

STARTER CAMP PACKING LIST

	g 6 t-shirts 6 pairs of shorts 4 swimsuits 1 sun shirt or rash guard (long sleeve recommended) 6-8 pairs of underwear 6 pairs of socks 1 rain jacket 1 long sleeve t-shirt or sweatshirt 1-2 pairs of pajamas 1 pair of closed-toe athletic shoes
	1 pair of shoes that can be worn in the river
	Extras to remain in duffle on top of locker) 2 sets of twin sheets, 2 pillow cases 1 pillow 1 lightweight blanket 2 inexpensive thin or quick-drying bath/beach towels 1 heavy-duty mesh laundry bags (Available on the Camp Store website) 1 inexpensive bath mat for sandy feet at bed
	es (*ALL toiletries must fit in ONE small, waterproof bucket) Toothbrush/toothpaste Hairbrush/comb Shampoo/conditioner Detangler and hair ties for long hair Soap/body wash Deodorant Toiletries bucket*
	Vriting Materials (Please place in Ziploc bag to avoid moisture) 2+ pre-addressed, stamped envelopes Extra stamps and stationery Pens/pencils

☐ 1 clip-on fan (battery or electric; no extension cords or power strips)

☐ Crazy Creek chair (available at the Camp Store)

ALL ITEMS MUST BE MARKED WITH FIRST AND LAST NAME.

Please refrain from writing just initials, first or last names only, etc. to assist counselors in delivering correct lost and found to your camper.

Pro Tip: This Packing List is tried and true and includes everything your camper will need. Don't overpack; all items must fit into your camper's provided built-in cabin locker. Additional storage bins or hanging storage is not be permitted.

Camp Sea Gull and Camp Seafarer do not accept care packages. Please bring all required items with your camper upon arrival.

PLEASE REVIEW THE REVERSE SIDE OF THIS PACKING LIST FOR IMPORTANT REQUIREMENTS AND ADDITIONAL PRO TIPS.



THINGS REQUIRED TO BE LEFT AT HOME:

For the safety and concern of others, Camp staff reserve the right to search camper belongings. Any items listed below will be confiscated. Valuables will be locked in the Camp Office until Closing Day and food items will be discarded. Campers found with any type of weapon, knife, tobacco, alcohol, drugs, etc. may be asked to depart immediately.

- ANY electronic device that has video capacity (NO cell phones, smart watches, iPads/tablets, AirTags, computers, electronic games, digital cameras, GoPros, hotspots, etc.)
- iPod and MP3 players that may be damaged by heat
- Weapons or knives of any type (including pocket and fishing knives)
- Tobacco, alcohol, drugs
- Food and candy
- Stuffed animals and extra throw pillows that your camper does not need to help fall asleep
- Expensive items, clothing, jewelry, accessories
- Inappropriate books or magazines
- Cash
- Extra drawers/clothes storage
- · Hanging storage for around bunk
- Tower fans/AC fans
- String lights or lamps of any kind, including fairy lights, Christmas lights, LED strip lights, clip-on lamps, etc.
- Candles, incense, fog/smoke machines, sound machines
- Extension cords, power strips, splitters, etc.
- All vitamins, prescriptions and over-the-counter medications (must be submitted through Realo Pharmacy)

*EQUIPMENT

Camp provides all equipment needed to fully participate in activities. We ask that Starter Campers leave all personal equipment (fishing poles, tackle boxes, tennis rackets, golf clubs, lacrosse sticks, life jackets, etc.) at home.

ADDITIONAL PRO TIPS:

- Packing in duffle bags/collapsible bags is recommended as storage space above lockers is limited.
- Scan to ship your camper's luggage to or from Camp:



- We recommend bringing clothing, shoes and items that you and your camper would not be disappointed to lose. Camp is not responsibile for any loss incurred.
- To provide the safest cabin environment, each camper has access to one electrical outlet and may bring only one electrical clip-on fan. Power strips or personal extension cords may not be plugged into to any cabin outlets. Campers are welcome to bring one additional battery-powered clip-on fan. Camp provides all necessary extension cords. Please leave all electrical and battery-powered string lights at home. Batterypowered flashlights, headlamps and book lights can be used for additional lightning in the bunks.

