

Cooperstown Packing List

**Baseball Gear**

* Bats
	+ Bats must be checked, cannot be carried on.
	+ Team bats are going to Cooperstown with Curtis
* Gloves
	+ recommend carry on 1
* Cleats (2 pair if possible)
	+ Plan on 1 pair always being wet, which is why they may need 2.
* Belts (Navy & Scarlett), provided in player kit
* Batting Helmet – our regular helmets are ok
* Additional Socks (Navy/Scarlett)
	+ Player kit has 2 blue and 2 red pair (4 total)
* White Knickers – No stripes (2 pairs)
* Undershirts (Navy and Scarlett from player kit)
	+ Extra layers for under the undershirts in case of really cold temps
* Cup/Jock/sliding shorts
* AZBC drifit tops and sweatshirts for between games.
* 5-6 balls per player (Head Coach will provide Tuesday night)

**Other**

*(any personal clothing items that you would want laundered by CDP MUST have players name in them)*

* Swim suit & Flip Flops for shower - Important
* 2 towels
* Mesh bag for :
	+ Toiletries (soap, toothbrush, toothpaste, deodorant)
* 2 Combination Lock(s) – IMPORTANT for locking their trunk in the barracks
* Sleeping bag (preferred) or sheets and warm blanket(CDP provides 1 fitted sheet – not high quality)
	+ Twin mattress
	+ It will be chilly in the room at night, likely mid 60s.
* Pillow
* Underwear
* Long underwear for cold days/nights.
* Non-game day socks
* Regular Shoes
* Shorts
* Long pants/sweatpants/joggers
* Rain Coat (each player getting poncho in player kit)
* Sweat shirt, jacket (unpredictable weather)

**Recommended**

* Gold Bond
* Clip fan
* Power Strip
* Extension cord (6 total for team use in barracks)
* 2-3 Bungee Cords for Hanging wet towels and clothes
* Sunscreen
* Bug Spray
* $ coins for Arcade, cash only for Concessions Stand
	+ I hear a lot of kids like the food at concessions, so some extra spending money would be a good idea.
* Card games, travel size games (each player getting deck of cards).
* Sunglasses
* Extra Shoe laces
* Snacks for players



 

