



Packing List - Outdoor (Day Summer Camp)

When packing for Realms, follow these Guidelines:

- ⇒ First off, put you or your child's FULL NAME on as many items as possible.
 - ⇒ Pack as lightly as you can! BUT include the right gear needed for the day (see below).
 - ⇒ Keep it light and tight! Everything should fit into a single pack—nothing clipped on the outside.
 - ⇒ Choose wisely! Check out "How-To: Realms Kit" below for help assembling gear.
 - ⇒ Be ready! Check the weather report every morning to guide you in what to pack.
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Carry System (Backpack)

- ☐ **Small Day Backpack** Size and weight appropriate to carry comfortably for long periods. Must contain all gear with nothing clipped or tied to the outside.

Tools & Wares

- ☐ **CDC Recommended Mask**
- ☐ **Hand Sanitizer** Make sure it does not leak. Consider putting in a ziplock baggie.
- ☐ **Sunscreen** SPF 15 or higher, clearly labeled with name. Apply before check-in.
- ☐ **ESSENTIAL Safety Whistle** On person at all times.
- ☐ **ESSENTIAL Compass** Best with declination marks.

Water & Food System

- ☐ **Water Bottle** 1 Liter or more. Non-leaking. Clearly labeled with name. Fill with water. We refill later.
- ☐ **Lunch + Morning/Afternoon Snack** Must not require refrigeration. Trash-free is ideal. Container must fit within backpack.

Clothing

- ☐ **Clothes - All-Weather** Remember to check the weather report.
- ☐ **Sunhat** Covers both neck and face.
- ☐ **Clothes - Change Of** Pack in a large plastic ziplock or waterproof bag. Include socks.
PLEASE NOTE For Grades K and 1, have Change of Clothes separate at check-in. We will load it into a bin so kids don't have to carry it. Make sure FULL NAME is on ziplock bag.
- ☐ **Hiking Shoes** Shoes or boots appropriate for rugged terrain. If visiting a water site, campers may *in addition* bring closed-toed sandals for wading. No flip-flops.

**DO NOT bring**

Candy and gum, soft drinks, sports drinks, pets or animals, toys, body spray/cologne/perfume, hatchets/axes, money, weapons, non-archery personal sports equipment, expensive/sentimental items, phones or electronics. Do not bring Drugs/Alcohol/Tobacco as bringing any of these items will result in immediate expulsion from camp.

Realms Tip Every morning, check the weather report. If there is even a minor chance of rain, pack a raincoat and rain pants, as well as waterproof shoes.

We wanted to let you know that although costumes are not required to attend, they are recommended and encouraged!

Some helpful information to keep in mind while selecting costume items:

- Dressing appropriately for the weather and with comfort in mind, comes first!
- Please do not bring anything expensive or sentimental as these items will be used out in the elements and are subject to getting lost, damaged, or extremely well used!

With all the above in mind, we recommend bringing one to three items that will help accentuate your character but still allow the student to dress appropriately. If your student insists on dressing in full costume, we recommend having them wear it around the house to make sure it is comfortable for long periods of time and to pack a change of clothes, just in case.

Some helpful ideas:

- Stylized hat or glasses
- Cap made of old cloth
- Flower or leaf crown or headband with elements that pertain to the character
- Gloves
- Satchel or decorated belt/fanny pack
- Foam weapons (must be approved by staff)