

## PERSONAL EQUIPMENT LIST – FAMILY ADVENTURES

(Leader: Please copy & distribute)

If you will be involved in any of the following activities, either apart from or in addition to a full-scale backpacking trip, **please** bring the following items in addition to your normal change of clothes.

Rock Clim	bing		
		will hinder a full range	motion
LONG PANTS ( <i>required</i> to participate in			
rock climbing)			Sunscreen
R:	aincoat		Lip balm
			Sunglasses
C	losed toe shoe	s. No sandals or flipflo	s.
Browns Ca	anyon Advent	ture Park	
Avoid any loose or dangly clothing or items. No loose jev			
Outdoor clothing, no skirts, dresses. Long			ng Something to tie your hair back
pants or long shorts are ok.			Sunscreen
Closed toe shoes			Lip balm
Day Hikin	ıg		
Shorts			Sunscreen
Long pants			Lip balm
Wool or fleece/pile jacket (nothing too			Sunglasses
bulky)			Water bottle (1 quart Nalgene bottles are
Raincoat (provided if you do not have one)			
Wool or fleece/pile hat or cap			bring your own; we also have them to
Н	iking boots (H	ligh top tennis shoes-C	purchase in our lodge)
Half and I	Full Day Rafti	ing	
Swim suit			Lip balm
Nylon quick drying shorts			Sun visor or ball cap
Polypro clothing (available for rental from			
Noah's)			Disposable Waterproof Camera (available
NO COTTON CLOTHING!!!! Sunscreen			for purchase at Noah's)
Noah's Ark	rents the folk Full Da		rvations necessary; prices subject to change.)
Polypro shi		\$2.50	
Wetsuit	\$9.00	\$7.00	
Booties	\$6.00	\$4.00	
Splash Jack	ets \$5.00	\$7.00	
Overnight	Rafting		
		th dry bags for the trip	
		items listed for half an	full
	ny rafting		
	ong pants		Toiletries
Pair of shorts			Bug repellent
Short sleeve shirt			Any necessary medication
Long sleeve shirt			Sleeping bag rated to 20° or warmer
Wool or fleece/pile jacket (avoid bulky			(Rentals available for \$7 per night.
	ems)		Sleeping bags must be reserved in
	ool socks		advance to guarantee availability.)
		pair of footwear (one fo	Tents (provided by Noah's on Basecamp
ca	mp, one for ra	att)	trips)