YMCA CAMP LAKEWOOD PACKING LIST

Clearly label all items with your child's full name.

CLOTHING

- □ T-shirts
- □ Shorts
- $\hfill\square$ Old t-shirts and shorts
- Long pants (required for horseback riding)
- Closed-toe shoes (required for horseback riding)
- □ Sweatshirt
- □ Pajamas/nightclothes
- □ Swimsuit(s)
- □ Socks
- \Box Undergarments
- □ Sport sandals
- □ Tennis shoes
- □ Rain poncho/coat
- \Box Hat for sun protection
- □ Caving clothes (tennis shoes, long pants and t-shirt: these will not come clean)

BEDDING & TOWELS

- □ Pillow and pillowcase
- □ Twin-size sheets (extra sheets & plastic sheet if needed)
- □ Sleeping bag
- $\hfill\square$ Bath towel and washcloth
- Beach towel

PERSONAL CARE

- $\hfill\square$ Shampoo, body wash and face wash
- $\hfill\square$ Toothbrush and toothpaste
- □ Comb or brush
- $\hfill\square$ Bag for the above items
- □ Insect repellent (non-aerosol)
- □ Sunblock (non-aerosol)

MISCELLANEOUS

- Reusable, durable water bottle (also available for purchase at camp)
- □ Flashlight and batteries
- □ Laundry bag
- □ Sunglasses (optional)
- □ Bandanna (optional)
- □ Disposable camera (optional)
- □ Zany costume or accessories for Crazy

Campfire (optional)

- □ Writing materials/stamps (optional)
- □ Journal or notebook (optional)

ADDITIONAL (These items are required for the following camps.)

TRADITIONAL CAMP (Adventurers,

Explorers & Pathfinders)

Small backpack

RANGERS (Including Junior Rangers)

- □ Large backpack
- □ Hiking boots (broken in)
- □ Thick socks
- \Box Sleeping pad (no more than 1" thick)
- □ 3¹/₂" knife (or multi-tool)

LEADER IN TRAINING (LIT)

- □ Hiking boots (broken in)
- Bandanna

COUNSELOR IN TRAINING (CIT)

- □ Backpack
- Bandanna

DO NOT PACK

Do not pack medication. Instead, bring it separately to give to camp staff at check-in.

DO NOT BRING

Cell phones, electronic devices, electric hair styling tools, aerosol cans, mirrors/glass, jewelry, money or candy/gum.

Drugs, tobacco or alcohol products are grounds for immediate dismissal from camp.