



THINGS TO BRING TO CAMP

(These are suggested items)

- TENNIS SHOES
- SHOWER FLIP FLOPS
- OLD PAIR OF SHOES OR WATER SHOES (NO FLIP FLOPS)
- 1-2 PAJAMAS
- 4-5 PAIRS OF UNDERWEAR
- 4-5 PAIRS OF SOCKS
- 4-5 T-SHIRTS
- 4-5 ATHLETIC SHORTS
- 1 PAIR OF PANTS & NICE SHIRT FOR AWARDS DINNER
- 1 SWIMSUIT (LADIES, PLEASE BRING A ONE-PIECE SWIMSUIT AND SHORTS)
- 1 JACKET/LONG SLEEVE SHIRT/SWEATSHIRT
- 1 SET OF OLD CLOTHES THAT CAN GET DIRTY
- 1 PILLOW, PILLOWCASE, AND TWIN SIZED SHEETS
- 1-2 BLANKETS OR SLEEPING BAG
- 2 TRASH BAGS WITH NAME ON THEM
- BIBLE
- 2 BATH TOWELS
- TOILETRIES
- BUG SPRAY
- SUNSCREEN
- FLASH LIGHT
- WATER BOTTLE
- MONEY FOR CAMP STORE
- SPORTS EQUIPMENT/BALL FOR SPORT CHOSEN

THINGS TO LEAVE AT HOME

- CELLPHONES & ELECTRONICS (IPAD, NINTENDO SWITCH, ETC...)
- FOOD OR CANDY (WE WILL HAVE MEALS & SNACKS)
- EXPENSIVE JEWELRY

**Still Water is not responsible for stolen goods or money*

THEME DAYS

WACKY WEDNESDAY (GET WACKY WITH SOCKS, HAIR, CLOTHES, ETC.)

JERSEY THURSDAY (WEAR A JERSEY OR SWAG FROM YOUR FAVORITE TEAM)

FREEDOM FRIDAY (WEAR YOUR RED, WHITE, AND BLUE TO GET YOUR 'MERICA ON!)

SATURDAY: CAMP SHIRT (GIVEN DURING CAMP)

EMERGENCY PHONE NUMBER AT CAMP

DIRECTOR OF CAMPING: CHRISTIAN CANTU - 956-245-1094

PARENT DROP OFF & PICK UP

CAMP DROP OFF IS AT 4:00PM. CAMPERS WILL NOT BE ALLOWED TO CHECK IN BEFORE 4:00PM. WHEN PICKING UP YOUR CAMPER, YOU NEED TO BE THERE NO LATER THAN 10:30AM AT THE SAME LOCATION.

MEDICINE AT CAMP

- ALL MEDICATION MUST BE IN ORIGINAL PACKAGING WITH PRESCRIPTION INFORMATION.
- PLEASE PLACE ALL MEDS IN A ZIP LOCK BAG LABELED WITH THEIR NAME AND DIRECTIONS FOR MEDICINE.
- WE HAVE AN INFIRMARY STAFFED WITH MEDICAL PERSONNEL WHO WILL DISPENSE MEDS ACCORDING TO THE INSTRUCTIONS IN THE BAG.
- ALL MEDICINE (INCLUDING OTC) SENT TO CAMP MUST BE GIVEN TO THE NURSE AND WILL NOT BE ALLOWED TO BE KEPT IN THE CABIN (EXCLUDING INHALERS).
- A WRITTEN STATEMENT OF MEDICAL NECESSITY FROM THE PRESCRIBING DOCTOR IS NEEDED FOR ANY CAMPER TO CARRY MEDICATION AND RELATED PARAPHERNALIA OR DEVICES (I.E. BEE-STING MEDICATION, INHALER, INSULIN, ETC). ALL CAMPERS REQUIRING THEIR INHALER WITH THEM AT ALL TIMES MUST BRING A NOTE AND ARE RESPONSIBLE FOR KEEPING THEIR INHALER WITH THEM.

PHONE CALLS / PERSONAL VISITS

CAMPERS ARE NOT ALLOWED TO MAKE PHONE CALLS AS THIS DISRUPTS CAMP PROGRAMMING. ANY NECESSARY COMMUNICATIONS FROM YOU TO YOUR CAMPER WILL BE MADE THROUGH THE DIRECTOR OF CAMPING. THE DIRECTOR OF CAMPING OR NURSE WILL CONTACT YOU IN THE CASE THERE IS INFORMATION YOU SHOULD KNOW ABOUT YOUR CAMPER.

YOU CAN EMAIL YOUR CHILD WHILE THEY ARE AT CAMP! THIS IS A FREE SERVICE. EMAILS WILL BE DISTRIBUTED EACH NIGHT AT DINNER BUT NEED TO BE RECEIVED NO LATER THAN 3PM IN ORDER TO MAKE THE PRINTING CUT OFF TIME. **PLEASE EMAIL EMAILMYCAMPER@SWCM.ORG**. INCLUDE YOUR CHILD'S REAL NAME (FIRST AND LAST) AND CAMP THEY ARE ATTENDING IN THE SUBJECT LINE. FEEL FREE TO SHARE THIS WITH FAMILY AND FRIENDS. EMAILS WILL NOT BE DELIVERED ON THE LAST DAY OF CAMP.

DIRECTIONS TO KNOTT CREEK FALLS

2931 FIEDLER ROAD • HARPER, TX 78631

(FROM SAN ANTONIO): TAKE I10 WEST TOWARDS KERRVILLE. CONTINUE ON I10 FOR 65 MILES AND TAKE EXIT 505 TOWARDS HARPER. TURN RIGHT TOWARDS HARPER AND CONTINUE FOR 10 MILES. TAKE A LEFT AT FIEDLER RD AND DRIVE DOWN THAT ROAD FOR 3.5 MILES. CAMP WILL BE ON YOUR RIGHT! YOU'LL DRIVE OVER A CATTLE GUARD AND A LARGE METAL BUILDING WILL BE ON THE RIGHT SIDE OF THE ROAD.

(FROM AUSTIN): TAKE 290 WEST TOWARDS DRIPPING SPRINGS. STAY ON 290 WEST FOR 30 MILES UNTIL YOU HIT 281. TAKE 281 NORTH TOWARDS JOHNSON CITY. YOU'LL STAY ON 281 NORTH FOR 5 MILES AND THEN TURN LEFT ONTO 290 WEST TOWARDS FREDERICKSBURG. CONTINUE ON 290 FOR 30 MILES AND TURN LEFT ON FRIENDSHIP LN IN FREDERICKSBURG. YOU'LL CONTINUE ON THIS ROAD FOR 20 MILES AND THEN TURN LEFT ON FIEDLER ROAD. STAY ON FIEDLER ROAD FOR 3 MILES (YOU WILL DRIVE THROUGH MULTIPLE LOW WATER CROSSINGS). CAMP WILL BE ON YOUR LEFT! CONTINUE PAST THE STONE GATE AND ENTER THROUGH THE SERVICE ENTRANCE A HALF MILE DOWN THE ROAD ON THE LEFT!

YOU WILL SEE FEATHER FLAGS AND SIGNS TO IDENTIFY THE ENTRANCE TO THE CAMP