

The Tribe of Hi-Sierra

The Tribe of Hi-Sierra is an organization of Scouts and Scouters dedicated toward the improvement of the Hi-Sierra experience. A camp service organization promotes:

- Personal growth in Scouting's ideals
- Preservation of the outdoors
- A sampling of history and legends of the past
- Enhancement of the camp's programs

Joining and advancing in the Tribe requires participation and service throughout camp. Participants receive beads for each achievement and receive camp-wide recognition for rank advancement. Information is available at the camp office and from your commissioner in camp. Everyone is encouraged to learn about and join the Tribe of Hi-Sierra.

Membership and Advancement

Ranks in the Tribe of Hi-Sierra are open to all registered **Scouts** and **Scouters** attending Camp Hi-Sierra. The Tribal Council may grant Scouts and Scouters credit for bead awards and for years of service for equivalent achievements in other BSA Council Camps during previous years. For adults, those few bead awards that cannot be earned directly such as Scout Advancement may be earned by coaching, instructing or supervising a Scout from start to finish (merit badge counseling is an example). The Tribal Council may approve the counting of achievements earned during previous years in Camp Hi-Sierra.

You may earn any bead more than once. You may use repeats of any elective bead award to fulfill electives for Tribal Rank Advancement. You may also repeat beads for required awards, but you may only count them for their designated rank. As an example, a Scout earning the Seal Award may use that award only for the rank of Medicine Man. However, we expect him to wear it on his award necklace as soon as he earns it regardless of his rank in the Tribe of Hi-Sierra.

The exceptions to this rule are the Wigwam and Arrowhead awards. To encourage advancement in the Scouting ranks, a Scout earning additional Wigwam and Arrowhead awards may use these awards to meet any elective bead requirement for any of the other ranks.

Ranks and Requirements

Brave:

The rank of Brave is open to those who have:

1. Shown an active interest in Scouting
2. Completed at least 1 week in camp
3. Earned 10 bead awards including one of each of the following - Wigwam or Arrowhead, Spade, Sun, Tent, Kettle, Indian Good Luck, and Moccasin, and three additional elective awards
4. Passed a tribal review

Warrior:

The rank of Warrior is open to those who have:

1. Completed at least two years in camp (at least one week each year)
2. Earned the rank of Brave
3. Earned a total of 15 bead awards including one of each of the following - Oak Leaf, Pine Tree, Teepee, Numeral XII, and Owl
4. Passed a tribal review

Medicine Man:

The rank of Medicine Man is open to those who have:

1. Completed at least three years in camp (at least one week each year)
2. Earned the rank of Warrior
3. Earned a total of 22 bead awards including one of each of the following - Council fire, Axe, Seal, Fire, Coup Stick, and Herb, and one additional elective award
4. Passed a tribal review

Chief:

The rank of Chief is open to those who have:

1. Completed at least four years in camp (at least one week each year)
2. Earned the rank of Medicine Man
3. Earned a total of 25 bead awards including one of each of the following - Campfire, Piton, and one additional elective award
4. Passed a tribal review

Great Chief:

The special distinction of Great Chief is open to those who have:

1. Earned Chief in a previous year.
2. Have served on staff at Camp Hi-Sierra as:
 - Paid or Volunteer Staff for at least two years, with at least five weeks on staff per year
 - or as a Commissioner or Volunteer Scouter for at least four weeks over a required period of at least two years
3. Have a continuing interest in the Tribe
4. Have been approved by the Camp Director

Bead Awards

In the bead descriptions that follow, the person authorized to award each bead is underlined.

White - Personal Growth

Arrowhead	Awarded for each completed two requirements on the path to First Class or each completed merit badge in camp. <u>Awarded by the Unit Leader.</u>
Campfire	Awarded for meritorious good turn to camp and for giving striking evidence of the possession of real Scouting spirit. <u>Awarded by the Program Director or Camp Director.</u>
Moccasin	Awarded to Scouts who exemplify the first part of the Scout Law at all times. <u>Awarded by the Unit Leader:</u> once per camp session.
Numeral XII	Awarded for either leading grace at meals or attending religious services while in camp. <u>Awarded by the Unit Leader.</u>
Spade (elect)	Awarded to Scouts who exemplify the fifth part of the Scout Law at all times. <u>Awarded by the Unit Leader:</u> once per camp session; <u>or by a Staff Member:</u> as an elective award.
Sun	Awarded to Scouts who exemplify the eleventh part of the Scout Law and practice good health and safety standards. <u>Awarded by the Unit Leader.</u>

Brown - Camp Service

Axe	Awarded for four hours of work on an approved camp service project. <u>Awarded by a Camp Commissioner or an Area Director.</u>
Council Fire	Awarded for participation in an approved service project to a ceremonial ground or a camp's campfire area. <u>Awarded by the Tribal Ceremony or Camp-wide Campfire Coordinator or a Camp Commissioner.</u>
Coup Stick	Awarded for participation in an approved camp maintenance project. <u>Awarded by the Camp Ranger.</u>
Herb	Awarded for participation in a service project to thoroughly clean a Camp Building for a suggested length of 2 hours. <u>Awarded by the Program Director.</u>
Indian Good Luck	Awarded for participation in a service project of one hour approved by a staff member. <u>Awarded by the Staff Member or Unit Leader.</u>
Kettle	Awarded to stewards for one meal's service or participating in a Dining Hall or Kitchen service detail. <u>Awarded by the Unit Leader.</u>
Pine tree	Awarded for participation in a conservation project approved by the Nature Director. <u>Awarded by the Nature Director.</u>
Three Stripes (elect)	Awarded by the Program Director for exemplary service. <u>Awarded by the Program Director.</u>

Red—Campfires

Fire	Awarded to Scouts who organize and lead a campfire or help organize and participate in a skit during a camp-wide campfire. <u>Awarded by the Camp-wide Campfire Coordinator or a Staff Member.</u>
Teepee	Awarded for participation in a campfire program, either patrol, troop, commissioner area, or camp wide. <u>Awarded by the Unit Leader:</u> one for attending, and two for performing.

Yellow - Showing Your Stuff

<i>Buffalo Horn (elect)</i>	Awarded to all official camp buglers or each Scout who furnishes music at campfires or other events. <u>Awarded by the Unit Leader or a Staff Member.</u>
<i>Choker (elect)</i>	Awarded for completion of a Commissioner Skill of the Day. <u>Awarded by a Camp Commissioner.</u>
<i>Crescent Moon (elect)</i>	Awarded to the winners of any of the top three places at Camp Wide Games. <u>Awarded by the Unit Leader.</u>
<i>Footprint (elect)</i>	Awarded to Scouts at a table winning a Table Award. <u>Awarded by the Unit Leader.</u>
<i>Legging (elect)</i>	Awarded for successful or enthusiastic participation in a Field Sports Skill of the Day including Archery, Rifle, High Adventure, and Mountain Sports. <u>Awarded by the appropriate Area Director.</u>
<i>Ram's Horn (elect)</i>	Awarded for enthusiastic participation in a Scoutcraft Skill of the Day including Scoutcraft, Handicraft, and Foxfire. <u>Awarded by the appropriate Area Director.</u>
<i>Flower (elect)</i>	Awarded for enthusiastic participation in a Nature Skill of the Day. <u>Awarded by the Nature Director.</u>
Wigwam	Awarded to Scouts who complete all the requirements for advancing a rank while in camp (the Board of Review may be held after camp). <u>Awarded by the Unit Leader.</u>

Blue - Waterfront

<i>Life Preserver (elect)</i>	Awarded to lifeguards who serve in camp or on an overnighiter. <u>Awarded by the Aquatics Director.</u>
Seal	Awarded for participation at Aquatics. <u>Awarded by the Aquatics Director:</u> one for Scouts designated as Beginner during their swim check, two for Swimmers, three for completion of the Swimming or Lifesaving merit badges or completion of the Mile Swim, and four for completion of the BSA Lifeguard certification.
<i>Shark (elect)</i>	Awarded for enthusiastic participation in an Aquatics skill of the day. <u>Awarded by the Aquatics Director.</u>

Green—The Extra Mile

Oak Leaf	Awarded for participation in any skill of the day. <u>Awarded by a Staff Member.</u>
Owl	Awarded to Scouts for each year they return to camp. <u>Awarded by the Unit Leader:</u> once per session.
<i>Pup Tent (elect)</i>	Awarded for participation on an overnighiter. <u>Awarded by the Overnighiter Leader.</u>
Tent	Awarded to Scouts whose campsite has earned 90% or better during a campsite inspection. <u>Awarded by the Unit Leader.</u>
Piton	Awarded for participation in a High Adventure excursion of a day or more. <u>Awarded by the Sports Director.</u>

Tribe of Hi-Sierra Advancement Record

NAME: _____

UNIT: _____

					Awarded by:			
					2010	2011	2012	2013
Brave:					Completed and Approved			
	Requirements							
1	Wigwam or Arrowhead	Yellow	Rank Advancement	UL				
		White	Merit Badge or Trail to 1 st Class (per 2 req)	UL				
1	Spade	White	Exemplify 5 th pt of Scout Law at all times	UL				
1	Sun	White	Exemplify 11 th pt of Scout Law	UL				
1	Tent	Green	90% + on Campsite Inspection	UL				
1	Kettle	Brown	Steward	UL				
1	Indian Good Luck	Brown	1 hr. Service Project	SM / UL				
1	Moccasin	White	Exemplify 1 st pt of Scout Law at all times	UL				
3	Elective Beads			See below				

Tribal Review and Approval: _____ **Date:** _____

Warrior:					Completed and Approved			
	Requirements							
1	Oak Leaf	Green	Participation in any Skill of the Day	SM				
1	Pine Tree	Brown	Conservation Project	ND				
1	TeePee	Red	Participation in a Campfire Program	UL				
1	Numeral XII	White	Lead Grace/Attend Religious Service	UL				
1	Owl	Green	Returning Camper	UL				

Tribal Review and Approval: _____ **Date:** _____

Medicine Man:					Completed and Approved			
	Requirements							
1	Council Fire	Brown	Camp/Ceremonial Fire Service Project	TR / CC				
1	Axe	Brown	4 hr. Service Project	CC / AR				
1	Seal	Blue	Swim Check	AD				
1	Fire	Red	Organize/Lead a Campfire	TR / SM				
1	Coup Stick	Brown	Camp Maintenance Project	CR				
1	Herb	Brown	Thoroughly Clean Camp Building	PD				
1	Elective Bead			See below				

Tribal Review and Approval: _____ **Date:** _____

Chief:					Completed and Approved			
	Requirements							
1	Campfire	White	Good Turn to Camp/Display Scout Spirit	CD / PD				
1	Piton	Green	High Adventure Excursion	HD				
1	Elective Bead			See below				

Tribal Review and Approval: _____ **Date:** _____

Elective Beads:					Completed and Approved			
	Pup Tent	Green	Participation on an Overnighter	UL				
	Crescent Moon	Yellow	1 st - 3 rd in Camp Wide Games	UL				
	Footprint	Yellow	Winning a Table Award	UL				
	Buffalo Horn	Yellow	Bugler or Furnish Music at Campfire	UL / SM				
	Three Stripes	Brown	Exemplary Service as Recognized by Prog. Dir.	PD				
	Life Preserver	Blue	Serve as a lifeguard	AD				
	Choker	Yellow	Complete Commissioner Skill of the Day	CC				
	Legging	Yellow	Enthusiastic Field Sports Skill of the Day	FD / HD				
	Ram's Horn	Yellow	Enthusiastic Scoutcraft, Handicraft, Foxfire Skill/Day	SD				
	Flower	Yellow	Enthusiastic Nature Skill of the Day	ND				
	Shark	Blue	Enthusiastic Aquatics Skill of the Day	AD				
	Additional Wigwam	Yellow	Rank Advancement	UL				
	Additional Arrowhead	White	Merit Badge or Trail to 1 st Class (per 2 req)	UL				
	Additional Spade	White	Exemplify the 5 th pt of Scout Law	SM				

Awarded By Codes:

UL = Unit Leader	SM = Staff Member	CR = Camp Ranger	CC = Camp Commissioner
CD = Camp Director	PD = Program Director	AR = Area Director	AD = Aquatics Director
FD = Field Sports Director	HD = Sports Director	ND = Nature Director	SD = Scoutcraft, Handicraft, or Foxfire Director
TR = Tribal Ceremony or Camp-wide Campfire Coordinator			