

CAMPOREE CHECK IN PROCESS

Vehicle Control Procedure - (George Agin)

Point A: Gate - Two staff members will man the actual front gate. They will work with Troopers to divide incoming traffic into two lanes prior to the Gate. They will work with the base security guards as well. They will welcome the participants and distribute any updated Camporee information. Vehicles will be reminded of which sub-camp they are in and that the leader will need to check-in at the Registration Tent.

Point B: Check Point - Two staff members will cover this point which is about 400' inside the gate. They will work with Troopers to ensure that only Camporee participants enter the base. Vehicles with parking passes (Staff, Cargo or Passenger) will be allowed through the check point and directed to continue down the road in two lanes. Those with Venturing/Exploring (green) passes will be directed to the Parking Area immediately on the right. Those without passes that are dropping off Scouts will be directed to the parking area behind/ to the east of Building 7.

Point C: Split Point - Two-three staff members will cover this point which is about 600' past Point B. They will direct vehicles to split from two lanes of traffic into three lanes. They will also move vehicles with trailers to the left lane at this point. Troopers may or may not be required to be at this point.

Note: Going to three lanes at this point allows us to get approximately (50) more vehicles off the local roads.

Point D: Merge Point - Two staff members will cover this point which is about 1300' past Point C, behind the Armory. They will direct traffic to merge back into two lanes of traffic and ensure that vehicles with Cargo Passes are in the left lane.

Note: The physical dimensions of the roadway do not allow for three lanes of traffic past this point. There will not be a west bound lane from this point on to the parking areas, only two east bound lanes.

Point E: Choke Point - Two staff members *may* cover this point which is about 500' past Point D, in front of the Museum. They will maintain traffic flow through this area. This is the smallest point along the roadway and there are obstacles along the road. There will not be a west bound lane from this point on to the parking areas.

Point F: Cargo Turn Off - Two staff members will cover this point which is about 1100' past Point E, where the Public Campground road joins the main road. They will work with Troopers to ensure that only vehicles with Cargo Passes turn off the main road to enter the Cargo Parking Area.

Point G: Drop Off Site – Two staff members will oversee this area which is located east of Point B. Those dropping off will be directed thru the parking area to the drop off point, and then continue around the building to the exit. There is NO PARKING in the Drop Off Area. This area will be policed by Brick PD Explorer Post. They will enforce the “no parking or standing” rules, and keep the process moving. Parents can drop off at this point but cannot park and walk onto the base. The Toms River PD Explorer Post will be on hand to walk the Scouts back to their individual Sub-Camps.

Other Areas:

Point H: Parking – Those with normal parking passes will be directed to park in these areas. Troopers will handle directing vehicles to park properly in the parking areas.

Point J: Cargo Parking – Those with Cargo Parking passes will be directed to park in this area. Staff Members and Troopers will handle directing vehicles to park properly in the cargo parking area.

Point K: Venture/ Explorer Parking – Those with Green passes are permitted to park in this area for the duration of the Camporee in any open spaces. Explorers will handle directing vehicles to park properly in this parking area.

UNLOADING:

Units will unload their vehicles to bring their gear to the sub-camp. The unit leader and one other individual will head off to the Registration Tent with their rosters. The rest of the unit will take the necessary trips to bring personal and troop gear toward their site.

ON SITE REGISTRATION - (Monica Vogel)

Point L: Registration Tent – This tent will be located in the parking area just north of the Armory and Command Centers, before you get to the Sub-Camps. At this tent units will be able to:

- Register additional participants
- Pick up Check-in packets – containing wrist bands, Give-away order total sheet and other check-in material.

The Registration Tent will be broken up into tables by Council. The units will first confirm the number of participants. If it matches the registration number, they will proceed to pick-up their registration packet and drop their roster in a color coded bin. Otherwise, they will be directed to the Help Table, where any issues will be resolved. A member of each Subcamp staff will be in the Registration Tent to assist the units.

Generally, units will come from the parking area (east of the tent) and gather as they enter the cargo area, pick up gear and leave heading toward their sub-camps. The leader of the unit will use that time to collect the necessary check-in information.

SUB-CAMPS - (George Flicker)

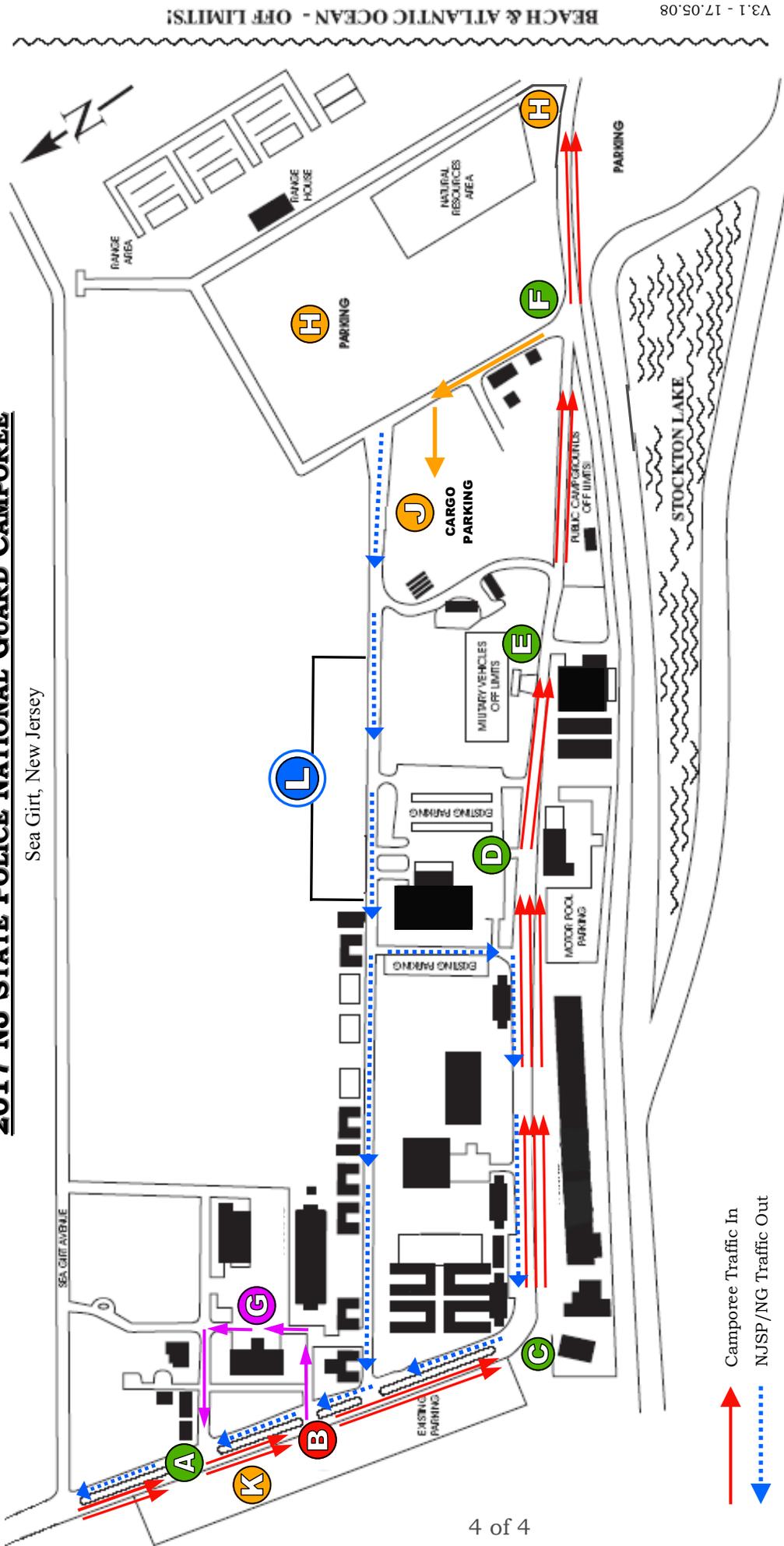
At the Sub-Camp Tent the unit will:

- Collect their give-away bags and pre-ordered items
- Collect any pre-ordered items
- Meet the Sub-Camp Staff
- Provide the Sub-Camp with copy 2 of your roster, the unit keeps copy 3
- Be directed to their camp site
- Be informed about the Sub-Camp cracker-barrel
- Put on bracelets

Once the unit leader has completed tasks at the registration tent and the unit has completed the tasks at the sub-camp, the unit is considered to be checked in. They may complete setting up their campsite, have dinner or visit the trading post.

2017 NJ STATE POLICE NATIONAL GUARD CAMPOREE

Sea Girt, New Jersey



V3.1 - 17.05.08
BEACH & ATLANTIC OCEAN - OFF LIMITS!

- G** = DROP OFF POINT = 1 lane one way; monitor parents who are dropping Scouts off; **NO PARKING**
- H** = Parking
- J** = Cargo Parking
- K** = Venture/Explorer Parking
- L** = **REGISTRATION TENT**.....(All Units must Check In Here)

- A** - Front Gate = 2 lanes in; 1 lane out
- B** - Check Point = 2 lanes in; 1 lane out
- C** - Split = 3 lanes in; 1 lane out
- D** - Merge = 2 lanes in; 0 lanes out
- E** - Choke Point = 2 lanes in; 0 lanes out
- F** - Cargo Turn Off = 2 lanes in; 0 lanes out