

Arizona Medieval Games

Squire Packing List



All items should be labeled with the squire's name and school abbreviation.
Any unclaimed items at the end of the Games will be donated or disposed of.

Plan on cold weather (especially at night and in the early morning) and sunny days.

- 3 Shirts (depending on weather, long and short sleeve would be good)
- 3 Pair of pants
- 3 Sets of undergarments and socks
- Comfortable, closed toe shoes (You will be active and on your feet the majority of the day.)
- Knit hat for the evening and early mornings
- Brimmed hat for the days.

All squires must wear a brimmed hat during the day. Baseball caps are not allowed.

- Warm jacket
- Light jacket
- Raincoat or poncho
- Tabard with coat-of-arms attached

- Toothpaste/toothbrush/deodorant/lotion
- Wash cloth & small hand down for washing up
- Hairbrush
- Ponytail holders (all long hair **MUST** be pulled back during field activities)
- 1 or 2 lip balm(s) (*many squires have suffered from severe chapped lips*)
- Sunscreen for body and lips

- Water bottle
- Flashlight with extra batteries
- Sleeping bag (at least 30^o rating)
- Sleeping pad (no air mattresses)
- Blanket
- Pillow
- Hot Hand Warmers packets, optional (available on Amazon)