

## **What to Bring and Not Bring to Camp**

This guideline will help you pack for your camper's stay at UNH Tech Camp. *Laundry service is not available during camp.* Should your child require additional quantities of a certain item, please pack accordingly.

HINT: Name labels in all your child's clothing and belongings will help minimize items lost during a week at camp!

### **BRING –**

- **Pillow and pillowcase (we do not have “spares” for reasons of cleanliness)**
- **Top sheet, blankets, mattress cover; a sleeping bag can function as a mattress cover (dorm beds require a twin size, extra-long fitted sheet)**
- Fan – there *is* AC in Fairchild, but some may want extra air circulation
- Duffle bag which can contain all camper belongings
- Laundry bag (optional – laundry facilities are NOT available)
- Toiletries: Soap, towel(s), washcloth, brush/comb, toothbrush, toothpaste, shampoo, hairdryer, other personal care items as needed
- Shower caddy or bag to bring into the bathroom, if desired
- Casual, comfortable clothes for each day – consider packing a pair of long pants and/or clothes that can get dirty – some projects may require this!
- Pajamas
- Raincoat in case of inclement weather
- 2 pairs of sneakers and/or comfortable CLOSED TOE shoes suitable for extensive walking
- Sandals, if desired, for showering
- Sunscreen, if desired
- Insect Repellent, if desired
- Layers (such as a long sleeve shirt, sweatshirt, pants) for insect protection or cool evenings
- Hat or bandana, if desired
- Reusable water bottle, if desired (campers will also get one at the start of camp)
- Medications - Please review medication policies as outlined in the Health Policies section of the Tech Camp Handbook
- Charging cables as needed
- Headphones, if desired
- OPTIONAL: Games, cards, books, camera

### **DO NOT BRING–**

- Blue tooth speakers/boom boxes/radios
- Air conditioners
- Video game consoles such the Nintendo Switch, Gameboy, PSP, or any other handheld or plug-in console
- TVs

- Room decorations
- Expensive or sentimental jewelry
- Electric appliances (kettle, hotplate, etc.)
- Aquatic toys/equipment
- Pets
- Laser pointers or similar devices
- Weapons of any kind, including pocketknives
- Ammunition
- Fireworks
- Alcohol
- Non-prescribed or illegal drugs
- Tobacco, including cigarettes or vape devices
- Items that have high sentimental value and cannot be replaced.
- For a full list of items prohibited in UNH Residence Halls, please refer [here](#).

Tech Camp cannot take responsibility for any damage to electronic devices while at camp. Many are sensitive to high humidity, which may occur at camp. Please leave these items at home for safe keeping! Please leave all valuables at home. We cannot be held responsible for items lost or stolen while at camp.

If any item brought by a camper is determined to be inappropriate but legal, it will be held in the camp office and returned to the camper at the end of the session. In the case of illegal substances or weapons, the appropriate authorities and legal guardian will be notified, and the camper may be required to leave the program.