Marine Immersion

More information about what to bring (or not)

this document is a supplement to SML’s official packing list, available online at http://host31.spidergraphics.com/sml/doc/PACKING_INSTRUCTIONS_for_STUDENTS.pdf

Packing note: Every single piece of luggage will be handled several times en route to the island, so it’s much better to pack several small bags than one huge one. Don’t pack anything over 50 lbs. Please avoid enormous suitcases or trailer-sized duffle bags.

Books, notebooks: There is no textbook for this class (whew). There are reference books on the island, and you can buy a field guide from the Appledore Store if you want your own. We will provide a field notebook for each student.

Please bring paper, writing implements, and any other equipment you need to take notes—including outdoors! You can use your field notebook for lecture notes if you wish.

Computers: If you have a laptop, bring it. If you don’t have one, you can use the SML computer lab on the island, or rent one for the week. If you are planning to get a new computer for the start of your college career, this would be a great time to set it up and get used to using it.

If you have a USB flash drive/memory stick, bring it. If not, we’ll lend you one.

If you have a digital camera, bring it (also spare batteries). If you don’t, don’t worry about it. If it’s part of your cell phone that’s fine, though note that during most of the week class policy requires that you leave your phone in your dorm room.

What to have in your daypack on board the boat the day you head out to the island: Depending on the tides, we may head straight out into the field as soon as we get to the island, so be prepared. Major luggage will be stowed below decks, and inaccessible during the trip. Please make sure you have in your daypack (or are wearing):

windbreaker/rain gear, sweatshirt, hat, sunblock, sunglasses
snack, water bottle (if you use seasick meds such as non-drowsy Bonine, take an hour ahead of time)

footwear for intertidal field work – wear or have accessible on the boat!

FOOTWEAR: we will be climbing around rocky, slippery, wet areas that require rugged, closed-toed shoes that are either waterproof, or designed to get wet. Closed Tevas, Keens, or other water shoes are good; some of us prefer sturdy rubber boots with good treads. Sandal-style Tevas, crocs, “five-finger” shoes, or flip-flops are not okay for intertidal work, though you might want them for classroom wear. Dive boots are not recommended (too flimsy).

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Things that are nice, but not essential, to have on the island (ones marked * can be purchased in the Appledore Store):

- binoculars
- hand lens*
- calculator
- field guides, especially K.L. Gosner’s *Field Guide to the Atlantic Seashore* (one of the Peterson’s Field Guide series)*
- facemask and snorkel – if you have them; there are some spares on the island.
- There may be one (optional) snorkeling opportunity during the week. There is no scuba diving during Marine Immersion.

A few things on the official SML list that you will probably **NOT** need during Marine Immersion:

- dissecting kit (we’ll use tools already in the lab)*
- mittens
- sleeping bag (SML provides blankets; bring your own sheets & pillowcase)
- wet suit

**Please don’t** bring any extra trash or packaging – you’ll just have to haul it all off the island again (the island has a carry-in/carry-out rule). Unwrap or repackage personal items to minimize what you throw away on Appledore: there really isn’t any “away.”