

Equipment – Packing List for Band Camp

- Full summer uniform including red shirt, black socks, black pants, black marching shoes
- Instrument and accessories (reeds, oils, etc.)
- Music (all issued to date)
- Three-ring binder for design charts
- Plastic sheet protectors for each design chart (minimum 75)
- Music stand (folding type with your name on both pieces)
- Clothespins (spring-type to hold music in outdoor rehearsal)
- Pencils (for music/chart markings)
- Notebook/stationary and/or postcards/ stamps
- Soap / Shampoo / Toiletries
- Sunscreen / Bug spray / Chapstick
- Blister Band-Aids
- Wash cloths
- Bath towels (2-3) / Swimming towel
- Swim suit (APPROPRIATE & CONSERVATIVE - it's a Christian camp)
- Shorts/Shirts (for a total of 7 days worth)

(NOTE: Worn-out, patched, dirty, or made-to-look worn-out is not permitted. Crop/half shirts and excessively short shorts are also NOT acceptable. Dress must be appropriate AND respectable for a group, church-related camp setting. Suggestive/offensive slogans on shirts are NOT acceptable. Use your own good judgment. The staff and faculty have high expectations about the appearance and behavior of our students. SHIRTS & SHOES WILL BE WORN AT ALL TIMES.)

- Kleenex
- Hangers
- 1 pair of COMFORTABLE marching shoes ('high-tops' are not acceptable for marching)
- 1 extra pair of shoes
- PLENTY OF SOCKS - plan for 2 pairs per day. Wearing dry socks helps prevent blisters!
- 1 jacket or sweatshirt
- Jeans/slacks (in case of cool weather)
- Hat - MANDATORY for everyone
- Watch
- Fly swatter (1 per room)
- 1 large cooler-style water jug labeled with name - MANDATORY for everyone
- Flashlight and batteries
- Blue sticky stuff for room decorations - NO TAPE of any type
- Alarm clock
- Bedding: Pillow and pillow case / Flat sheets / Blanket / Sleeping bag

Other items campers may want to bring:

Camera Radio * Sunglasses Hair Dryer

(* NOTE: Only PERSONAL electronic music devices may be played on buses in consideration of our drivers and other passengers. Thank you!)