

CHS Check-In Primer - Arrival Day

Check-in day can seem strange - here is an explanation of what you will be doing and what we are doing...

1) Vehicle Arrival - A staff member from the parking team will meet you at the entrance to the parking lot. They will guide you to a parking section and ask you to fill out a parking slip. Please make sure the slip is filled out legibly and prominently displayed on your dash. You will also be backing in, and we will attempt to group troop cars together to make eventual departure easier. Please only drive at 5MPH in the parking lot. **There are limited temporary parking spaces.** Please group scouts into more than one or two per vehicle if at ALL possible, and please warn parents they will want to unpack cars and leave as quickly as they can.

2) Scoutmaster Check-In - Starting at 1:00, scoutmasters will be brought to the camp office by your troop guide, who should meet you in the flag meadow upon arrival. Bring a copy of your tour plan. Office personnel will double-check your financial transaction with camp, provide you with any important info, and show you your mailbox.

3) Introduce Your Troop Guide - Your troop guide is an assigned staff member who will take you from location to location during check-in, help you move things to your campsite, and give you information throughout the afternoon. At this point, you will also pull any gear from cars that will be departing and make a pack line in the flag meadow. Make sure to take your water bottles out of the packs for use, as well as swim gear if your troop guide instructs.

****Where it Gets Weird** - So far, this seems relatively straight-forward. However, it is at this point that things diverge for each troop on a case-by-case basis. There are a few things that troops **MUST** do throughout the day (such as medical check-ins) some that we really want to give them the opportunity to do (such as swim checks) and some that are good, but non-essential, such as going to every area to hear about what is new this year. We used to have all troops visit the med-lodge first, ready or not, no matter how many groups were already in line ahead of them. This not only caused a lot of waiting, it also made for snarls and snags down the line as troops realized they were not ready for the next step after med checks, and caused a hold up in *that* and so on. Add to that the fact that troop arrival times vary with traffic conditions [even when we tried to schedule staggered arrivals], and it becomes clear that the optimal and most efficient path for each troop to take through the day cannot be predicted ahead of time. So, instead, we have a human mind, determining the best solutions they can on the fly, and adapting to the situation as it develops. This is why you will hear your troop guide regularly call for instructions from **"Skynet"** on their radio. Think of them as an Air-traffic controller. They can shunt troops into the less important tasks while they wait for the more important ones to open, without much physical waiting in line - with your cooperation.

Most Important - Health Lodge - The health lodge is the one stop all troops must go through that cannot be made up, and must occur before taking a swim check. Please give each Scout and adult their health form and shooting permission form if applicable. Even if they did a health pre-check, they will be getting a rapidfire check to make sure things are in order. Scouts that have no problems with their forms will be passed through quickly by qualified checkers, while those who have unusual forms or medical needs will be passed on to the medical officer for a more in-depth look. The medical officer will provide a lockbox for any prescription meds that are not refrigerated or need special qualification to dispense. Since med checks must happen before the swim check, we will almost always ask that troops be either changed into their swim trunks, or have their swim gear with them so that they may change as they are waiting, in nearby pop-up changing spaces. This way we can facilitate getting to swim checks as soon as a spot is available. However, since the swim checks are our second major bottleneck, you may be diverted to other tasks first, even if changed. Once a line builds up for the med lodge we will be sending troops elsewhere rather than

having them wait, then calling them back as space opens up. Every so often, this might mean that the med lodge looks available while a group walks to it - but do not join the line without the say so of your troop guide and Skynet. **Middle Priority - Swim Skill Check** - This can be made up if you miss it, but we want to get as many through as possible. If you are one of the first troops through the med lodge, you will likely go straight here. Later troops will be temporarily diverted. Please be changed before approaching the waterfront, so that your time using the area is not increased by changing. Also, although we know some troops like to have everyone do the swim check - consider having only scouts who are in water-based merit badges or plan to swim go through it. Do not force any scout to swim check if they do not want to - this can be regarded as hazing. Similar to the health lodge, your guide should have **Skynet's** direct permission before approaching the waterfront. The area director will tell you rules and info for the area prior to having scouts swim from one end of the lake to the other, as per regulations.

Dining Area - All troops should stop by the dining area to be familiarized with our dining and stewarding procedures. This is also the time when the head steward collects data on allergies, and will assign tables to your troops. However, this is not one of our usual bottlenecks, and is actually somewhere that **Skynet** will often have troops visit early on when they are killing time waiting for the med lodge or swim checks. That may change a bit this year with the different location for the dining area, which is now under the tent in the program meadow.

Campsite - At some point, you will want to take your stuff from the pack line you made in the flag meadow up to your camp. Campsites are only accessed by walking, so things will have to be hand-carried. Often, the third troop to check in and those after will be sent to the campsite by **Skynet** as one of their first stops. Unless instructed otherwise by **Skynet**, this also makes a good time to change into your swim gear and inspect the initial condition of your campsite.

****Leader's Meeting** - At 4:30 PM, there will a Leader's Meeting. Please send one adult leader and if at all possible, one SPL to the meeting. This meeting will be held at the family camping area, to avoid disruption by passing troops.

Low Priority - Troop Photos - Troop photos are always fun souvenirs from camp, and we have made fun little camp photo albums from them on occasion. This is also a great stop for **Skynet** to send you to if you have only a little time to wait before something opens up. You can take the photo wearing whatever gear you want, but many troops like to take them while wearing their full uniform - your troop guide will ask to see what you want. Makeup photos can be taken later in the week if you miss it, or you can skip this if you do not feel the need for a photo. The photographer may also tell you a little about the Pinecrest Bus Schedule. Feel free to move on if this takes more than 5 minutes.

Area Tours - This is the part where the directors of the various program areas of camp tell you a little about their area, and answer any questions. If your troop is a returning troop, and your older boys feel they can tell the new ones the general ropes, feel free to ask for the abbreviated version of "what is new this year". Sometimes, multiple troops will listen to an area spiel at once, but try not to disturb any troop already listening. It is not essential that you get to every area, though it is a goal. If you have already been to the dining area and your campsite, but they are still not ready for you at the health lodge or waterfront, **Skynet** will likely divert you into area tours, while keeping track on a list of which groups have been in the tour loop the longest.

Finished - When you have done all these things, you are done, and may return to your campsite to relax until flags at 6:20 PM. Stewards will be called to the dining area at 6:00, so please make sure to make duty assignments by then.