



## General

Your Cub/Scout will need to bring their own personal equipment.  
The enclosed list represents the absolute minimum that must be taken.

## Equipment Notes

Here is some basic information regarding some of the items you may require.  
Further information is available – please ask.

**Sleeping Bags** - Synthetic filled bags are easier to clean than natural filling.  
Zips can be a source of cold if no baffle is fitted.

**Footwear** - Boots give a better ankle support and normally have better soles than shoes if you are hiking.

**Warm Wear** - A number of layers is warmer than one thick one and the warmth can be regulated more easily - do not forget your hands and head.

**Waterproofs** - These items [jacket & overtrousers] are essential. Basic garments are not too expensive.  
Ideally buy ones with 'taped seams'.

**Torch** - Do not pack your torch with batteries fitted (or at the bottom of your kit) as it could easily get accidentally turned on and you will arrive at the camp/holiday with flat batteries.

## General Notes

1. Your cub/scout must travel to and from the camp/holiday in uniform, correctly worn (ie neckers present).
2. Black bin bags are not suitable for bedding rolls as they tear very easily, with the result that the contents get lost or soiled in transit.
3. Please place wash-proof name labels in all clothing, which should have your cub/scouts's name (and "14th Haworth").
4. Please label items (crocery, wash kit etc) with either indelible ink and/or engraving as appropriate, with your cub/scouts's name (and "14th Haworth").
5. Please provide instructions for use.
6. Please ensure your rucsac or hold all is of appropriate size and all items from the kitlist fit. Please avoid using suitcases (with or without wheels) as these are no use for expeditions and hikes.
7. No games or similar items which require batteries to run, please (i.e. radios, gameboys, or MP3 players, etc).
8. No mobile phones unless authorised by a member of the leadership team

## BIG NOTE FROM LEADERS

**Please allow your cub/scout to pack their own kit – they will have to do this at the end of the stay.**



## General

- Torch (and spare batteries)
- Any medication required -e.g. asthma inhaler, hayfever tablets, Epi Pen
- Sleeping bag, pillow and nightwear (if staying overnight)
- Towel and toiletries
- Underwear and suitable clothing for activities (detailed below)
- Plastic bag for dirty or wet clothes
- Hat and winter gloves (October - March), or sun cream and hat in warmer months
- Something to tie your hair back if it's long
- Additional money for the shop if you would like to purchase a souvenir, snack food or drinks during your stay

## Land based activities

- Trousers: 1 pair per 2 days + 1 if staying more than 2 nights (jeans not recommended)
- Shorts (weather permitting) –knee length or longer for activities
- T-shirts/base layers: 1 per 2 days + 1 if staying more than 2 nights (both long and short sleeves, not vest tops)
- Sweatshirts/hoodies/fleeces -1 per 2 days + 1 if staying more than 2 nights
- Closed toe sturdy footwear, e.g. trainers or walking boots x 2 or more pairs (flip flops, sandals or Crocs are not suitable. Wellies are not suitable for water and climbing activities)
- Waterproof jacket and trousers x 1

## Water based activities

- Set of clothes that you don't mind getting very wet (preferably with long sleeves)
- Extra fleece layer (even in the summer it can get very cold on the water, especially when wet)
- Closed toe footwear for in the water (open toe shoes such as flip flops or sandals are not suitable)
- Full change of clothing, including underwear, socks and shoes
- Towel and toiletries for showers
- Waterproof top and bottoms
- String, cord or similar to secure your glasses if you need to wear them whilst on the water
- Lunch (if you are taking part in activities the whole day)

**PLEASE NOTE: We will supply all safety equipment such as helmets and buoyancy aids. Where wetsuits are not required we do not supply these. However, if you have your own you are welcome to use it.**

## Caving and ghyll scrambling

- Set of clothes that will get wet (long sleeves and long trousers)
- Waterproof top and bottoms that will get wet and muddy
- Trainers or walking boots for ghyll scrambling; wellies or walking boots for caving
- A complete change of clothes, including underwear, socks and footwear.
- Towel
- Plastic bag or similar for wet and muddy clothes

### DO

- Bring sun cream and hat/woolly hats and gloves (dependant on weather)
- Wear old clothes -they may get wet, muddy or torn
- Wear synthetic fibres, e.g fleece and thermals

### DON'T

- Wear jeans or cotton where it can be avoided
- Bring any items of value or that might get damaged such as iPods, etc
- Wear jewellery
- Forget your waterproofs

# Spending Money

Please adhere to the amount specified on the Information Sheet. This will be quite sufficient for the period of our visit. Remember, this is the maximum; you don't have to bring so much if you don't want.

## TO REITERATE

1. Let your cub/scout pack their own gear so that they know what is in their bag; daily tent inspections involve laying out all items neatly in a particular order and your cub/scout need to know what they have brought.
2. Waterproof means waterproof, not showerproof. If you are unsure, please ask – it is better than your cub/scout struggling with hypothermia out on the moors!
3. All items must have your cub/scouts name on

