ins interrupt the staff and events at the Big Event. The Big Event site is about 2.5 hours travel time from Salt Lake City. Please have the registration forms filled out and be ready to show all required documents (i.e. Tour Plans, Health Forms, etc.) at check-in time. This should be done by the Team Captain with the Coach standing by to show documents which should stay in his possession. A membership audit of your sponsoring organization's units will be done by the Event Commissioners on site.

UNIFORMS

As usual, emphasis of uniforms is a key part of the success of any team and all Varsity Scouts and their leaders are encouraged to have a field uniform. All Scouts and leaders should **arrive in uniform (at least an activity uniform) and plan on wearing them for appropriate activities.** Appropriate activities include all general assemblies (i.e. campfire, retreat, flag raising, etc.). Each unit should have an activity uniform which is defined as an identical shirt worn by the entire team and can be of BSA design or of your own design; from summer camp, etc. A Big Event activity uniform also includes any number of early American costumes, Mountain Man capotes, drop sleeve shirts, frontier shirts, etc., help add to the experience and provide activities for the weeks prior to the Big Event. Patterns are available in the Frontiersman Varsity activity book. Although uniforms are not an absolute requirement, there will be special beads handed out for TEAMS whose appearance makes a special impression.

CAMPSITE SETUP

Low impact camping procedures will be implemented by teams attending the Big Event. Don't dig trenches, fire pits, or holes of any kind. If fire restrictions are not in affect, open fires are only permitted when suitably elevated a minimum of 12 inches off the ground. Cook only on appropriate, commercially purchased camp stoves which must be used under adult supervision. Excess fuel for

stoves must be secured in a locked, central area. ***Due to the increased number of participants this year, camp sites may need to accommodate more than one team.*** Please be considerate when arranging your camp to consolidate space so we can accommodate everyone.

CAMPFIRES

Check with the Scout office to determine if fire restrictions will allow open fires during the Big Event. If campfires are planned, open fires are only allowed when suitably elevated a minimum of 12 inches off the ground or in an approved campfire pit. Ground fires of any kind in camp areas are strictly prohibited. If you are scheduled to camp in Wild Wild West, Rendezvous Meadows, Moose Meadows, or any unimproved camp site, please plan to bring accommodations for an elevated fire with fire ring or barrel.

GARBAGE

We are hoping for over 2000 participants for this year's event. This size of group generates substantial amounts of garbage. **PLEASE DO EVERYTHING YOU CAN TO KEEP GARBAGE TO A MINIMUM.** If we are not working under fire restrictions, please burn all paper products if you are able. Bring garbage bags and please haul any remaining garbage home with you. The council is very cautious of any group this size and the impact it will have on the camp. Be very conscious of our presence in the facility and be protective of our right to use it. Please do your part to leave only footprints.

LATRINES

Kybos or Port-A-Johns will be available at the Big Event site. You are required to use these facilities to preserve the sanitation during this large of a campout. This is a BSA campsite.

WATER

There is water available at the Hinckley Scout Ranch at various locations. You may have to carry it a short distance. Bring containers to accommodate carrying water.

BICYCLES

Helmets are **required** to ride your bicycle at any time or place at the Big Event. Violators will be asked to immediately dismount their bikes and walk until they can find a helmet. Repeat violators will have their bikes confiscated until camp departure on Saturday.

Activities

OUTPOST ACTIVITIES

Each Team or Squad, *upon completion of registration at check-in*, will receive a card or passport for each person with the different event areas listed. This passport is your admittance into the different program area activities. Scores will be kept on the passport and turned in at the end of the day on Friday to obtain an event pin. **Do not lose the card. Only one card will be issued per person!**

TRADING POST

There will be a trading post set up for your participation. The Trading Post will have a wide variety of mountain man items for trade or sale on the Trading Blanket. You may bring items to trade for items on the blanket.

SERVICE OUTPOST

Each team should contact their Camp Commissioner at their earliest convenience to receive a specific service assignment. Each team is required to participate in a minimum of one service project. Teams will receive special beads upon completion of their service. Please record the man hours of your service project on the Journey to Excellence website.

SPIRIT OF RENDEZVOUS AWARD

To be given away by the Boosway again this year. It will not be as easy to earn the limited number of awards this year. Make a trade item you want to keep, make a second for trading. Glass beads, even stitching, and usefulness make for more valuable trade items. Hop on the web for ideas, patterns and instructions.

Award requirements:

- 1- Make a trade item (will need to be hand made by participants)
- 2- Trade at Trading Blanket Event. (trading among participants)
- 3- Compete in Primitive Fire Starting Event.
- 4- Play a Mountain Man game or craft.
- 5- Shoot muzzle loading gun.
- 6- Tell Boosway/Segundo about a favorite frontiersman.

DUTCH OVEN COOK-OFF

The purpose of this activity is to give Varsity Scouts an opportunity to show their Dutch Oven cooking skills and to learn from fellow Scouts. The Dutch Oven is the official cooking pot of Utah, so let's show everyone how the Pioneers cooked their meals and have fun at the same time. We are including the following general information and cooking rules so that everyone is using the same game plan.; so plan to join the cook-off for lots of fun. Be sure to check fire restrictions with the Council office before planning your cook-off recipe. Restrictions could limit cooking methods.

General Information:

We will be using the guidelines of the International Dutch Oven Society so that you can see how other similar competitions are run. The cook-off will be held June 14, 2013 at Hinckley Scout Ranch, at the BIG EVENT SITE (from 1:00PM - 4:45PM). If enough teams enter the cook-off, there will be two cook-offs run at the same time. The first will be for Varsity team boys only, and the second will be an open competition for Varsity leaders, Varsity boys, Varsity parents, or any combination of the above.

Schedule of Events:

- ◆ 1:00PM - 1:45PM, Registration check & Recipe turn in
- ◆ 1:45PM - 2:00PM, Cooks Meeting
- ◆ 2:00PM - 4:45PM, Prepare & Cooking of dish
- ◆ 4:45PM - 5:15PM, Judging of dish, Site cleanup
- ◆ 5:15PM - 5:30PM, Return to Team Sites with your meal

TEAM LEADER MEETINGS

There will be a Team Leader meeting with Camp Commissioners for all Team Captains on both Thursday and Friday evening after the camp fire program. Adult leaders should accompany their Team Captains. It is very important that all Team Captains attend these sessions as important updates, changes, and information will be relayed to them. It is then their responsibility to communicate this information to their teams. Please come prepared with paper and pencil so that notes can be taken.

SATURDAY BREAKFAST/FUNDRAISER

Give back to Hinckley Scout Ranch. For \$3.00 a person, enjoy a delicious breakfast and help fund repairs and upgrades to the Hinckley Scout Ranch, Base Camp. This meal will be served at the lodge in Base Camp starting at 8:00 AM.

THURSDAY/FRIDAY LUNCH FUNDRAISER

We will have lunches available in the meadow for those who would like to purchase them. The cost will be \$4.00/person and will be served on a first come, first served basis. If you are planning to purchase lunches each day, please let the registrar know when you register, this will help us plan so we can serve everyone who would like a lunch. You will have to pay for the food as you pick it up, there will be no prepayments.

FLAG CEREMONIES

There will be an All-Team flag ceremony each morning in each camp near the Camp Commissioners Tent, and in Rendezvous Meadows. All participants should be in

attendance for these ceremonies.

5K RACE

We will hold a 5K race on Friday June 14th at 9:15am. It will start at the flag poles in Rendezvous Meadow. Bring your running shoes and participate; train early and often

with your boys. Awards will be given for both Varsity Scouts and adults.

FLOUR WAR

The culmination of the Big Event will be a flour war in Rendezvous Meadows at 10:00 a.m. Saturday.

Proposed Activity List

This is a list of the activities that are typically held at the Big Event. This is not a complete list but intended only to give leaders an idea of the activities at the Big Event. The actual activities depend on the ability of the volunteers to attend the Big Event.

Special Programs & Events

Mountain man Lore
Black Powder Rifle
Mountain Man Games
Beading
Gold Panning
Hawk & Knife Throw
Primitive Fire Building
Scrimshaw
Trading Blanket
Log Saw
Blacksmith
Mountain Man Skills
Drunken Wilderness
Native American Heritage

Personal Development

Water Finding
Dutch Oven Demo
Dutch Oven Cook-Off
Disc Golf
Nature Trail
No-Trace Camping
P.O.W. Camp
Water Balloons
Geo Cache
5K Run

Advancement

On Target
Pioneering & Knot Tying
ATV Knowledge
Amateur Radio
John Colter Run
Caber Toss
Bottle Rockets
Atlatl
Astronomy
Survivor Bracelets
R & R: Watering hole, Chess, Checkers

High Adventure

Climbing & Repelling
Mountain Biking
.22 Rifle Shooting
Archery
Shot Gun Range
Volleyball
Water Front: Kayaking, Canoes
Slack Line

Clean-up and Departure

CAMPSITE CLEAN-UP

Each unit will completely police their camping area before leaving. **THEN the Camp Commissioner will inspect the campsite and check you out before you leave.** Clean up all trash (even old litter), etc. Leave your camp site as undisturbed as possible.

CHECK-OUT

Arrangements shall be made with your Camp Commissioner for a scheduled check out time. As mentioned above, each team must go through a check out process with the Camp Commissioner before team departure.

VEHICLES IN CAMP

Only one vehicle should be in camp at a time for camp set-up and take down. No vehicles shall be in camp other than during camp set up and take down. No vehicles are allowed in Rendezvous Meadow at ANY TIME. The meadow is for white canvas only, and all camp equipment must be carried to your campsite from the road. Vehicles shall be parked and remain parked throughout the Big Event. No vehicles will be utilized for travel during the Big Event other than a limited number of staff vehicles. Please work diligently to honor this ruling.

Helpful Hints

The Big Event activities will be spread over the entire reservation. In order for you to have time to prepare meals, it is recommended that you plan to attend the activities that are close to your campsite near mealtime. Bicycles are a great alternative to shank's mare (walking), but you are *required to wear your helmet* whenever riding them.

Drinking lots of fluids for proper hydration is strongly recommended for this altitude. There will be water at all of the campsites and many of the activities. All participants are encouraged to carry water bottles with them.

A first aid kit should be part of your team planning.

Please plan on leaving your vehicles parked and walk or bicycle to the events. Driving between events is prohibited except for handicapped or special needs situations and will be allowed by **Pre-Approval** only. Plans can be obtained at registration. Cars/Trucks will not be allowed to be used as shuttle services.

It will be helpful for you to pre-sign up for the following activities once you are at camp:

1. Escape from Hinckley Scout Ranch (POW Camp)
2. The Dutch Oven Cook-off
3. Volleyball tournament
4. Shooting Shotgun and Black Powder
5. Climbing and Rappelling

The Big Event is a good time to focus on many of the religious requirements of your sponsoring unit.

Please plan on attending our campfire programs on Thursday and Friday nights at the amphitheater. Thursday night's campfire program will be a mountain man theme. Friday evening's campfire program will include special recognitions for your Team's participation in activities and a short inspirational speech by a special guest.

You will receive a collector Hat Pin when you earn the Big Event Pin. This achievement program at the Big Event introduces you to the same fun you'll have earning the [Varsity Letter](#) at home. Orange Big Event Pin Cards will be given to Scouts and Tan cards to leaders, and both will receive a lanyard with the Big Event Medallion at check-in. As they participate in the various events they will receive beads, to put on the lanyard of their Big Event medallion, and will have their scorecards initialled. By completing a service project (while camping at Hinckley Scout Ranch), participating in 12 events (Three in each of the other four fields of emphasis) and attending the evening campfires you will earn this one -of-a-kind pin! Your completed scorecard must be presented at the advancement tent after the Friday night campfire to receive the Big Event Pin. There is no additional fee to participate or receive the pin. You won't want to go home without the pin on your cap.



Big Event Forms

Campsite Inspection Sheet

This sheet should be reviewed by the Team Captain and Squad leaders each day before leaving camp for activities. This will be the guidelines used by the Big Event staff as they inspect campsites and award points based on their findings. Camp inspections may occur at any time so be prepared!

TEAM NUMBER:

SQUAD NAME:

INSPECTION ITEM	MAXIMUM POSSIBLE	SCORE
Tents Organized by Squad and as a Team	10	
Campsite Free of Litter and Trash	10	
Fire Extinguisher	10	
Food Items Put Away	10	
All Personal Gear Stowed	10	
Squad/Team Gear Stowed	10	
Sleeping Bags Hanging to Air Out	10	
Squad/Team Identification Flag or Totem Visible	10	
Campsite Roped Off	10	
Fire Buckets Filled and Placed	10	
TOTAL	100	



Equipment Checklist

Team Checklist

- Tour Plan
- Parental Consent Form
- Annual Health and Medical Record form
- Big Event Check-in Sheet
- Vehicle Checklist for each Vehicle
- Team/Squad Flags
- Fire Buckets
- Trash Bags
- Propane Cooking Stove
- Chuckbox and Cooking Gear
- Team Food Items
- Team First Aid Kit
- Topo Map

Personal Checklist

- Medical Form
- Consent Form
- Rope
- Sleeping Bag
- Tent
- Backpack or Duffle Bag
- Canteen or water bottle
- Snack Items
- Regalia Items
- Uniform
- Pocket Knife
- First Aid Kit
- Extra Clothing
- Flashlight
- Sun Protection
- Compass
- Poncho
- Ground Cloth
- Eating Utensils
- Mess Kit
- Soap
- Toothbrush/Toothpaste
- Washcloth/Towel
- Camera/Film
- Scriptures
- Money for meals and trading areas
- Coat
- Cold weather clothing

