



YADVENTURE GUIDES™

We build strong kids, strong families, strong communities.



ITEMS TO BRING TO ADVENTURE GUIDES CAMPOUT

- 1. Clothes:**
 - Enough for Friday night through Sunday morning**
 - Long pants/jeans and closed toe shoes for horse riding**
 - Swimsuit**
 - Water shoes**
 - Spare pair of shoes** (Kids & Dads)
 - Shower shoes/flip flops**
 - Rain Gear** (Disposable Ponchos work great too!)
 - Hiking Boots**, if desired
- 2. Sun Screen & Sun Glasses**
- 3. Bug Repellent** (Deep Woods Off recommended)
- 4. Fishing Gear** (Dad's need a fishing license or risk a ticket if they so much as touch a fishing rod in view of a ranger)
- 5. Firewood** (All firewood must be brought on to the campground – none can be collected from the area)
- 6. Fire Starter Logs & Lighter**
- 7. Breakfast and lunch fixings** (if you do not buy the meal service)
- 8. Snacks and drinks – Pack up in a cooler** (bottled water for use on hikes ~ Canteen/Camelback)
- 9. Towels** (for swimming and use after showering)
- 10. Toiletries & Shower stuff** (soap, shampoo, toothpaste, brush, etc.)
- 11. Extra TOILET PAPER** (Just in case!!)
- 12. Games materials** (footballs, Frisbees, baseball equipment, etc.) **NO POTATO GUNS!**
- 13. Sheets, sleeping bags and pillows** (bunks/cots provided by the camp)
- 14. Flashlights** (with SPARE Batteries!!) **& Lantern** (At least one per circle recommended)
- 15. Utensils and cooking stuff** (to the extent you will cook your own food and/or roast marshmallows, etc.)
- 16. Outdoor Chairs**
- 17. Marshmallows & Sticks to cook with** (S'mores fixin's too!)
- 18. Trash Bags & Rope to tie up outside bags at night** (Keep them night time critters out!!)
- 19. FIRST AID KIT** (Band-Aids, Caladryl, Antiseptic, etc.)
- 20. Knife**
- 21. Camera** (with media ~ Spare Film, Diskettes, CD-ROMs or memory cards)
- 22. Circle & Program Regalia** (Hats, Vests, Shirts, Circle Property, Honor Sticks, etc.)