

MSEP CLOTHING AND EQUIPMENT LIST

Clothing should be comfortable and practical. All items should be marked for identification purposes. Because Western Suffolk BOCES cannot be responsible for lost articles, it is recommended that students leave valuable belongings at home.

Luggage should consist of one suitcase or pack, one small carry-on type bag, a sleeping bag/blankets, and a pillow. Students should have sufficient clothing for one week.
The list below can help in your planning.

<p><u>Bedding & Toiletries</u> 1 Sleeping Bag or 2 blankets 1 Set sheets 1 Pillow and case 1 Shower Towel 1 Beach towel 1 Hand Towel 1 Washcloth 1 Toothbrush Toothpaste Soap Shampoo Comb/Brush Other personal items</p>	<p><u>Clothing</u> 1 Rain Jacket/Windbreaker 1 Sweatshirt 1 Sweatpants 6 Pair Socks 6 Underwear 6 T-shirts 2 Long-sleeved Shirts 5 Shorts 2 Jeans 1-2 bathing suits Pajamas</p>
<p><u>Other Items</u> Sunblock** Hat with Brim Lip Balm Flashlight and batteries Small Daypack Resealable Water Bottle** Notebook**</p>	<p><u>Footwear</u> 1 Pair Sneakers 1 Pair Shower Shoes 1 Pair Water Shoes or Old Sneakers, foot completely enclosed**</p>
<p><u>Optional</u> Pen/pencils Insect Repellant Alarm Clock Camera Money for souvenirs White T-Shirt for Fish Art Souvenir</p>	<p><u>IMPORTANT!!</u></p> <ul style="list-style-type: none"> ● Items marked ** are mandatory items! ● **If medication needs to be administered (prescription and/or over-the-counter), the doctor-signed "Parent and Provider Permission to Administer Medication" form must be completed for each medication and attached to the health form. Prescription and over the counter medication must be sent in original containers.**

*Snacks and personal food items are not to be brought into camp. **However, if you have special food requirements, please let us know prior to your arrival. We will do our best to accommodate.***

While there is no air conditioning at camp, each sleeping room is provided with a fan. We also take advantage of the cool breeze that blows off of the Long Island Sound!