

# BUDDYCHECK

## Overview of Our Virtual Connectivity Platform

### The Why

Get staff meaningfully connected before they arrive at camp

Ensure every staff member has people they know when they arrive

Accelerate the orientation process--focusing more on job tasks & responsibilities because the social community has already been established

### The What

7 Modules in our virtual camp: teamwork experiences, innovation lab, and staff lounge

Opportunities for staff to work together and practice collaboration (can include staff at other camps)

Opportunities for camp leaders/supervisors to both participate and observe

+ features such as adding customized videos of your camp

### The When

The first teamwork experience will be launched on mobile by February 2022

At least 1 additional module will be launched before Summer 2022

All 7 modules and features will be released by September 2022

Version 2.0 (releasing in 2023) will include additional modules & customization options (e.g., maps)

Get more information at  
[LetsBuddyCheck.com](https://LetsBuddyCheck.com)



Login

# BUDDY CHECK

START

v.123

Version 1.0

[Funding for the materials in this deck provided by the FJC]

SIGN UP

# BUDDY CHECK

Email

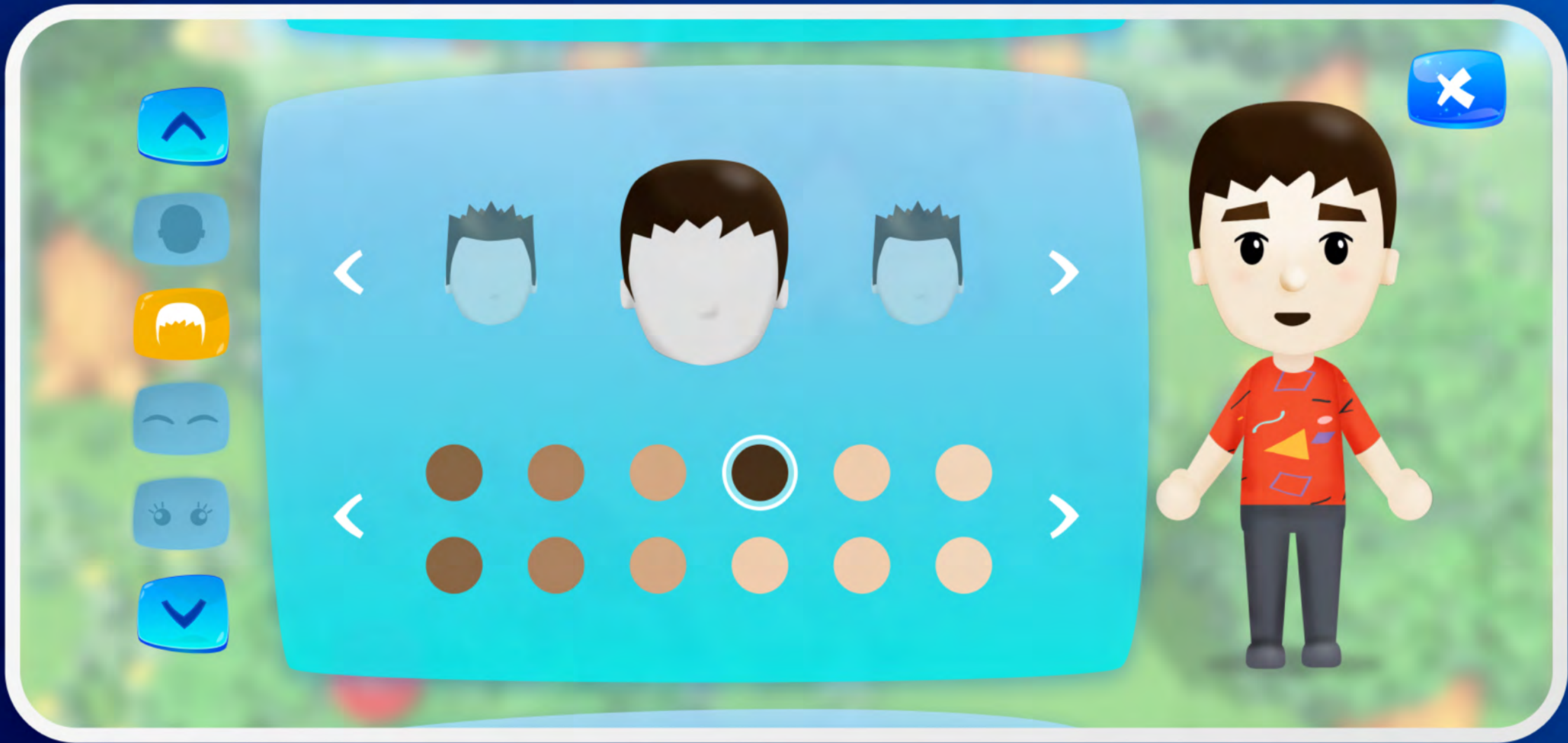
Password

FORGOT

LOGIN















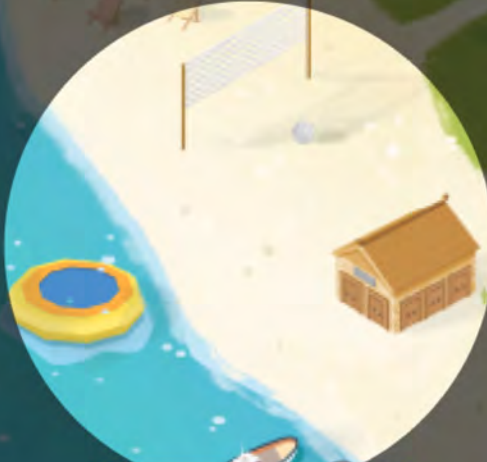
Cabins



Art Center



Sports Fields



Waterfront



Rock Wall



Dining Hall



Campfire



# Burn the Rope

@ the Campfire

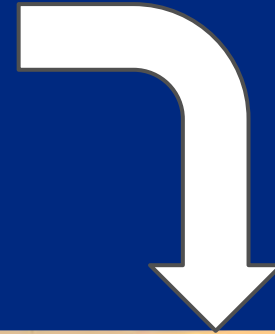
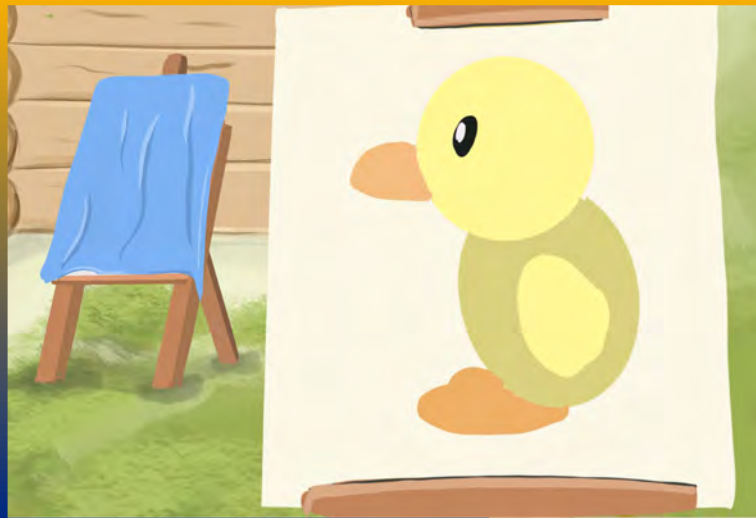
*Quick communication and decision-making -- an everyday occurrence at camp!*





# Recreate the Artwork

@ the Art Center



*Our take on a classic 3-person task,  
preparing how to share one person's  
perspective with others to get aligned!*

# Race the Course

@ the Waterfront



*Getting in sync and on the same page to move forward together.*



LEVEL 1 / 10



64



00:10



*Solving a strategic puzzle serves as a microcosm of camp, where working through challenges as a team is the key to success!*

# Seat the Campers

@ the Dining Hall

LEVEL 2 / 10

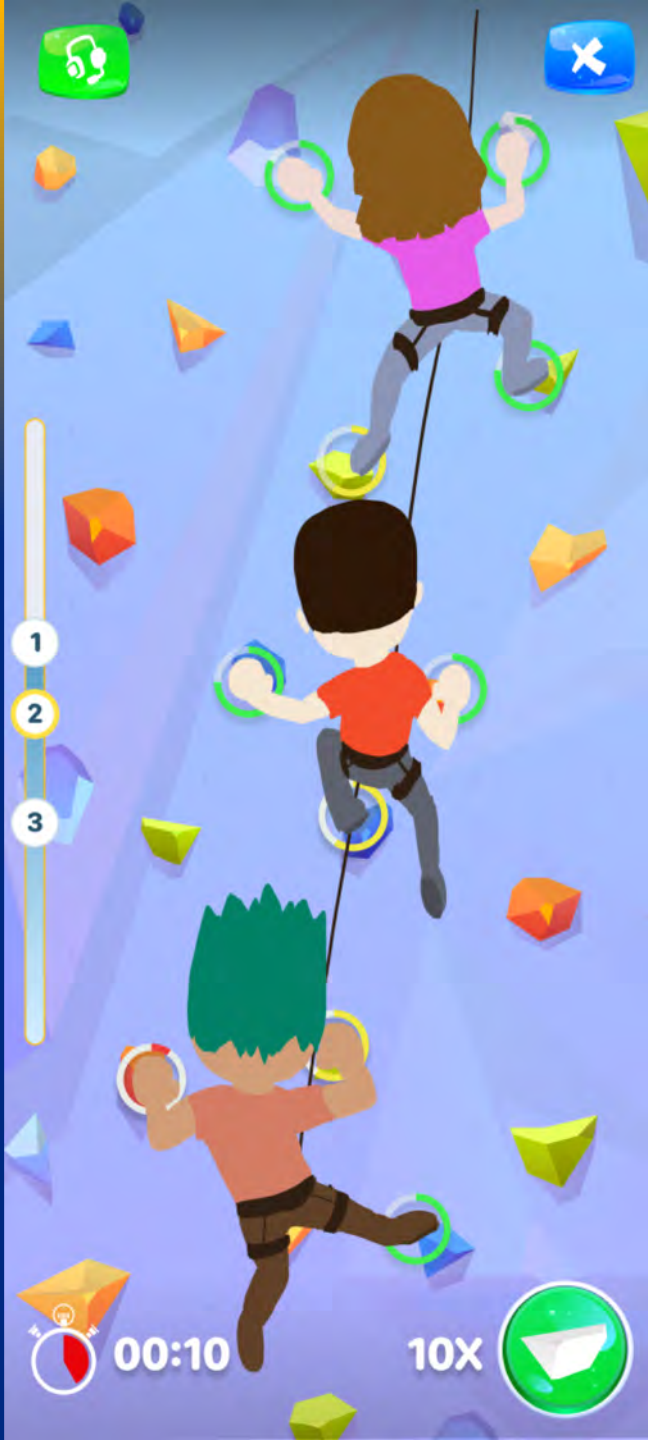


62



00:10

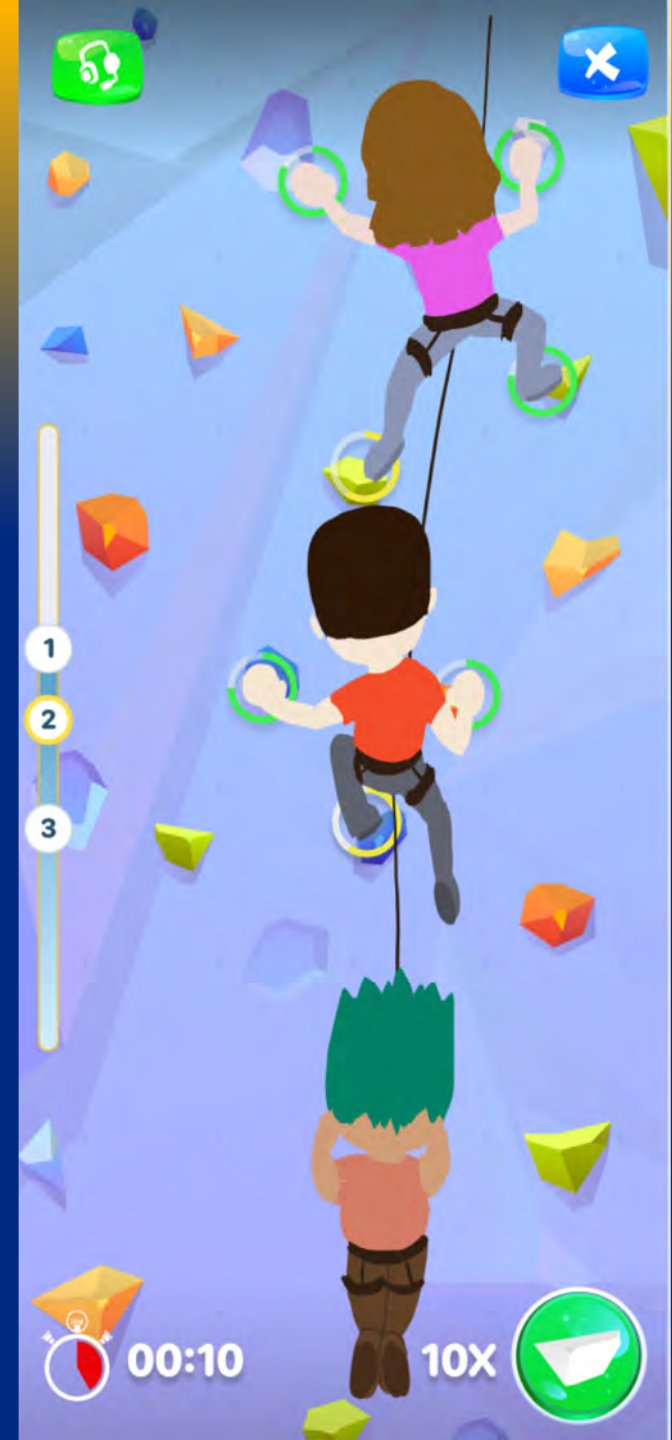




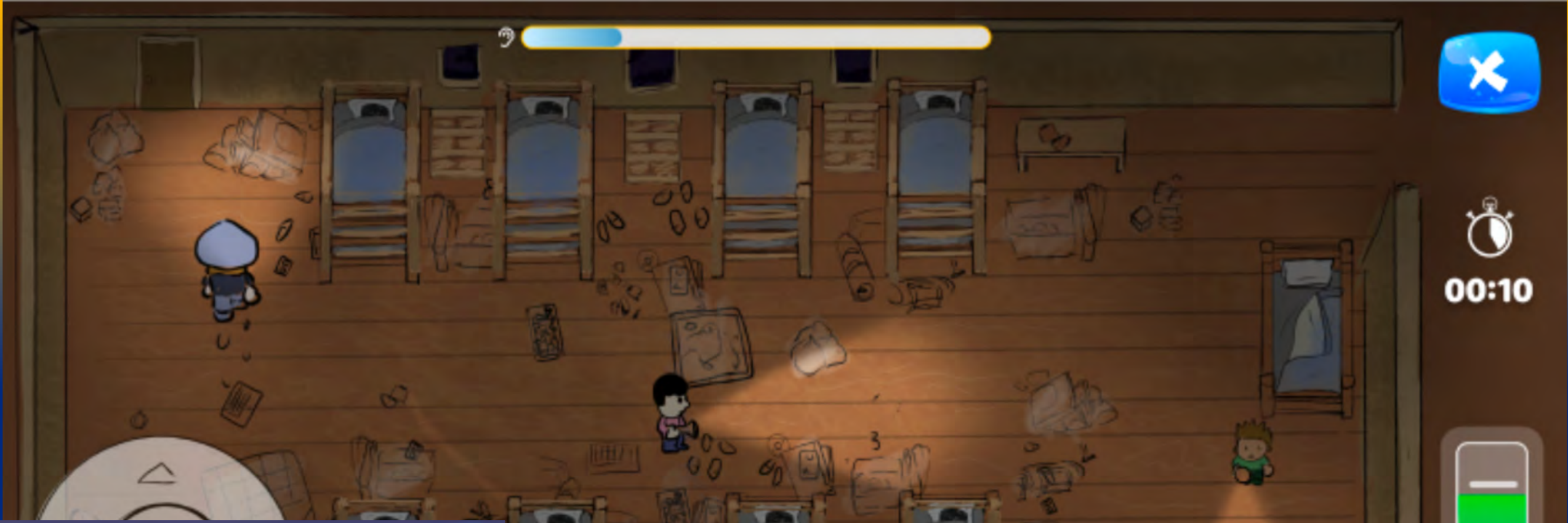
# Climb the Wall

@ High Ropes

*If one doesn't  
reach the top,  
nobody reaches  
the top.*



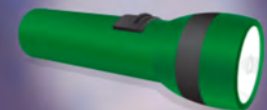




CONGRATULATIONS  
YOU FOUND THE SOCKS 🥳

OK

SEARCH



CONGRATULATIONS  
YOU FOUND A FLASHLIGHT

OK

# Sneak Out!

@ the Cabins

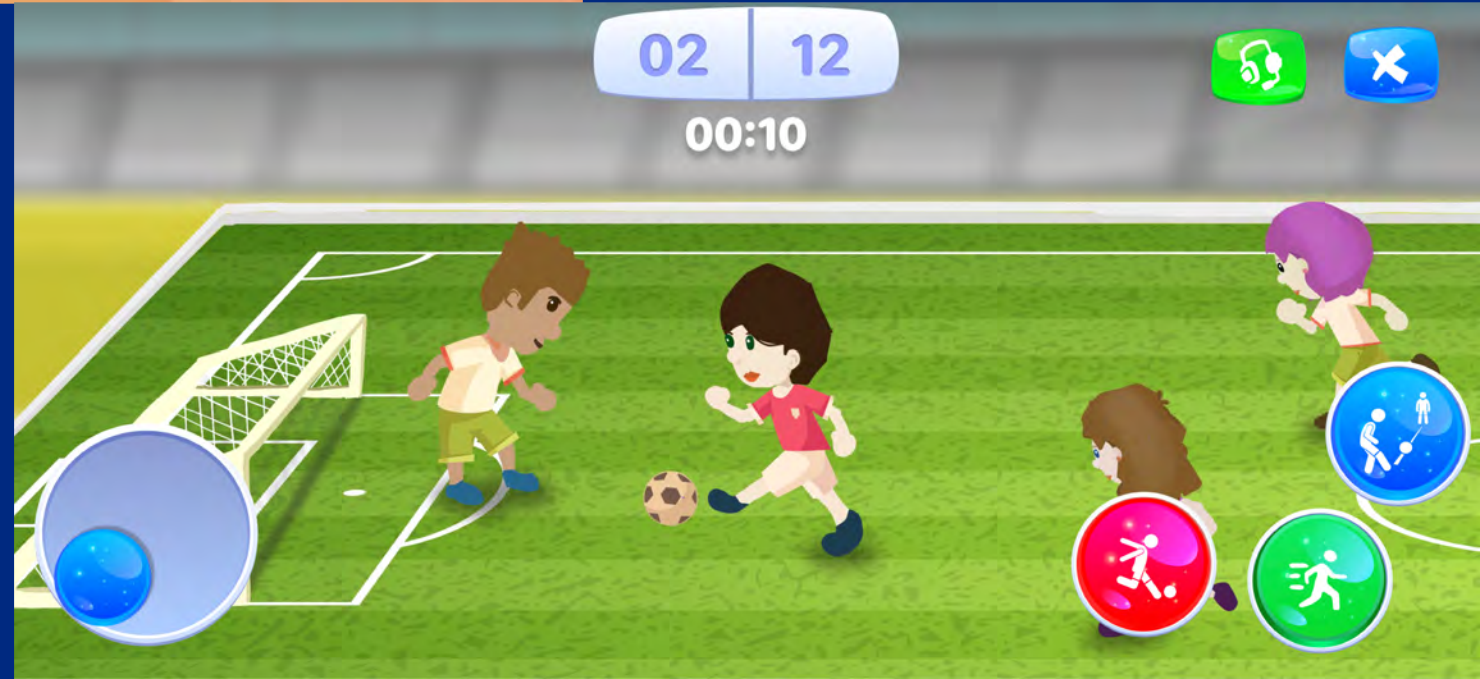
Balance finding what you need with helping others get what they need.



*Play a variety of sports in a variety of team sizes to gain agility and build the collaborative spirit!*

# Play Games & Achieve Goals

@ the Sports Field





GAME SETTING

UNIFORM

## GAME SETTING

Team name

Team goal



Team goal - everybody passes to everybody else during the **first half**

Individual goal



Pass with left foot **10 times** this game



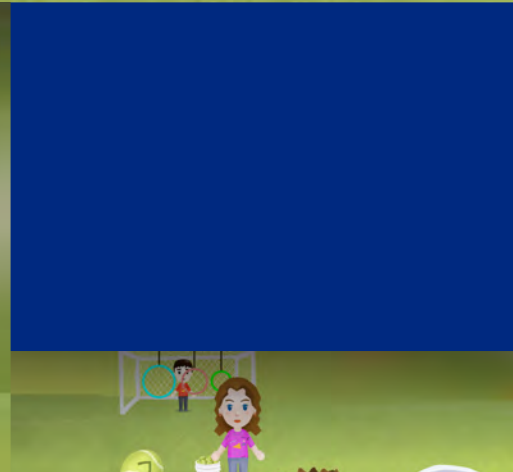
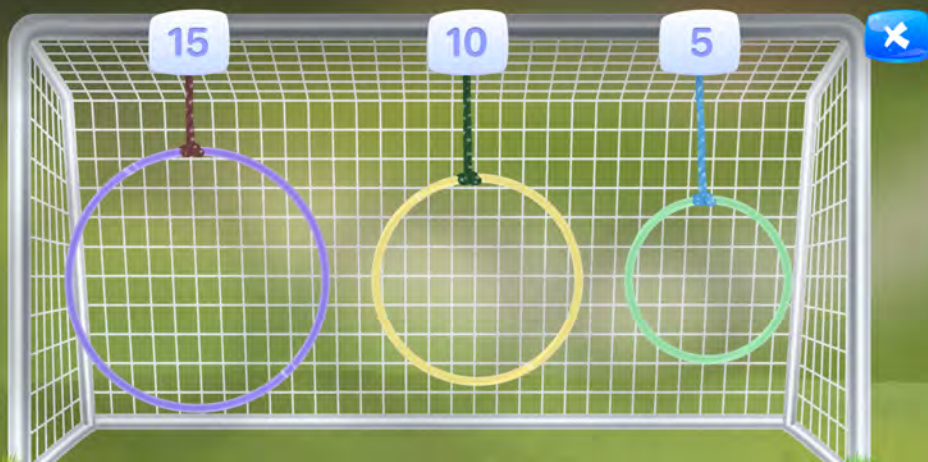
NEXT >

# Create a Game

@ the Sports Innovation Lab



Get creative as a team to design your own games to play and challenge others to try!



Then re-create them once you get to camp!



# Hang Out!

@ The Staff Lounge



Connect and get to know each other at an easy pace in a recreational space.

# BUDDYCHECK

## Innovation Model for Launch Campaign

### Trailblazers

- ✓ Through March 31, 2022  
(20% off early adopter pricing)
- ✓ Spots Available 30
- ✓ Subscription Length  
2 Years (from start date)
- ✓ User Rate  
\$0/user for 2 years
- ✓ Perks  
33% off base price in perpetuity  
50% off user rate in perpetuity

**\$1,725**

Per Year  
with 2-year commitment

### Early Adopters

- ✓ April 1 - August 31, 2022  
(early adopter pricing)
- ✓ Spots Available 20
- ✓ Subscription Length  
2 Years (from start date)
- ✓ User Rate  
\$0/user for 2 years
- ✓ Perks  
20% off base price in perpetuity  
50% off user rate in perpetuity

**\$2,150**

Per Year  
with 2-year commitment

### On-time Adopters

- ✓ Sept 1, 2022 - Aug 31, 2023  
(base price; first-time camp)
- ✓ Spots Available TBD
- ✓ Subscription Length  
1 Year (from start date)
- ✓ User Rate  
\$20/user\*

**\$3,450\***

Per Year  
+ user fees  
\*estimated pricing

\*\* Group rates available for networks subscribing multiple camps \*\*