

## **Camp and Play Procedures**

Purchase: Camp and Play packages are available to be purchased through the FCPA online reservation system. Packages may be selected and added to all campground reservations. The packages do not include campsite reservations and must be made in addition to a campground reservation. Camp and Play packages are only available to registered campers.

Campers may also purchase a package at the site at any time during their stay.

After purchase: After completing the purchasing transaction the customers will receive an Email confirmation of purchase with a link to website on receipt.

At the site: Campers should check in upon arrival and will be issued a physical pass that entitles their party of up to six people to the included benefits of the package plan. An information brochure will be available upon request. QR codes will be made available for customers to quickly access the Camp and Play webpage where they will find activity descriptions, procedures, rules, and maps.

Redeeming your benefits: Camp and Play pass holders may want to call in advance to ensure availability and capacity for the time and activity they are interested in. Pass holders should arrive to the facility associated with each activity and check in at the cashier window. The identified service or activity will be processed like a normal transaction and the appropriate discount will be applied to the purchase. Note: some discounts are a one-time discount that cannot be used more than once. These one-time discounts will be marked off the Camp and Play pass by park staff when users check in for the activity or service. Each pass will expire seven days after the associated campground reservation ends. An expiration date will be noted on the Camp and Play pass and all discounts will expire at 11:59pm of the indicated date. Some services and activities are seasonal and may not be available during certain times of the year.

Expiration: Passes will expire seven days after your reservation ends.

Refunds: **Passes are nonrefundable after they are physically issued Lost or stolen passes will not be eligible for refunds.**

## **Camp and Play Rules**

Purchase: Camp and Play passes are good for up to 6 people. Passes are non-transferrable and have no cash value. Lost passes will not be replaced. Transfer of passes will result in the forfeiture of the pass and all associated benefits therein.

Stay: Passes are valid for the duration of the campground stay and up to seven days after checkout. Some activities are very popular so pass holders should call in advance to secure reservations for services as needed.

Campgrounds and facilities: All campground and facility rules should be followed while visiting any identified pass-use locations. Failure to adhere to Park Authority rules and regulations may result in the revocation of the pass and forfeiture of campground reservations without refund. Some services and activities are seasonal and may not be available during certain times of the year.

Use: Camp and Play passes are good for up to six people and are intended for use by an individual camping unit. Group camping sites may need to purchase multiple passes to cover larger groups. One pass will be issued for each purchase and must be presented at the time of use. Some activities are one-time use and are listed and tracked on the pass. Some services and activities are seasonal and may not be available during certain times of the year.

Refunds: **Passes are nonrefundable after they are physically issued. Lost or stolen passes will not be eligible for refunds.**