



National Youth Leadership Training (NYLT): Equipment List

One of the first activities during camp check-in for the NYLT course is an equipment inspection. Unless indicated as optional, the equipment on the list is highly suggested for the NYLT course. Be prepared for an overnight hike as well as living in camp. At least one pair of shoes must be suitable for hiking. Place your name on all clothing and personal items. Any items that you do not own, please borrow. A hiking backpack or frame should be used for getting gear from the parking lot to the campsite. Make sure that your tent has all needed poles and stakes.

- Scout Field Uniform (Class A)
 - Scout Shorts (2 Pair min)
 - Scout Belt
 - Scout Shirt with proper insignia
 - Scout Socks (2 Pair min)
- Additional Items
 - Sturdy hiking boots, waterproof
 - Compass
 - Pens/Pencils
 - Spiral Notebook
- Camping Gear
 - Ground Cloth
 - Sleeping Bag
 - Tent
 - Mess kit and utensils
 - Backpack (internal/external FRAME pack)
 - Sleeping pad/pillow
 - Rain gear
 - Cot (optional)
- Health & Safety Items
 - Personal First Aid Kit
 - Sun Block (SPF 30 or greater)
 - Insect Repellent
 - Water Bottles (total 64 oz.)
 - Flashlight
 - Pocket Knife
 - BSA Health Form A, B & C
- Personal Items
 - Underwear
 - Scout T-shirts (2 minimum)
 - Work gloves
 - Sweatshirt/Windbreaker
 - Swim trunks/suit
 - Scout handbook
 - Toothbrush and toothpaste
 - Soap, towel, washcloth
 - Camera (optional)
 - Shower flip flops (optional)
 - Patrol Leader Handbook (optional)

NYLT program will provide each participant with 3 NYLT t-shirts (Activity t-shirts) along with the course and activity materials.

DO NOT BRING any of the following items: open-toed shoes, sheath knives, pets, advertising hats, clothing with inappropriate images or messages (no alcohol or tobacco messages), fireworks, firearms, alcohol products, tobacco products, aerosol cans, matches, lighters, radios, tape/CD/MP3 players, electronic games, or cell phones.

The complete Field Uniform (Class A) is required for all morning and evening Assemblies or as instructed. The complete Activity Uniform (Class B) is required all other times.

NOTE: Required prescription and over-the-counter medications must be turned into the Medical Officer at check-in. Scouts are responsible for their own medical needs and must see the Medical Officer whenever they require or need their prescription or over-the-counter medication. All medication, prescription and over-the-counter, MUST BE in their ORIGINAL containers or boxes.