

This is a suggested list of items that units should bring to accommodate cooking & shelter for their teams. You will likely want to add to this list, but it is a starting point for units/Guiders who are new to Quest!

Campsite / Facility

- Pathfinders will be camping at Camp Kanada lawn. Each unit will be assigned a camping area based on the number of participants.
- Ranger units/groups running projects will be assigned tenting sites. Groups will be assigned sites based on the size of their group, and in some cases may be sleeping on the same site as their project is run, however this is not possible in all situations.
- Assigned sites will be communicated to Guiders the week before Quest.
- It is recommended that units have a dining shelter, or tarps/poles to construct a shelter.
- Washrooms outhouses and temporary toilets. Toilet paper is not guaranteed to be supplied – everyone needs to bring a roll. All facilities are to be kept clean. Please report any issues to Quest HQ or Security as soon as they are noticed. Please remind youth to treat the washrooms with respect.
- While there is access to water at Kanada, we cannot guarantee it will be potable. Therefore, the kit list asks each participant to bring 4L of water. Units may also want to bring a large water jug. Units will need water for drinking, cooking and dishwashing.
- There is no waste disposal on site. Units must bring garbage bags and compost bags & remove their trash from the property. Remind your teams that they are responsible for all waste during Quest; they cannot leave garbage at project sites, on roads, in communal areas, etc. Any teams found to be littering can lose opportunities to complete projects or be asked to return to their campsite and be not permitted to complete any further projects.
- Plan for gray water disposal. You cannot put water with food content into the gray water pit. It needs to be strained. A typical set up for this would be using pantyhose to strain the water into a bucket and disposing of the compost matter in your compost bin separately.

Cooking

- Each unit needs all kitchen supplies - camp stoves, propane, pots, pans, cooking and serving utensils, dishes, dishpans, soap, bleach, etc.
- No open campfires are allowed. Please keep this in mind when planning your meals. You will not have access to a fire pit.
- Cooking must be done on propane stoves. A Guider must supervise when stoves are being used.
- We recommend choosing meals that are easy to prepare and serve, especially for the post-Quest meal when everyone is tired.

Other Items

- Lanterns or other method of lighting for your camping area. You cannot have enough lighting!
- First Aid Kit – units deal with most first aid issues except for during Quest (10am to 10pm).
- Unit H1 forms – Unit Guiders need a copy of H1 forms for your unit – this is in addition to the ones you provide for Quest nametags and Quest Core Crew (3 per person!)