Carolina Master Scholars Adventures Series

What to Bring

MUST HAVES, COMFORT ITEMS, AND WHAT TO LEAVE AT HOME

Requir	Towels and washcloths Bed linens: extra long twin set (80" twin size) or two regular flat sheets, pillow and pillow cases, plus light blanket or comforter Casual clothes (Columbia is warm, usually 80 - 95 degrees, and can be humid- and some of our activities will be outside) Shorts, t-shirts, jeans, and sweatshirt 2 pairs of shoes. One pair must be closed toe shoes for labs, trips or outside activities, (athletic shoes or sneakers are fine) Sweater or jacket (a/c in classrooms can be chilly) Personal covered cup or bottle Night clothes and bedroom slippers, Robe Alarm clock Toiletries (Toothpaste, Toothbrush, etc) Sunscreen and bug spray Visor/Hat
	Socks for Bowling Note pad and pen Rain coat/umbrella/poncho
Option	al Items: Carolina Gives Back Donation Radio/CD player Hair dryer Camera and film/digital storage media Drinking cup Clothes hamper Favorite "something" from home Favorite board game for game night Stamps and stationery Telephone Non-perishable food items Sleeping bag Money for the Russell House Bookstore
Things	c to leave at home: Computers Valuables Pets (of any kind)
We will	Folder with paper and pencil Outdoor and indoor game equipment (Frisbees, Basketballs, board games, nerf-balls, etc.) Program backpack Transportation to and from the airport/train/bus, with three weeks prior notice Program t-shirt Water bottle Meals (Breakfast, Lunch or Dinner depending on registration status) Snacks daily