KID'S CAMP INFORMATION

CAMP DETAILS:

CAMP DATE:	CAMP NAME:
GROUP HOLD ID:	TOTAL CAMP FEE:
DEPOSIT DUE DATE:	DEPOSIT AMOUNT: \$35
2 ND PAYMENT DUE DATE: April 19, 2024	2 ND PAYMENT AMOUNT: \$35
BALANCE DUE DATE:	BALANCE AMOUNT:

HOW TO REGISTER A STUDENT:

- Go to hlccc.org -> Camps
- Choose KID'S CAMP
- Click CAMPER "LOGIN & RESOURCES"
- Click "REGISTER or LOGIN"
- If the parent/guardian does not have an account, click "Create New Account".
 - On first screen, set up your username and password. The name and email address are for you, not the person you are registering.
 - The next screen is the student information.
- If the parent/guardian has an account, login with your credentials.
 - Once you are logged in you will see the current camper(s) in your account.
 - Click "Register (New)"
- YES, you are registering as part of a group. Enter your unique Group Hold Registration ID.
- Follow all the registration pages to complete the registration
- Pay close attention to the Notification tile. If there is a bell (red or green), please resolve those to complete the registration.

HOW TO REGISTER AN ADULT:

- Go to hlccc.org -> Camps
- Choose KID'S CAMP
- Click CAMPER "LOGIN & RESOURCES"
- Click "REGISTER or LOGIN"
- If the adult does not have an account, click "Create New Account".
- If the adult has an account, login with your credentials.
 - Click "Register (New)"
- YES, you are registering as part of a group. Enter your unique Group Hold Registration ID.
- Follow all the registration pages to complete the registration
- Pay close attention to the Notification tile. If there is a bell (red or green), please resolve those to complete the registration.

HOW TO ADD A CAMPER TO YOUR ACCOUNT:

If you need at add another student camper to your account, DO NOT create a new login for them.

After logging in to your dashboard, click "Add Camper".

Follow the prompts.

OVERVIEW OF CAMP

ARRIVAL TIME: check-in begins at 10:00am on Day 1 of camp.

DEPARTURE TIME: approximately 3:00pm

CAMP DAY: Day 1 of camp. The group leader will check-in when your group arrives. Check-in will include completing any unfinished paperwork, receive lodging information, and pick up name tags, camp books, and t-shirts. Medication will be turned to the Health Staff.

COLOR GROUP: your church is assigned a color group 3 weeks before camp via email to the group leader. The color groups are used for the schedule. Though it is not mandatory, representing your color is recommended as we have color group competitions throughout the week.

T-SHIRT: provided for each student and adult registered for camp. These shirts are ordered in advance based upon the size given on individual registrations. The Deadline to receive specific sizes is 3 weeks before camp. Anyone who registers after that deadline will receive a shirt if available; if a size exchange is needed, sizes are not guaranteed.

CRAFT TIME: campers can take a break from the outdoors in the Conference Center. Choices are making a craft or playing board games. The Snack Shack and General Store are also open.

WET INFLATABLE TIME: campers play on inflatable toys that have water involved e.g. giant slip-n-slide, large water slide, obstacle course, etc. The Snack Shack and General Store are also open.

RECREATION: time to complete against other church groups in crazy games.

EVENING WORSHIP: campers will gather in Miles Auditorium every evening for a session including worship music, prayer, and a message from the speaker.

LATE NIGHT EVENTS: on the first day we will have a late night event. Any additional instructions for this event will be explained as necessary.

SNACK SHACK & GENERAL STORE: purchase items with cash, credit card, or tap & pay apps.

PHOTOS/VIDEOS: team members will be taking pictures and shooting video each day of camp. Photos can be found at camper.photos at no charge.

CAMP PAYMENT: make all payments for camp to the church. The church sends the payment to the camp.

HEALTH CENTER: available for injuries, illnesses, medications, etc. You must have your name tag to receive medications.