

What to Bring to Events

The Bishop Gravatt Center - Camp Gravatt (rustic camp experience)

Housing facilities are open air cabins and platform tents equipped with cots. Bathhouse facilities are located on each side of camp (gender specific) and these have separate facilities for youth and adult sponsors.

Each person will need to bring:

- Pillow
- Sleeping bag or bedding - nights at camp can be quite cool, blankets or sleeping bags are needed!
- Towels and wash cloths
- Toiletries
- Flashlight - most cabins and tents do not have lights
- Sun screen and Bug spray
- Clothes should be causal, but weather appropriate as we spend much time outside. (Because of the risk of insect bites and insect borne illnesses, it is recommended that youth wear clothes and shoes that appropriately protect their skin from exposure.)
- Closed-toed shoes for games and activities in the field are required.
- Swim suit and towel - swimming is usually one of the free time activities
- Instruments (if participating in the New Beginnings Talent Show)

The Bishop Gravatt Center - Conference Facility

Linens and towels are provided by the Center and rooms have individual temperature controls.

- Toiletries
- Sun screen and Bug spray - depending on the time of year
- Clothes should be causal, but weather appropriate as we spend much time outside. (Because of the risk of insect bites and insect borne illnesses, it is recommended that youth wear clothes and shoes that appropriately protect their skin from exposure.)
- Closed-toed shoes for games and activities are required.

Kanuga Conference Center - Camp Bob

Linens are provided - but nights at Kanuga are cold and so sleeping bags or blankets are recommended!

- Towels are also provided - but are small... so bring what you will need
- Toiletries
- Clothes should be causal, but weather appropriate as we spend much time outside. Don't forget a sweatshirt or jacket...it will be cold at this time of year!
- Closed-toed shoes for games and activities are required.
- Flashlight - cabins are lighted, but flashlights may be needed to walk from the cabins to program buildings and other activities.