

# WHAT TO BRING

*All items apply to campers, parents, coaches, and sponsors attending camp.*

## CLOTHING

*Clothing should be loose-fitting enough to allow for gathering an inch of fabric on either side of the garment without stretching the material. Clothing should be appropriate and well-kept without tears or holes. For evening services, classy casual wear is encouraged, but athletic wear is discouraged.*



### GIRLS

- Modest shirts that cover the shoulders (no low, spaghetti-strap, or midriff-showing shirts or shirts with writing or pictures that are contrary to biblical principles)
- Walking or athletic-style shorts that extend to the top of the kneecap (no short shorts), loose-fitting jeans, slacks, or capris (jeans or wind/athletic pants *required* to rock climb)
- Modest swimsuit that covers the midriff (T-shirt to wear over swimsuit *required* when surfing on the FlowRider)

**Criminal Justice Camp:** For the physical training test, athletic-style or tactical pants or shorts (not jeans) that come to the top of kneecap, tennis shoes (no open-toed shoes), extra pairs of socks, and ball cap. Tactical boots optional.

**Drama Camp:** Black flats and either a black knee-length dress or a white blouse and black knee-length skirt for the Showcase. Clothes for painting and building scenery must be in good condition.

**Engineering & Science Camp and Pre-Medicine Camp:** Closed-toe shoes

**Music Academy:** For the Gala Concert, either a black blouse and skirt or a black dress (longer than knee-length; not sleeveless) and black dress shoes. For the Recital, a Sunday/formal dress (not sleeveless) and dress shoes. Long, full skirts for cellists.



### GUYS

- Shirts (no cutoff sleeves or shirts with writing or pictures that are contrary to biblical principles)
- Shorts that extend to the top of the kneecap, casual pants, wind/athletic pants, or jeans (jeans or wind/athletic pants *required* to rock climb)
- Swim suit (trunk-style only)
- Jewelry should not be worn (other than a chain, watch, or rings)

**Criminal Justice Camp:** For the physical training test, athletic-style or tactical pants or shorts (not jeans) that come to the top of kneecap, tennis shoes (no open-toed shoes), extra pairs of socks, and ball cap. Tactical boots optional.

**Drama Camp:** A white dress shirt, black pants, dress shoes, and socks for the Showcase. Clothes for painting and building scenery must be in good condition.

**Engineering & Science Camp and Pre-Medicine Camp:** Closed-toe shoes

**Music Academy:** A white long-sleeved dress shirt, a conservative tie, and black dress slacks, dress shoes, and socks for performances. Black suit jackets (also provided at camp).

**Soccer Camp:** Shin guards, shoes for indoor soccer, and cleats

# BEDDING & OTHER ITEMS

- Medicine
  - All routine or as-needed prescription medications (except albuterol rescue inhalers, epinephrine auto-injectors/ nasal sprays, or insulin pumps) must be kept and administered by the camp nurse, and upon request, the camp nurse can also keep/administer any over-the-counter medications, vitamins/supplements, or essential oils your camper brings. An Authorization for Administration of Medication form is required for any medications, vitamins/supplements, or essential oils that will be kept by the camp nurse.
  - Medications should be in the original containers and placed in a clear, resealable bag with the camper's name clearly noted.
- Pillow
- Sleeping bag or twin sheets and blanket
- Towels and washcloths
- Laundry bag
- Toiletries (hand soap, shampoo and conditioner, toothpaste, body wash, etc.)
- Umbrella or rain jacket
- Sunscreen
- Water bottle
- Tennis shoes, socks, flip-flops/water shoes (for the water park, Sports Center, and West Campus)
- Jacket/sweater for ice skating
- Sleepwear
- Spending money
- Bible
- Notebook and pen

**Note:** Campers are permitted to bring cell phones; however, we encourage these to be used for communication purposes only.

# CAMP-SPECIFIC ITEMS

**Drama:** A 1–2 minute memorized reading from literature (poem, story, or essay)

**Engineering and Science:** A basic calculator, ruler, watch, and safety goggles

**History and Political Science:** For those 18 or older, a REAL ID for admittance to the National Naval Aviation Museum (tentative). Cash for optional purchases at the museum (shows in the Giant Screen Theater).

**Music Academy:** At least two fully prepared solos (with accompanist's music) as well as music the participants are currently working on. Music will be supplied for orchestra and ensembles. Orchestra members should bring their own instruments or call us at 850-969-1690 at least two weeks before camp to make arrangements to rent. Piano campers receive free piano use.

**Nursing:** Your own stethoscope, or order one for \$15 by calling us at 850-969-1690 at least two weeks before camp

**Soccer:** A water bottle, sunscreen, and bug spray

**Writing:** A pencil, notebook paper, pocket folder, and USB drive for document storage

# WHAT NOT TO BRING

- Weapons of any kind such as guns, tasers, stun guns, knives (3" or smaller pocketknives allowed), or pepper spray
- Hazardous items such as combustible fluids, lighters, laser pointers, candles, candle warmers, incense, or fireworks
- Tobacco products (including chewing tobacco, e-cigarettes, and other vaping devices), alcoholic beverages, or any illegal drugs
- Entertainment items such as televisions, gaming consoles, computers, laptops, tablets, DVDs, movies, headphones, or earbuds
- Items with divisive symbols
- Yoga/spandex/pajama pants for use outside the residence halls