

Cedarbrook Camp Southern California

What to Bring to Camp

Common sense is the best guide for choosing clothes for camp. Nights are cool; days may be warm. Legs and feet need protection on hikes. So, bring closed-toe shoes with laces, i.e. tennis shoes/sneakers, and socks to protect the feet. You may also want to bring old clothes you don't mind getting dirty.

Use the following suggestion list as you pack for camp. Write down how many of each item you pack. When you are packing to go home from camp, check to see that the number you brought is the number you take home. Careful packing and **labeling of all your belongings** will cut down on the number of articles left at camp. We are not liable for lost articles, but do try to return them **if they are labeled.**

TAPE THIS LIST INSIDE YOUR SUITCASE

Medications in original containers (turn in to Nurse at Registration)

Swimsuit (needed on Sunday.)

Shorts

Long pants (3+ pair)

Shirts/T-shirts

Underwear

Warm Pajamas

Socks

Sneakers

Sweater, jacket, sweatshirt

Laundry bag (plastic bag for dirty clothes)

Old sneakers for creek walk (no water walkers, must be sturdy with closed toes)

Sandals for use to pool and showers only

Hat, scarf

Towel, washcloth

Toothbrush/toothpaste

Soap/Shampoo

Comb/hairbrush

Warm OUTDOOR sleeping bag, plus an extra blanket

Pillow

Bible

Pens/Pencils

Small notebook

Water bottle

Chapstick

Insect Repellant

Sunscreen

Flashlight/new batteries

Eye glasses/Sunglasses

Great attitude, ready to learn and have a lot of fun

OPTIONAL:

Stuffed animal/warm fuzzy, if needed to help get to sleep

Stamped, addressed Postcards if you want your camper to write to you

Tissues

Rain gear/poncho

Costume items for fun theme

Camera (separate from cell phone)

Items in bold should be readily available during check-in.

NOTE: Since cell phones can be a distraction from the camp experience for campers and staff, Cedarbrook Camp reserves the right to limit their use.

DO NOT BRING ELECTRONICS, PERSONAL SPORTS EQUIPMENT OR ANIMALS