

DRESS CODE



Worksite Dress Code

- Required:** Closed-Toe Shoes
Recommended: Sturdy shoes with laces and a thick sole
- Required:** Long Pants
Recommended: Sturdy pants, jeans, or overalls
Do Not: Bring Leggings or Sweatpants for the worksite.
- Required:** Sleeved Shirts
Recommended: Short sleeve lightweight T-shirts
Do Not: Wear sleeveless shirts or wear something you do not want to get paint or dirt on.

Lodging Facility Dress Code

- Shirts or dresses must have sleeves. No midriff/crop tops allowed.
- Shorts and skirts are fine for the lodging facility. Must be fingertip length.
- Participants must wear shoes at all times. Flip flops and sandals are fine for the lodging facility.
- Offensive or inappropriate designs on clothing are not allowed at any time during a Mission Serve project.

Mission Serve reserves the right to ask any Mission Serve participant to change clothing if the individual is not in compliance with any of the above dress code. Mission Serve participants are responsible for bringing the appropriate attire for the week of the project.

PACKING LIST

- Bible
- Pen or pencil
- Notebook for taking notes during worship and personal journaling
- Reusable water bottle
- Clothing for Worksite *See Dress Code*
- Clothing for Lodging Facility *See Dress Code*
- Saturday Start Projects Only** - Slacks or jeans and shoes for church
- Socks and underwear
- Rain gear
- Light jacket or sweatshirt
- Hat or visor
- Work gloves
- Sunglasses
- Tools *examples: hammer, paint brush, paint scraper, safety goggles etc.*
- Insect repellent
- Sunscreen
- Towels and washcloths
- Pillow
- Sleeping bag or sheets and a blanket
- Air mattress or cot *twin size only*
- Travel mirror
- Personal toiletries *comb, soap, toothbrush, deodorant, etc.*
- Shower caddy
- Plastic bags or laundry bag for dirty clothing
- Personal family health insurance card
- Money for mission offering, promo table, and Wednesday night

IMPORTANT

Mission Serve is not responsible for personal items lost or stolen at the project.

Participants may not bring tobacco products, alcohol, illegal substances, weapons of any kind, fireworks, or any other dangerous substances to the project.

Any participant in violation of this may be sent home from the project.

