

## KITCHEN

Can opener (their stock is usually broken)

Bamboo pot scrubber for cast iron – know how to take care of these items!

Whisk/mixing implement

Kitchen knife – OR something to sharpen the ones that they give you (preferred)

Spices/Tabasco

Gatorade mix/powder in case of dehydration/illness

Spray coating/PAM – it's cheating but cleanup may be easier

## HAND SANITIZER

Antibacterial dish soap

Sanitizer tabs (they provide – usually)

## FIRE

Fire Shovel (it never hurts to have two)

Fan or small bellows (not necessary but nice to have)

Blow tube – they have them but it wouldn't hurt to bring your own

Heavy leather/welder's gloves – the pots can get pretty hot on the open fire

Light weight claw hammer – for lifting the Dutch Oven lid

Folding fire grate/cooking space – there is never enough room/coals/fire to cook...

## BEAR BAG – yes, I said bear bag –

Put ALL of your “smellables” in a stuff sack (preferably a “river bag” that is waterproof) and put them up EVERY night. Don't have candy or food in your tents, it might not be a bear that comes to visit but

something will - mice, skunks, chipmunks, hungry Scoutmasters, all have been known to seek out YOUR snacks.

## Program “help”

### Blacksmith

Forge Stock – round (larger for S hooks), square (for forks and spoons)

**GLOVES, GLOVES, GLOVES** – don’t forget them back at camp

### Knife Making

Leather punch/Awl – for opening stitching holes

Sinew and Glover’s Needle – if you want to work on stitching sheath in camp

Wood rasps/files – for shaping the handle

Crisco and paper towels – if you want to “age” the sheath/seal the leather

Duct Tape – to cover the blade while working on the handle

### Shooting

**Something to keep your ear protection in** - pouch/film canister

### Fire Starting

**Flint and steel** – they sell it but you can buy it cheaper

**Sisal/Hemp rope** – you will make a bird’s nest fire starter

Old cut up plain white t-shirt – for Char cloth

**Altoids tin** (or similar tin box) – for making Char cloth

## General items/tips

**Maul/Splitting Axe** – you will gather wood, gather wood, and then gather some more wood...there will probably be large rounds that you can split so you have wood for a good cooking fire.

**Tarp(s)** – now that you have all that wood, you MUST keep it dry – cover your firewood whenever you aren't in camp and using the wood pile.

**Fire bucket** – keep it full at all times, it may be dry and you don't want your fire getting out of control

**Watch/Alarm Clock** – IF you decide that keeping the fire going all night is a good idea, then you will need to wake each other up OR set an alarm (in case the person before you falls asleep)

**First Aid Kit** – the Ordinary and program area is typically undersupplied in this area

**Candles** – it can get dark in camp at night AND you should use “period correct” lighting – they will issue your site one “lantern” and a candle – if you plan to use it, I would bring extra candles

**Sharpie** – not sure why but I wrote it down last year...

**Paper and Pencil** - for jotting down what the next crew should bring that isn't on this list

**Rope/Para-Cord** – most of you will want/need to tie up your cot frames for a better night's sleep

**Clothes** – what can I say most of you won't change out of your Khakis and MM work-shirt BUT you will absolutely need plenty of socks (the creek has a way of getting your feet wet) and an extra pair of shoes while your boots dry...

**Hat(s)** – remember that you are going for a period correct look – straw hats, felt rounds, wool stocking caps, even bandanas are acceptable – if you opt for the latter remember sunscreen for your face and ears; please don't wear baseball hats or boonie hats

**Planning** – there are opportunities available to say the camp prayer before a meal, serve as the color guard, do a skit, tell a story (hopefully about frontier life) and otherwise contribute to camp fun; take advantage of this

and plan what you might say or do – know the proper rules for the color guard, etc..

**Planning – a duty roster is a necessity**, knowing how the work will be divided helps everyone; cover the following EVERY day (and maybe add more items): Firewood collection/wood splitting, Cook, kitchen clean-up, water duty, fire marshall – I suggest that EVERYONE not assigned to cook, clean, get water, watch the fire GATHER WOOD for the fire (gather what you think you need then triple that pile).

## GEAR

**LONG PANTS (2)** – Cheap khakis from Goodwill or another source are best; they will be ruined by the end of the week.

**Extra socks (6)** – your feet will get wet and you will be in your boots all week

**Underwear and T-shirts** –seriously, everyone will thank you! The shirts can be “itchy” too.

**Hiking boots** – black or brown are more period correct but don’t buy anything new (broken in)

**Spare shoes** – for when your boots are drying or your feet just need a quick break

**Warm Jacket** – wool is really best – it can get cold down in the valley at night

**Swim suit** – you are free each day at 3PM and you can SIGN OUT and walk to camp (you won’t typically do this but it is an option).

**Hat** – old style – broad brimmed wool, straw, or other “period correct” style

**Wide (2”) belt** – this you will wear OVER your Mountain Man shirt and use to carry your knife, belt pouch, etc...

**Spare shirt** – if you have something that “looks” old that is best – you may need to dry your shirt or (this never happens) wash your shirt; since the shirt is your uniform IF you are outside your camp/tent you are expected to be wearing the MM Shirt.

**GLOVES** – you will need gloves for several activities especially gathering/chopping wood, blacksmithing, cooking, etc...

**Bandana** – just a good idea for many reasons

**Towel and Washcloth**...you will still need this for Friday night (so an adult will let you in their car Saturday morning)

**Toiletries** – toothbrush, toothpaste, unscented deodorant and soap, comb, etc...

**Pocket knife** – no sheath knives other than your Green River knife that you will make.

**Flashlight and extra batteries**

**Compass** – you just never know...

**Canteen/Bota** – STAY HYDRATED – just because it is cooler and you aren't running around like in Base Camp doesn't mean you won't get dehydrated.

**Blanket(s) or sleeping bag** – IF you take a sleeping bag take a blanket or canvas cloth/tarp to cover your bag (for authenticity reasons)

**Tarp/Ground Cloth** – you won't need to “cover” your tent but you might want it if you sleep outside tending the fire. I would recommend the smallest size possible/appropriate.

**Entertainment** – checkers, chess, cards, etc...

NOW – with all this stuff how are you going to get it there (it is about 2-mile walk)?

You can certainly use a backpack or duffelbag with shoulder straps but consider the following options:



**Pack Basket** - Very authentic, but also expensive!



**Blanket Roll** - EASY to pack, EASY to carry, also very authentic!

Here is a link to a site that details how to carry blanket rolls ...

<http://www.cwreenactors.com/~sykes/instruction/blanketroll.php>

**Your Backpack** – not as authentic but VERY cheap and resourceful – just tuck it under your cot...

And Finally -

**The ORDINARY** – At the MM Camp they have an “Ordinary” which is a cross between a mercantile and a saloon. There you can purchase rock candy, stick candy, period correct quills, hats, and other frontier themed items. Most importantly you can purchase a “tin cup” and **ROOT BEER!** You bring back your cup for refills at a lower cost.

In the evenings they will have games on the tables, people singing and dancing, etc... You will enjoy evenings on the porch at the Ordinary.