What to bring to camp!

We ask all campers to bring one item to tie dye. Socks, bandanna, t-shirt, pillowcase are all items we would recommend. Please no sweatshirts, long sleeves, or towels. If you are not able to provide this, please email info@campallegheny.org and let us know.

- o **Any necessary medication.** These items must be given to the camp nurse at check-in. Meds should be in original bottles/ packaging and placed in a zip lock baggie with your camper's name and event number written on the baggie.
- o **Daytime casual clothes**. A mixture of shirts, shorts, & jeans.
- Jacket/heavy sweater/sweatshirts/long sleeved shirts. Adjust for mountain top weather.
- o **2 pairs of comfortable, (non-dress) shoes.** Flip flops may only be worn in cabin or at pool. Old sneakers or water shoes for water activities would be useful. If wearing crocs, please send socks. Campers do A LOT of walking.
- o Sleepwear, underwear, and socks (lots of socks!).
- o **Swimsuit (or 2) and towel. Sunscreen, sunglasses & hat.** Girls one piece suits. Guys no speedo type trunks.
- o Raingear-plastic raincoat or poncho. We play in the rain.
- o Please bring a set of old clothes and a pair of old sneakers for the mud pit. These are items that will get extremely dirty and may need to be thrown away after use. Please send a trash bag to put them in after use. We will rinse them off, but we are not able to wash them.
- Bedding: Pillow and pillowcase; sleeping bag, extra blanket, OR sheets, mattress cover (fitted single sheet make a good mattress cover even with a sleeping bag, and 2 -3 blankets. Adjust for weather, event and camper's personal needs.
- o **Towels & washcloths.** Minimum-2 sets for the week. Extra towels if attending H2O or swim camps.
- o Toothbrush, toothpaste, hairbrush/comb, small mirror, shampoo, soap, deodorant and insect repellent. Warning: scented articles attract bees & insects.
- Flashlight with extra batteries.
- o Cloth or mesh dirty clothes bag. (Plastic bags invite mildew.)
- Stationery, pre-stamped & self-addressed postcards & envelopes, pen/pencil and notebook/paper.
- o **Money:** To put in camp store and campership offering accounts. On registration day you can put money on your child's store account as well as add extra money, if you choose to do so, to the fundraiser campership. **This way your child will not carry money to and from the store.** Our store clerk will deduct each day's purchase from his/her account and let them know their balance. On pick-up day you can choose to spend the remainder of their balance, if there is one, or donate the balance to the campership fund. No refund checks will be issued. (Fundraiser campership information: We do challenges and games each day between the different groups at camp to raise money for our campership fund. This fund helps families in need of funding to send their child to summer camp.)
- o **Bookbag/Drawstring Bag:** Campers find it easier to be able to carry some necessities around with them (water bottle, sunscreen, bible, etc.)
- o Water Bottle: Campers will be able to fill their bottles and carry along with them.
- o **Bible:** We use a Bible during our Bible studies. If you do not have one for your camper, we will have some available at registration for your camper at no charge!
- o HORSE, PONY and EXPERIENCE CAMP campers also need to bring...... Riding boots/sturdy shoes with heels. Long pants/jeans worn only for riding.

WHAT YOU NEED TO LEAVE AT HOME

- o **Electronics:** Cell phone, iPod, smart watch, iPad, MP3 player, and any other type of handheld electronic entertainment. Weapons: knife, switchblade, ax, hatchet, guns (of course), Tobacco in any form, including snuff and Alcohol or non-prescription drugs in any form. Our camp nurses have over-the-counter meds for you if needed.
- o **Expensive clothing, or jewelry**. All clothing should be modest and should not include any messages incompatible with the Christian faith and the United Methodist Church. No belly shirts, short shorts (should be finger-tip length), very low-rise jeans, athletic undershirts (beaters), and/or extremely baggy pants that may fall off from the waist.
- o **Pets.** (Don't take any home either!)
- o **Snack foods.** (In cabins snacks attract mice and ants.)