



DAY PROGRAM PACKING LIST

**! WRITE YOUR NAME
ON EVERYTHING**

Although the days can be sunny and warm, the evenings can be surprisingly cool, sometimes near freezing.

Afternoon thunderstorms or snowstorms can occur at any time, making good rain gear and warm clothes a must. There is no need to buy all new equipment for camp. You should wear comfortable, well-used clothing appropriate for hiking and playing outdoors in all weather conditions.

Synthetic gear like poly, nylon, or wool is recommended over cotton for outdoor activities.

CLOTHING

Come to the program wearing comfy clothes that are appropriate for the day's weather and activities.

- 1 Extra Sweatshirt or Fleece
- 1 Rain Jacket - No Plastic Coat or Poncho

FOOTWEAR & HEADWEAR

Please wear proper footwear such as tennis shoes or hiking shoes. No flip-flops or open-toed shoes.

- 1 Ball Cap or Bucket Hat
- 1 Beanie or Warm Hat
- Sunglasses

2 FACEMASKS

Follow current CDPHE guidelines with regards to the wearing of masks. We will be requiring all participants and staff to wear masks throughout programming if masks are a current recommendation.

Masks Should:

- Be clean and in good repair
- Fit snugly, but comfortably against the side of the face
- Be secure
- Include multiple layers of fabric
- Be easy for participant to put on

GEAR

Be sure to check our communications for any additional items for week-specific activities.

- Day Pack - Backpack with Two Arm Straps Large Enough to Carry All Gear
- Healthy Lunch - If you prefer, KSS will provide a bag lunch for an additional fee per day. KSS IS A NUT-FREE CAMPUS. Please do not pack nut products, including peanut butter, almond butter or trail mix.
- 1 or 2 Water Bottles with Lids
- Sunscreen SPF 30 or Higher
- Lip Balm SPF 30 or Higher
- Laptop/Chromebook and Power Cable for Virtual Academic Support

- Allow for breathing without restriction
- Be able to be laundered and machine dried
- Be on the wearer's face
- Be laundered on a daily basis

<https://covid19.colorado.gov/mask-guidance>

