



Camp Birch Trails Packing List

Please label ALL items with your camper's first and last name.

CLOTHING

- Pajamas
- Jacket/sweatshirt
- T-shirts (one for each day, no halter tops)
- Shorts (one pair for each day)
- Underwear (one pair for each day, plus extras)
- Socks (one pair for each day)
- Long-sleeved shirts (two per week)
- Jeans or long pants (two per week)
 - o 2-3 per week for horse programs
- Raincoat or poncho with hood (no umbrellas)
- Swimsuits (two per week)
 - o One-piece or tankini style only
- Nice outfit for Thursday dinner
- Something to tie-dye
 - o Cotton t-shirt, bandana, socks, pillowcase—no towels

FOOTWEAR

- Tennis shoes (two pairs)
 - Water shoes
 - Shower shoes (typically flip-flops)
- *Flip-flops or slip-on sandals cannot be worn around camp
- Riding boots with 1-inch heel for horse programs

PERSONAL ITEMS & TOILETRIES

- Bath towel
- Swim towel
- Travel-sized soap/body wash
- Shampoo & conditioner
- Toothbrush & toothpaste
- Deodorant
- Sunscreen
- Insect repellent (non-aerosol)
- Comb or brush
- Hair fasteners/headbands
- Lip balm
- Feminine products (if needed)
- Hand sanitizer (personal-sized)
- Other personal toiletries
- Necessary medications
- Prescription glasses or contacts

*HORSE PROGRAMS require long pants and closed-toed shoes.

EQUIPMENT

- Mess kit (plate, cup, fork, spoon, knife)
 - o Purchase in the trading post, council shops, or online
- Warm sleeping bag or blankets
- Twin fitted sheet to place over mattress
- Pillow with pillowcase
- Flashlight with new batteries
- Extra batteries
- Water bottle
- Laundry bag
- Backpack or drawstring bag to carry items around camp

OPTIONAL ITEMS

- Stationary, postcards, stamps, address book, envelopes with addresses on them
- Quiet games or books
- Notebook, journal, pens, pencils
- Disposable or digital camera phones
 - o Phones cannot be brought to camp to use as cameras
- Hat or bandana
- Sunglasses
- Small rug (2'x3') – see packing tips
- Favorite stuffed animal
- Money for Trading Post
 - o Cookie Dough & Fall Buck certificates must be printed and brought to camp to redeem them.

DO NOT BRING

- Food, snacks, drinks
- Phones, smart watches, radios, music devices
- Electronic games or appliances
- Makeup
- Dangle/hoop earrings
- Weapons
- Pets
- Tobacco
- Alcohol

Council policy states that campers and adults may not use weapons, alcoholic beverages, non-prescribed drugs, or tobacco products (including e-cigarettes and vaporizers), etc. at Girl Scout functions or on Girl Scout property.

FIRST-DAY CHECK-IN

- Pack all medications in their **original containers** within a zip-lock bag with your camper's name on it. Medications are required to turn in at check-in in their original container.
- Money for Trading Post—Cookie Dough, Fall Bucks, Cash, Credit Card, and Checks are accepted. Have the camper's money in an envelope with their name and amount on the outside. Please print Cookie Dough or Fall Bucks to be used. Trading Post will not accept these any other way.
- Campers should wear their swimsuit, towel, and water shoes to check-in.
 - o Have a change of clothes packed at the top of your luggage for first-day swim checks.

Work with your camper to ensure everything gets packed and they know what items they are bringing to camp. To keep their extra items together (like pillows, stuffed animals and sleeping bags), send an extra laundry bag or a sturdy garbage bag with their name on it so items can be packed in the bag for pick-up. Campers should only need one bag for clothing, please do not send multiple bags or extra-large luggage.