



MORE FIELD GUIDE COURSE – PACK LIST

Please note that a lot of these items can be purchased in the town close by

- Appropriate items for summer conditions (t-shirts, sandals, raincoat, shorts).
- Appropriate items for winter conditions (warm items, winter jacket, gloves, beanie).
- Neutral colored clothing for game drives / walks. Shirts must be collared (khaki, brown, grey, beige, green; no pinks, blues, or other bright colors). Two uniform shirts are provided.
- Comfortable hiking boots (ideally waterproof or another pair for rainy season).
- Cap or hat.
- Sunglasses, sunscreen.
- Binoculars, a decent pair is highly recommended (from 8 x 32 – 10 x 42).
- Torch and / or headlamp.
- Lip ice / moisturizer / insect repellent.
- Backpack (daypack).
- Water bottle, ideally camelback or water-bladder which fits into daypack (at least 2L).
- Normal belt (to attach ammunition-pouch).
- Fully sealed box for snacks (for inside your tent, otherwise animals could be attracted – this can be bought after arrival).
- Sleeping bag / sleeping mat (for sleep-outs and winter conditions). We provide summer duvet, linen, and pillow.
- Warm water bottle for winter.
- Camera / video camera, laptop (recommended, not compulsory).
- Adapters, chargers, spare batteries (torch, camera, cellphone).
- Headphones (so you can listen to music without disturbing others) / Hard drive (with movies?), Bluetooth speaker (all not compulsory).
- Stationery (A4 notepads, small notepad, pens).
- Leisure items, ie. deck of cards, dice, frisbee, juggling balls ... or anything else for downtime.
- Towels, toiletries.
- Snacks, cigarettes, personal medication, pocket money (next ATM is located in Thabazimbi /60 min).
- Personal Medical Aid, insurance for personal liability (student-to-student). Doctor's note (i.e. in case of dyslexia we can arrange an oral exam).
- Positive attitude (tolerance, empathy, eagerness to learn, respect for others).

Safe parking available should you bring your own vehicle. Camp-safe is available for small valuables.