WHAT TO BRING

ELECTRONICS
- iPad (or other mp3 device)
- Kindle/Nook/ iPad
- Headphones (other accessories)
- Television (Wall mounting a TV is not allowed)
- Radio
- Blu-Ray/DVD player
- Gaming System
- Fan
- Alarm Clock
- Surge Protector(s)
- Extension Cords (three-prong, grounded cords permitted; two-prong, “zip strips” not permitted)

PERSONAL & EMERGENCY PREPARDNESS
- Photo ID/Driver’s License
- Social Security Card (or a copy)
- Birth Certificate (or a copy)
- Passport
- Health Insurance Card
- Prescription Medication
- Checkbook/Bank Card
- First Aid Kit
- Batteries

FIRST AID/MEDICINE KIT
- Band-Aids/Neosporin/Anti-Itch Cream
- Aspirin (or other such medicine)
- Cough Syrup/Cold Medicine
- Ice Pack/Hot Pack
- Thermometer (digital or electronic only)

WHAT NOT TO BRING/ITEMS TO LEAVE AT HOME:

- Wireless hub (wireless routers are against campus policy; their default configuration interferes with the Internet connectivity of rooms around you)
- Halogen lamps or halogen bulbs of any kind
- Christmas Lights
- Hotplate, skillet, toaster, toaster oven, rice cooker, George Foreman Grill, or similar cooking or high-wattage appliances with exposed surfaces
- Air conditioner or personal cooling unit, electric or space heater
- Candles (regardless if used for lighting or decoration), kerosene heater, incense, scent pot burners, or other fire hazards
- Pets (except fish, tank must be 10 gallons or less)
- Nail picture hangers (no nails or thumbtacks in woodwork or walls) Students are encouraged to use Command Strips to hang pictures and posters on the walls
- Constructions (such as “lofts” or “room dividers”) are not allowed in the residence halls, and standard room furnishings cannot be moved out of your room or stored.
- Weapons, including air pellet, soft pellet, water, paintball, or BB guns; swords; knives; etc.
- Oversized stereo speakers
- Waterbed or Your own mattress