



Jamboree Participant Packing List

For the National Jamboree; all contingents shall follow the Scouts BSA Clothing Guidelines. Different program areas have additional clothing and equipment requirements.

Everything you bring to Jamboree must fit in your personal, lockable duffel bag (no larger than 100 liters or 30" x 14" x 14") and individually supplied day pack (size must comply with airline carry-on restrictions of 24" L x 18" W x 13" T).

Personal Gear (minimum)

- Sleeping bag (lightweight in stuff sack with 30°F rating is good)
- Personal mess kit – plate, bowl, cup/glass (metal or plastic), and flatware (e.g., a spork)
- One (1) reusable lunch sack
- Two (2) 1-liter water bottles (w/ one locking carabiner, if rafting)
- Toiletry kit (keep it small)
- One (1) bath towel
- One (1) hand towel
- Washcloth
- Flashlight w/ spare batteries
- Sunscreen (SPF 50)
- Non-aerosol insect repellent
- Personal first aid kit
- Prescription eyeglasses (if required)
- One (1) permanent marker (for camp-wide game)
- Totin' Chip card (for Skilled Trades program)

Clothing (minimum)

- One (1) full Scout/Venturing/Sea Scout uniform/Exploring specialty uniform
- Hiking boots (well broken in)
- Lace-up shoes (lightweight sports, well broken in)
- Rain gear (simple, light weight)
- Scout/Venturing/Sea Scout/Exploring headgear

- One (1) jacket or sweatshirt (synthetic is good)
- One (1) set of sleep clothes
- Five (5) pairs of underwear
- Two (2) or three (3) Scout/Jamboree T-shirts/polo/activity shirts (microbial synthetic is good)
- Two (2) or three (3) Scout/Venturing/Sea Scout/Exploring shorts or trousers
- Two (2) pairs of hiking socks
- Two (2) other pairs of socks

Optional

- Air or travel pillow
- Sunglasses
- Broad brim ventilated hat
- 2-gallon (13" x 15") zip lock bag(s) w/ camp suds for clothes washing

Personal Electronics

- Phone
- Charging cord(s)
- Power bank(s)
- Solar charger (recommended)
- Adult Leaders — CPAP w/ multi-day batteries
- Limited Charging Locations
 - Subcamp HQ (6 stations w/ USB A & C ports)
 - Shower Houses are excluded for safety

Field uniform required on arrival day and departure day and certain occasions as determined by unit or staff leaders. Other days are Scout/Jamboree T-shirts or activity shirts.



Jamboree Program Area Required Equipment

Different program areas and activities within the National Jamboree have specific clothing and equipment requirements. Please come prepared.

Conservation Service Project: Work gloves

Welding: Long pants

Skilled Trades:

- Totin' Chip card
- Closed-toe, fully enclosed shoes (must cover entire foot)

Zip Lines: (participation is through daily lottery)

- Water Bottle: Carry it with you everywhere and refill it often. Attach to your person with a carabiner or keep it in your daypack.
- Hair: If long, pull back and tie up — a low bun at the back of the head is preferred for proper helmet fit.
- Shoes: Closed-toe with laces required. No sandals, flip-flops, clogs, or Crocs.
- Pants: Inseam must be long enough to accommodate a zip line harness.
- Shirt: Must be long enough to tuck into shorts.
- Daypack: Bring a daypack to hold personal items during the activity. Under most conditions, you will wear it while zipping.

Climbing:

- Hair: If long, pull back and tie up — a low bun at the back of the head is preferred for proper helmet fit.
- Shoes: Closed-toe with laces required. No sandals, flip-flops, clogs, or Crocs.
- Pants: Inseam must be long enough to accommodate a climbing harness.
- Daypack: Bring a daypack to hold personal items during the activity.

Triathlon: Clothing requirements will be provided to registered participants.

Buckskin: Closed-toe shoes

Jambo Warrior: Closed-toe shoes

Aquatics:

- Swimsuit (required)
- Rash guard (recommended)
- Eyeglass retainer strap (recommended)
- Sun protection: sunscreen, hat, long-sleeve shirt, etc. (recommended)
- *Changing areas are available near each aquatics venue.*