

GUIDELINES & PACKING LIST

The Youth Service International Midwest Leadership Camp is aimed to teach young men to serve others. We provide challenging activities, stimulating classes, and an atmosphere of charity so that all young men are encouraged to practice the human and Christian virtues.

Demeanor

Dress Code

As a camper, you should dress well for Mass and the morning classes. Please bring enough shirts with collars and pairs of long pants (khakis) so that your attire each day during Mass and classes is presentable. There will be an opportunity after the midday meal to change into sports clothes for the afternoon.

Care of Cabins/Tents and Inspections

It is the responsibility of each camper and team to make sure that his team's area is kept neat. Sleeping bags should be rolled up and clothing properly stored. There should be no litter or loose items lying around. Everyone should contribute to the general order of your team's area.

Punctuality

Be aware of the daily schedule. Get in the habit, right from the start, of being punctual.

Snacks

All food and snacks will be provided by the kitchen staff and for this reason you do not need to bring food to camp.

Attitude

Be ready to meet the different challenges in basic skills that each activity presents. Pay attention. A week of instruction will not produce immediate results but the effort put into the classes will be to your benefit.

Mentoring

Each day you will receive a talk by one of the counselors on personal improvement. Listen to the suggestions offered and consider how you can put them into practice. Meet with your counselor to discuss ways for you to improve. Ask yourself "How can I do my best in school, at home, and with my friends?" Try to leave camp with resolutions to do better.

Structures & Campgrounds

We are guests at the campgrounds and we should take care of the property (including cabins, buildings, and all other material items) as if they were our own.

Sports

Attitude

We are here to learn good sportsmanship, not just to win. Your team will depend on your interested involvement. Bad-mouthing is destructive and, therefore, will not be allowed. Always encourage your teammates to do their best.

Water Safety

Campers may be in the pool areas only during the established swimming times and only when counselors are present.

In General

Follow your team counselors at all times. They are aware of the schedule and where events will be held. They must know where you are at all times. Do not walk away or go to another area of the camp without asking a counselor's permission first and letting him know exactly where you will be.

If you have to use the bathroom at night remember to take your flashlight with you and if someone is awake, tell him where you are going. If you require medical attention, wake up one of the counselors.

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In case of emergency, the phone number at the camp is 601-301-CAMP (601-301-2267). Mail items to: Cary Camp, Attn: Leadership Camp, 6286 State Road 26 East, Lafayette, IN 47905

The Directors of the Leadership Camp reserve the right to send any camper home who is uncooperative and disruptive to the camp's overall program.

Packing List

Items To Bring

- 1 laundry bag
- 1 rain poncho
- 12 pairs of socks
- 7 pairs of underwear
- 7 T-shirts
- 2 pairs of gym shoes (cleats are optional, but no metal cleats)
- 3 gym shorts
- 1 pair of pajamas
- 3 button down or polo collared shirts (for Mass)
- 1 pair of swimming trunks
- 2 large towels
- 2 sweatshirts and/or light jackets
- 2 pairs of long pants
- 1 belt
- water bottle
- toothpaste, toothbrush, soap, shampoo, comb, suntan lotion, insect repellent
- notebook, pen, pencil
- sleeping bag and small pillow
- sleeping pad
- flashlight (with new batteries)
- book(s) for reading
- musical instrument or anything to show your talents at the talent show (optional)

Items Not To Bring

Upon Staff discretion, articles listed below are subject to immediate confiscation and camper may be expelled from camp.

- cell phone / music players
- video game devices
- junk food / candy / snacks
- playing cards
- firecrackers
- weapons
- pocket knives