SCHOOL CAMP AT ROTOITI LODGE

So, you're coming on camp to Rotoiti Lodge. We can't wait for you to join us!

Before you arrive, have a read through this. It's got some handy stuff you might want to know.

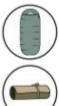
Need to contact us? Email info@rotoitilodge.co.nz or call 03 521 1820



Your day on camp will be busy, and filled with adventure and challenge! You'll wake up, have breakfast, and we'll usually get into the day at 9:00am. You'll have a full day of activities, with a morning tea and afternoon tea break, and an hour for lunch. The activities usually finish at 5:00pm.

ACCOMMODATION

If you're staying with us for more than a day, you'll be living in our bunkrooms inside the lodge, or a big tent outside. To stay comfortable and get the best rest possible, think about doing the following:



Bring a nice, warm sleeping bag, or hire one from us.



If you're in a tent, put a bedroll underneath your air mattress.



earplugs.

If you're a light sleeper, bring



Bring a torch so you can see once the lights are out.

ACTIVITIES

The lodge also has a Kitchen, Dining Area, Living Room, Toilets, Showers, and a Drying Room.

We've got a bunch of awesome activities lined up for you on camp. Here's what you'll need to bring on all these activities:



You'll also need a bunch more important gear, which you'll find in a handy checklist on the next page.

WHAT TO BRING

Here is a handy checklist for you to fill out before you come on camp to ensure you don't forget anything. If you don't have some of this equipment - don't worry! You can hire it from our gear shed at an affordable rate.

GENERAL ITEMS	TRAMPING EXTRAS
GENERAL TTEMS	 65L+ Tramping Pack 65L+ Tramping Pack Pack Liner Sleeping Mat Fleece Jumpers x2 Thermal Tops x2 Thermal Bottoms x2 Gloves Beanie Woolen Socks x3
Long Pants Jumpers	Tramping Boots / Sneakers
 Underwear Socks Trainers / Running Shoes Crocs / Scuffs / Jandals Swimming Togs / Wetsuit Swimming Shoes 	IMPORTANT Personal Medication Inhaler Epipen TICK ALL THAT APPLY
Sun Protection	