



Camp Hi-Sierra

2019 Leader's Guide

Silicon Valley Monterey Bay Council

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Welcome from the Scout Executive

Dear Scout Leader:

I hope you and your Scouts will have a great Scouting experience at Camp Hi-Sierra. Hi-Sierra offers Scouts the rustic setting of an old lumber camp, lots of good food, great scenery, great staff, and an excellent Scouting program. Your Scouts will have a lot of fun as they advance at their pace.

This Camp Hi-Sierra Leaders' Guide will help you, the Scouts and their parents, to plan your week at Camp. Please feel free to copy any of the pages or forms for distribution to the members of your troop. You may also copy from our web site: www.CampHi-Sierra.org.

If you have any questions or comments, see the "Key Contacts" list later in this guide.

Best wishes to you and the troop in planning and experiencing your week at Hi-Sierra.

Yours in Scouting,

Jason Stein
Scout Executive/CEO
Silicon Valley Monterey Bay Council, Boy Scouts of America
970 W. Julian St.
San Jose, CA 95126
(408) 638-8307
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This guidebook and the forms attached are available at the Camp Hi-Sierra website:
www.CampHi-Sierra.org

Camp Description

Camp Hi-Sierra is the privately owned property of the Boy Scout Memorial Foundation, and is located at an elevation of 5000 ft. within the Stanislaus National Forest.

The North Fork of the Tuolumne River flows through camp and provides an endlessly enjoyable. The property has a rich heritage: summer dwelling sites for Miwok Indians, early homesteads, and the Cold Springs sawmill site for the Standard Lumber Company. The Council purchased the camp's one hundred acres in 1949 for only \$10.00, from Edward Jenness, who owned more than five thousand acres along with the old Mono Toll Road just above camp along the present Highway 108. The first regular camping season, though small, was in 1949. From that summer to the present, Camp Hi-Sierra has proudly passed on the common thread of purpose and method that runs through every part of the Scout camping program to those first campers' staff and their children.

Today, Scouts can enjoy the many wonders of wildlife, wildflowers, lofty mountain peaks, and beautiful forests. This is why Camp Hi-Sierra is a rich setting for your Scouts to have a real Scouting experience. Their Camp Hi-Sierra experience will remain a "bright light" in their Scouting memory. As Robert Baden-Powell once stated, "loan me your sons and I will help develop self-reliance and resourcefulness by providing a learning experience in which boys acquire knowledge, skills, and attitudes essential to their well-being." This, from the start, has been Camp Hi-Sierra's goal, as entrusted to us by Baden-Powell.

Camp Hi-Sierra is located 34 miles east of Sonora on highway 108; about 3 1/2 hours drive from the Silicon Valley Monterey Bay Council Service Center in San Jose. 6.4 miles above Long Barn look for the "Camp Hi-Sierra" sign on the right. The 2 1/2-mile dirt road into camp is a one-vehicle-wide road; up-hill traffic has the right of way, but there are plenty of pullouts. This is a 15-MPH road so be sure to keep your eyes open for on-coming traffic. As you approach the camp's parking lot, please observe the 5-MPH speed limit. Also, please pass this information to family and friends who plan to visit camp or transport your Scouts.

Non-Discrimination Policy

Rules for acceptance and participation in the camping program are the same for everyone regardless of race, sex, color, national origin, religion, age, or disability. For discrimination issues, please contact:

Jason Stein, Scout Executive
Silicon Valley Monterey Bay Council, BSA
970 W. Julian St.
San Jose, CA. 95126
(408) 638-8307

Key Contacts

If you have questions or concerns, please feel free to contact one or more of these individuals.

Silicon Valley Monterey Bay Council – Council Service Center:

970 W. Julian St.
San Jose, CA 95126
408-638-8300
Fax: 408-280-5162

Camp Hi-Sierra Physical Address:

29211 Hwy 108
Long Barn, CA 95335
209-965-3432
Fax 209-965-3432

Silicon Valley Monterey Bay Council - Scout Executive:

Jason Stein – 408-638-8307 or jason.stein@scouting.org

Camping Director

Anthony Burson-Thomas – 408-638-8312 or anthony.burson-thomas@scouting.org

Camp Hi-Sierra Camp Director

Bruce Lee – 19chs49@gmail.com

Six Steps to Successful Camp Planning

1. Find out what your Scouts want to do

Before camp, schedule a few minutes at troop meetings to talk about camp. If most of your Scouts are first-year campers, you may choose to show pictures or slides of camp; or some of the awesome videos of camp you can find online at our website. Develop a list of each Scout's personal camp goals. It is heavily recommended that at least some of these goals involve non-merit badge programs.

2. Meet with the Patrol Leaders

Ask the Patrol Leaders to discuss with their patrol members what they would like to do at camp. Some options could be patrol hikes, earning special troop merit badges, patrol swims, troop shoots, fishing, inter-troop activities, patrol challenges, service projects, etc. (Remember that events using camp facilities like troop swims or shoots will require prior arrangement.) Make sure that the Patrol Leaders have their Patrol Flags, patrol yells, skits and skills ready for camp.

3. Meet with your Senior Patrol Leader

The Senior Patrol Leader should be planning to attend camp. If they are not, the Assistant Senior Patrol Leader should assume the duties or the troop could appoint or elect a Camp Senior Patrol Leader. Include them and your troop Senior Patrol Leader in all your camp planning meetings. Also, plan to have them attend SPL Week (see "SPL Week" later in this guide).

4. Have a serious planning session with yourself

Your camp goal should be to meet the needs of the Scouts you serve. Review the input from the Scouts and share this with the troop committee. The committee needs to be involved in summer camp planning. It is their responsibility to help the troop have a successful summer camp experience. Schedule a committee meeting to discuss such items as transportation, equipment, finances, and adult leadership.

5. Plan for fun and success

Scouts need to know what to bring. They also need to know the program, advancement opportunities and activities that are available.

Troop leaders need to focus on the advancement and activity goals set by their Patrol Leaders' Council, and plan their participation accordingly.

Parents need to know when camp is, where it is, how to send mail, how much it costs, and how to get in touch with someone in case of an emergency. Parents also need to know their scout's plans. Give parents the National ABC medical forms early so that they can schedule their doctor appointments. **Please** note all ABC medical forms need to be signed by authorized medical practitioner dated with one year of the end of camp and have the tetanus immunization within 10 years.

6. Meet with the parents of the new Scouts (recently graduated Webelos) coming into your troop

All boys deserve the opportunity to come to camp. Give the parents of new Scouts every opportunity to plan early for the expense of Scout camp. Waiting too long may cost a Scout the opportunity to attend. Parents of new Scouts may be reluctant to allow their Scout to come to camp. They need to be reassured of a well-run camp; how good the food is, and how troop leadership and camp will care for

the well being of each Scout. It is hard to be a Scout and not attend camp. Help parents alleviate their fears. Invite the Order of the Arrow to participate with a camp promotion presentation.

Unit Planning Timetable

While at Camp in 2018:

Make your reservations for 2019.

Pay your reservation fee and submit your Boy Scout Resident Camp Reservation form while in camp and receive the in-camp rate per youth for summer 2018.

November 2018

Pay your Boy Scout Resident Camp or program deposit by November 1 to lock in your fees at the early rate per youth for summer 2020. **You must be paid in full by May 1st to retain this rate.**

January 2019

Hand out medical forms and encourage both Scouts and adults to schedule early appointments for their physical exams. NOTE: Anyone planning to stay in camp (including campers, visitors, family members and friends) must have the appropriate medical forms. Medical forms are good for one year and must be current to the end of camp.

The National Medical Form (A, B, C) replaces all old medical forms. This form needs to be filled out completely, including inoculations with dates, a doctor's signature with date, and consent to treat parent signature. This form is available at:

http://www.scouting.org/filestore/HealthSafety/pdf/part_c.pdf

Submit a \$50 non-refundable deposit per Scout to the Council Service Center by January 1. (See Camp Fees later in this document.)

February 2019

Make sure that the number of Scouts plus adult leaders is at least equal to the minimum required for your campsite.

Begin working with Webelos and new Scouts so that they will be prepared to go to camp with your troop.

March 2019

Submit an additional \$100 non-refundable payment per Scout to the Council Service Center by March 1.

Review the CHS Leaders' Guide. (Well, since you're reading this.... ☺)

Conduct a parents meeting to talk about program dates and times. Be prepared to answer questions.

Have Scouts plan what merit badges and programs to pursue.

Attend the Scoutmaster's Pre-Camp Meeting (check website for dates: www.CampHi-Sierra.org).

April 2019

Make sure that the number of Scouts plus adult leaders is at least equal to the minimum required for your campsite.

Make sure all boys are registered members of the Boy Scouts of America.

Begin working on merit badges which have pre-camp requirements, or make sure scouts understand that they will receive a partial to be completed later. This is NOT a bad thing – responsible planning and follow through is part of scouting.

For the Boy Scout Resident Camp program, confirm who will be attending as adult leaders.

Confirm transportation arrangements.

Start campership applications.

Enter each youth

May 2019

Merit Badge Sign-up will happen at 7pm for each the following days:

|Week 1 and 2 – May 13 ||Week 3 May 14 || Week 4 May 15 || Week 5 May 16 || Week 6 May 17

Meet with Scouts, Patrol Leaders and SPL to confirm advancement and other goals for camp.

Logon to the Merit Badge and Activity sign up page. Each boy will need to be entered and then the merit badges they would like to take. For most badges there will be several sessions of each badge, so plan accordingly. Please see the CHS Guide to Programs document for more information. The Scoutmaster or their designee, not parents or Scouts, should complete all registrations for advancement.

Attend the Scoutmaster's Pre-Camp Meeting (check website for dates: www.CampHi-Sierra.org).

Complete campership forms, have them signed by both the applicant and the Scoutmaster, and turn them in to the Council Service Center before **May 1**.

All fees are due May 1. Troops with a balance after May 1 will lose their early bird rate boy.

June 2019

For the Boy Scout Resident Camp program, if you will not have sufficient attendance to fill your site, the Camp Director reserves the right to either move your unit to another site or assign your unused space to another unit (who will share your site).

Prepare and hand out merit badge blue cards.

Submit your troop's Senior Patrol Leader Week Application to the Council Service Center by **June 1** (If your Troop changes SPL in the summer, before camp, please fill out a form that the troop is sending someone. You can then provide the name at a later point once the new SPL has taken office).

Make sure all boys are registered members of the Boy Scouts of America.

One month before your Troop reports to camp

Send out final camp notices to parents.

Have troop committee members visit parents of Scouts not registered for camp.

Develop a program of activities using information in this guide, the Scoutmaster's Handbook, and the Boy Scout Handbook. Instruct Scouts what to bring and what not to bring to camp.

Log on to the Merit Badge and Activity sign up page. Each boy will need to be entered and then the merit badges they would like to take. For most badges there will be several sessions of each badge, so plan accordingly. Registration for Merit Badges closes one week before your troop attends camp. If you have a late addition to camp, they will need to add Merit Badge Sessions by dropping in at camp.

Three weeks before your Troop reports to camp

Collect all medical forms from attending Scouts and adults (mandatory). Make sure medical forms have parent and doctor signatures.

Collect all firearm permission forms.

Make sure all boys are registered members of the Boy Scouts of America.

One week before your Troop reports to Camp

Send your (Camp) Senior Patrol Leader to SPL Week (see "SPL Week" under "Leadership in Camp" later in this document). If the SPL cannot attend SPL Week the week before their troop's week at camp, they may attend SPL Week during another week. [A "Camp" Senior Patrol Leader refers to any youth leader who will act as your SPL or SPL's knowledgeable advisor while in camp, whether or not they are the regular troop SPL]

This is the last chance to sign up online for Merit Badges and Activities.

A Couple of Days before Your Unit Reports to Camp

Hold inspection of personal packs and patrol gear. Troop equipment should be ready to pack.

Review your troop roster and make any changes needed.

Make sure that everyone who will be in camp has an appropriate medical form (this includes family and friends). **Be careful, which form is appropriate for short stays has changed recently.** See "January," from above. You must have a copy of everyone's form to be turned into camp when checking in. These

medical forms will not be returned. It is helpful to have extra copies for boys participating in out of camp activities.

Final check on transportation arrangements.

Inform Scouts of customs, practices, and rules of camp. Remind them to follow the Scout Oath, Law and Outdoor Code.

Collect any forms that have not been turned in and check for proper signatures.

Equipment List

Be sure all personal items are clearly marked with full name and Unit number. Adult volunteers, the Camp, Camp Staff, and the Silicon Valley Monterey Bay Council are NOT responsible for lost or stolen items.

Clothing

Scout Uniform (see below)
Jacket, sweater, or sweatshirt
Rain Poncho/Rain Gear
T-shirts (at least 1/day) *
Pants or jeans
Underwear (at least 1/day)
Hiking Boots/sneakers
Socks (at least 1/day) *
Swimwear and towel
Pajamas or sweat pants
Hat or Visor*
Handkerchief

Camping Gear

Sleeping Bag
Ground cloth, sleeping pad, or mattress (camp does not provide cots) *
Pillow
Backpack/Day pack*
Canteen, water bottle, etc.*
Flashlight* with fresh batteries
First aid kit*
Pocket knife (Totin' Chip required)*

For the Patrol and/or Troop

Troop Flags and Poles
Patrol Boxes
Bulletin Board Push Pins
Clothesline and Pins
Lanterns

Toilet Kit

Toothbrush* and toothpaste*
Comb/Brush*
Soap*
Washcloth and towel*
Kleenex*
Insect Repellent*
Sunscreen*
Chap Stick/Lip Balm*
Shampoo*
Deodorant*

Other Items

Sunglasses*
Compass*
Watch*
Money for Special Activities & Trading Post

Merit Badge Items

Scout Handbook*
Pen/Pencil
Notebook and paper*
Unfinished Partials
Merit Badge Pamphlets

Paperwork

BSA Annual Health & Medical Record Form (parts A,B & C), signed, dated & completely filled out**
Firearms Permission Slip
Dietary Needs Form
Final Unit Roster
Troop Advancement Records

Optional Items

Camera (Photo/Video)*
Musical instrument
Fishing gear*
Personal Eye and Ear Protection for Shooting Sports
Mountain Biking Helmet
Card/Board Games

Items to Leave at Home:

Do NOT bring these to Camp:

Electronics (radios, MP3 players, iPods, DS or PSP, etc.)
Sheath Knives
Knives with blades longer than 3"
Weapons of any kind
Expensive jewelry
Hatchets
Fireworks
Ammunition, firearms
Alcohol and Drugs
Archery equipment
Un-Scout-like attitudes
Tobacco (for youth)

* When available, these items are also sold in the Trading Post.

** Old Versions NOT Accepted

Camp Fees

Campsite Reservation

Campsites can be reserved if the troop **guarantees** attendance to camp with the minimum number of people listed for the site. Troops that do not meet the minimum for a site may have to share with another troop. At the discretion of the Camp Director, troops may be moved to a more appropriate site as needs dictate. Site preferences are on a first come, first reserved basis. Signups for the next year are taken each Wednesday in camp for those attending that week in the present year and opens to all units the following day (Thursday). Preference is given to current and active members of the Adopt A Camp Site Program. Large troops that exceed a campsite maximum can reserve an adjacent site.

Your reservation has a guarantee and maximum number. The guarantee number is the minimum number of Scouts your troop will bring to camp and will be charged for. We use this guarantee number to plan for adequate overall camp usage, staffing, program supplies, and food. Please provide an accurate guarantee. Please also attempt to give the most accurate estimate you can for the maximum.

Early and Late Arrivals

Some units elect to arrive on Saturday afternoon (12:00 PM). The fee is \$15 per person.

Units that cannot travel on Sunday, so they arrive Saturday or Monday morning. There is no charge.

Units must make arrangements with camp for **early and late Arrivals with the Camp Director no later than one week before arriving at camp**. Unexpected arrivals are a large headache for our staff – please try to avoid it.

Guest Meal Fees

Visitors to camp must pay for individual meals. Breakfast is \$7.00, Lunch is \$8.00, and Dinner is \$10.00. These meal fees apply to guests to camp, not to adults attending camp with a unit.

Camperships

In addition to contributions from the Scout, their family, the unit, and its chartered organization, there is money available to help send boys from Silicon Valley Monterey Bay Council troops to camp. An application form is located on the council website or the Council Service Center. Please fill out all applications completely, have them signed by your Unit Leader, and submit them to the Council Service Center by June 1.

Rules for Acceptance

All youth must be registered with the BSA. Each unit must bring and have at least two adults in camp at all times. **All of the adults** must be a registered adult leader with the Boy Scouts of America. **(This is a change from previous years)** All must have recently (within 2 years) completed Youth Protection Training. One adult must be at least 21 years of age. Rules for acceptance and participation in all programs are the same without regard to race, color, national origin, age, sex, or handicap.

Cancellations/Refunds

All deposits and payments are applied to the final camp fee, not to individuals. All refunds will be issued after September 1. Written notice (not email) of cancellations must be made and refunds are subject to a cancellation fee. Cancellations are for a whole troop or

Cancellations prior to January 1 will forfeit the campsite deposit.

Cancellations prior to March 1 will be subject to a \$250 per campsite and \$50 per youth fee

Cancellations prior to May 1 will be subject to a \$250 per campsite and \$75 per youth fee.

Cancellations after May 1 no refund will be given. This includes no refund for no shows at camp.

Refunds should only be requested for serious illness or injury (a doctor's certification may be requested), or death in immediate family. Other emergencies may be considered, however, refunds are not given for no-shows, conflict of schedule (such as a sports event), weather conditions, or behavior issues.

Unit Leadership at Camp

Troop Scoutmasters

Each troop must be under the leadership of two unit-provided adults during the entire week. We strongly recommend and prefer that the registered Scoutmaster of the troop lead the troop at camp. If the Scoutmaster is unable to attend full time, the troop committee should name an interim Scoutmaster and inform the Camp Director of this change.

The camp Scoutmaster works with the camp SPL and together they develop and implement the troop's program. The camp Scoutmaster needs to participate in Adult Leader Meetings while at camp. The absolute key to success of your Scouts' experiences at summer camp depends upon troop leadership. The equation goes something like this:

Very Best:	Scoutmaster and one or more Assistant Scoutmasters in camp the full week.
Best:	Scoutmaster in camp all week and one or more Assistant Scoutmasters in and out of camp.
Good:	Scoutmaster in camp all week and other adults or parents in and out during the week.
Fair:	Assistant Scoutmaster in camp all week and other adults rotating in and out of camp during the week.
Not Recommended:	All adult leadership or parents rotate in and out of camp during the week.
Unacceptable:	Only one adult with the troop – Sorry, Scouts will be sent home.

If your troop needs to rotate leaders, all rotating leaders must check in and out at the Camp Office and Health Lodge when they arrive.

Two Deep Leadership

We have an obligation to ensure that your unit always has adequate leadership. Therefore, in the event that your unit finds itself without two adult leaders partway through, we regret that we must charge a fee of **\$125.00** per night to supplement leadership in order to meet national requirements of the Boy Scouts of America. This charge covers supervisory additions to your troop that reduces our staffing in other areas. A unit without two adult leaders for more than 8 consecutive hours will be sent home.

Prior to your arrival in camp, the Council Service Center staff will attempt to assist small units by providing contacts with other units. Small units that are unable to procure sufficient leadership should also contact their unit commissioner or their district camping chair in advance to learn about the possibilities of sharing leadership with other units in camp. Proper leadership remains the unit's responsibility and you should handle it as early as possible.

Guidelines for Adult Leadership

All leaders must either be a registered member of the Boy Scouts of America.

At least one leader must be 21 or older.

All leaders must be 18 or older.

Part-time leaders and visitors must check in at the camp office upon arrival in camp and check out as they depart.

All adults in camp must deliver the appropriate completed and signed medical form to the Health Lodge upon arrival.

All adults in camp must have taken Youth Protection Training (YPT) Training within the last two years.

One adult in camp must have taken Hazardous Weather Training within the last two years. If this adult switches out with another adult during the week, another must have the training.

Senior Patrol Leader (SPL)

We expect the SPL to lead their troop during its week at camp. Each troop's SPL is a part of the Camp SPL Council that meets regularly with a member of Camp Leadership. At these meetings, the SPLs will plan Patrol activities, troop activities, and camp-wide activities. If the troop's SPL is unable to attend, the Assistant SPL should fill in. If the troop's regular SPL is unable to attend camp then you need to appoint a Camp SPL. Whichever SPL attends camp should also participate in SPL Week during the week prior to their troop's visit to camp. If the SPL cannot be available for SPL week, you should send another in their place to act as the SPL's native guide to camp. Each unit is permitted only one SPL for participation in this program.

SPL Week

NOTE in 2019 - all SPL weeks should be able to have their "free" week of camp, IF camp is notified so that it can properly allocate tents .

SPL Week is a **FREE** week of camp for the one Scout who will be serving as the troop's SPL during their troop's stay at Camp Hi-Sierra. The purpose of SPL Week is for the SPL to:

Pursue personal advancement goals and other camp activity interests.

Begin planning for their troop's week at camp with the other SPLs.

Become familiar with Camp Hi-Sierra's programs and their role as the SPL.

Optional leadership and instructional training focused on camp experience with CHS gurus.

It is highly recommended that the SPL and or one ASPL schedule their SPL Week for the week immediately prior to their troop's visit to Camp Hi-Sierra. In return, during their troop's week at Camp Hi-Sierra, we expect the SPL to:

Take the lead in running their troop for the week.

Participate actively in the SPL Council.

Run their troop's Patrol Leaders Council.

Pursue personal interests only if they do not conflict with expectations 1, 2, and 3.

If the SPL cannot attend the week prior to the troops stay in camp, then they may attend any other week (preferably before the troop).

The Senior Patrol Leader Week Application must be submitted by June 1. If your Troop changes SPL in the summer, before camp, please feel out a form that the troop is sending someone. You can then provide

the name at a later point once the new SPL has taken office. For more information about this program, and to sign up your SPL, e-mail the Camp Director.

Patrol Leaders Council (PLC) and the Patrol Method

The PLC is responsible for planning troop activities at camp. It meets daily in your troop's campsite to discuss the troop's part in camp-wide events. The PLC, run by the SPL, consists of your Patrol Leaders at camp. Participation in most activities is then by patrol. The experience, fun, and responsibility of working as a patrol develop character, citizenship, and competition in the Scouts. The PLC fills out or posts Troop and patrol duty rosters in the troop site.

Transportation & Arrival at Camp

Transportation Guidelines (from the *Guide to Safe Scouting*)

It is essential that adequate, safe, and responsible transportation be used for all Scouting activities. Because most accidents occur within a short distance from home, safety precautions are necessary, even on short trips.

General guidelines are as follows:

1. Seat belts are required for all occupants.
2. All drivers must have a valid driver's license that has not been suspended or revoked for any reason. If the vehicle to be used is designed to carry more than 15 people, including the driver (more than 10 people, including the driver, in California), the driver must have a commercial driver's license (CDL).
3. The driver must be currently licensed and at least 18 years of age. Youth member exception: when traveling to and from an area, regional, or national Boy Scout activity or any Venturing event under the leadership of an adult (at least 21 years of age) tour leader, a youth member at least 16 years of age may be a driver, subject to the following:
 1. Six months' driving experience as a licensed driver (time on a learner's permit or equivalent is not to be counted)
 2. No record of accidents or moving violations
 3. Parental permission granted to the leader, driver, and riders
4. Trucks may not be used for transporting passengers except in the cab.
5. All vehicles must be covered by automobile liability insurance with limits that meet or exceed requirements of the state in which the vehicle is licensed. It is recommended that coverage limits are at least \$50,000/\$100,000/\$50,000. Any vehicle designed to carry 10 or more passengers is required to have limits of \$100,000/\$500,000/\$100,000.
6. Obey all laws, including the speed limit.
7. Driving time is limited to a maximum of 10 hours and must be interrupted by frequent rest, food, and recreation stops. If there is only one driver, the driving time should be reduced and stops should be made more frequently.
8. Travel and rest time is limited to a maximum of 10 hours in one 24-hour period, regardless of the number of drivers available. The intention is to include sleep and thorough rest breaks while traveling long distances.
9. Drivers should refrain from using cell phones (including hands-free units) and text-messaging devices while driving

Early Arrivals

Some troops request permission to arrive in camp a day early (for religious or travel reasons). In these cases, we will grant permission under the following conditions:

Units and individuals must receive permission directly from the Camp Director if they plan to arrive before 1:00 PM on Sunday. The Camp is closed, and staff is off duty, from 11:00 AM on Saturday to 1:00 PM on Sunday. Units arriving on Saturday may do so with prior arrangements; however, they are restricted to specific areas of camp. In addition, there will be an additional fee of \$10.00 per person to cover the cost of supervisory staff except for religious reasons. **No food service or other staff services, including emergency medical support, will be available.** The first meal in camp will be Sunday dinner. Meal can only be cooked by troops in our family camp area.

Upon your early arrival, you will need to check in with the Camp Director or Weekend Duty Officer at the camp office prior to settling in your campsite.

Sunday Arrival

Arrive as a unit at the parking lot between 1:00 PM and 2:00 PM on Sunday. Units and individuals arriving before 1:00 PM on Sunday must remain in the parking lot until check-in begins. Your camp tour guide will meet you at the edge of the Flag Meadow and parking lot for your check-in tour, after 1 PM.

Your first stop is the Camp Office. The Office is adjacent to the Flag Meadow, at check in you will need two copies of your unit roster,

For the Boy Scout Resident Camp program, your Senior Patrol Leader with guidance from your camp tour guide will lead your troop through the afternoon check-in tour. Scouts will need to **hand**-carry their personal equipment from the parking lot to their campsite. The Scoutmaster should hand out all of the Scout's medical history forms and emergency consent forms when the unit reaches the Health Lodge. According to BSA National Standards, all personal (youth and adults) must meet with the Health Officer individually to review and turn in their health form. All units at all times must be under the supervision of their own adult leaders. (See Leadership in Camp later in this document.)

Scoutmasters and other adults staying in camp should plan to arrive with their troop. One adult should oversee the unloading of equipment. The camp does provide a parking area for personal vehicles but accepts no responsibility for vehicles parked on camp property or damage caused by driving on camp roads. You **may not** drive personal vehicles beyond the parking area. Turn off your car alarms.

Chartered busses typically do not have difficulty driving down the camp road. As a courtesy, if your troop plans to arrive by chartered bus, please inform the Camp Director the time you expect to arrive in camp.

Monday Arrival

Monday morning arrival is by special arrangement only. Unit should be prepared to arrive before 7:30 AM. Some aspects of camp will be missed, such as opening campfire, and other things like the Swim Check will need to be made up by Scouts intending to use the Aquatics or Pinecrest Lake area. Contact the Camp Director for details and permission.

Camp Schedule

Sunday

- Before 5:30 PM:** Medical check, swimming check, group photo, camp tour, and campsite set up
- 4:30-5:30 PM:** Scoutmaster and SPL Meeting - At least one adult who will be with the troop all week should attend (your commissioner will give details)
- 6:10 PM:** Assembly - Meet your troop in the flag meadow
- 6:30 PM:** Dinner
- 8:30 PM:** Opening Campfire

Typical Daily Schedule (Monday – Friday morning)

- 7:00 AM** Coffee/Cocoa/Tea/etc. with the Commissioners at the dining hall on M, W, F.
- 7:00 AM** Reveille
- 7:20 AM** Troop Morning Flag Ceremony in their Campsite
- 7:25 AM** Steward Bell for Breakfast
- 7:50 AM** Morning Flag Ceremony in the Flag Meadow (please be prompt)
- 8:00 AM** Breakfast
- 8:30 AM** SPL Meeting at the BBQ pit
- 8:30 AM** Prepare Campsite for Inspection by your commissioner
- 9:00 AM** Merit Badge Sessions & Program Areas Open until Noon
- 11:55 AM** Steward Bell for Lunch
- 12:30 PM** Lunch
- 1:30 PM** Merit Badge Sessions & Program Areas Open until 5:10 pm
- 5:20 PM** Troop Evening Flag Ceremony in their Campsite
- 5:25 PM** Steward Bell for Dinner
- 5:50 PM** Evening Flag Ceremony in the Flag Meadow (please be prompt)
- 6:00 PM** Dinner
- 7:00 PM** Scheduled Evening Programs or Free Time
- 8:45 PM** Evening Unit Campfire (invite staff)

- 10:00 PM Taps and Quiet Time - everyone should be in their own campsite
11:00 PM Lights Out until 7 AM

Typical Friday Schedule (Friday afternoon and evening)

- 9:00 AM Merit Badge Makeup Time
11:30 AM Western BBQ Lunch (flexible lunch)
1:00 PM Campwide Games & Seadog Cruise
5:20 PM Troop Evening Flag Ceremony in their Campsite
5:25 PM Steward Bell for Dinner
5:50 PM Evening Flag Ceremony in the Flag Meadow (please be prompt)
6:00 PM Dinner
7:00 PM Tribe of Hi-Sierra Tribal Reviews
8:30 PM Closing Campfire by Troops
10:00 PM Tribe of Hi-Sierra Ceremonies (approximate time)
10:00 PM Taps and Quiet Time - everyone should be in their own campsite
11:00 PM Lights Out until 7 AM

Flag Ceremonies

The All-Camp Flag Ceremonies are mandatory for all units and begin promptly at 7:50 AM and 5:50 PM. You will receive the day's program schedule and any other noteworthy information at this time. Scouts and adult leaders should be in uniform during flag ceremonies.

During the week, troops are encouraged to volunteer for these flag ceremonies. Participation is not mandatory, but it is a time for your troop to stand out, true to Scouting tradition. We look forward to hearing your troop's Scout Spirit in the form of songs and yells at these times.

Leaders' Meetings

Throughout the week, there will be meetings for troop leaders. There will be three meetings; Monday, Wednesday and Friday Mornings on the dining hall deck at 7am. We ask at least one adult troop leader to attend, as this is the camp's tool for addressing concerns. In addition, it is inevitable that activity scheduling will change, and your troop needs to know of this. Just as you expect the staff to be on time and available for all merit badge classes, we ask you to be on time and available for these meetings.

Early Departures

Scouts that are planning to leave camp before Saturday morning at 10:00 AM need to check out through the Camp Office. If the Scout is not leaving with a parent or legal guardian, there must be a signed letter of authorization from the Scout's parent or legal guardian on file with the camp office at least 24 hours prior to the Scout's departure. This authorization also must be mailed or delivered to camp by the Scoutmaster or Unit Leader upon checking into camp. A faxed copy is not acceptable.

Saturday

The schedule for Saturday morning is as follows:

- 7:00 AM: Reveille
- 7:25 AM: Steward Bell for Breakfast
- 7:50 AM: Morning Flag Ceremony in the Flag Meadow (please be prompt)
- 8:00 AM: Breakfast
- 8:30-10:00 AM: Clean up campsite and load your vehicle with troop equipment.
- 8:30-10:00 AM: Scoutmaster Checkout at Camp Office
- 10:00 AM: Departure (please be prompt)

Checkout

Your Camp Commissioner, camp tour guide from Sunday, and SPL will check the unit out of the campsite. Your camp tour guide will help you through final checkout using your check-in/out form ending at the Camp Office.

During checkout make sure to:

Return medical lockbox to Health Lodge.

Turn in your Check-in/out form. A Camp Commissioner must sign your form.

Pick up merit badge blue cards. It is easier to correct oversights at camp than it is after returning home. This is very important, especially to the Scout who needs to pass their board of review and has no record from camp!

Sign up for the next camping season. If you did not do so during the week, sign up for the next camping season to guarantee your choice of session and campsite.

Dining Hall and Trading Post

Dining Hall

Camp Hi-Sierra prides itself on serving nutritious and delicious meals. You can help make summer camp a more pleasant experience by understanding and following the Dining Hall procedures for food service.

We practice family style dining. This means that each table is given a portion of food for nine, which is served from each of the tables.

Staff members dine with campers with their seating assigned by totem selection.

Troops have pre-assigned tables in the Dining Hall.

Campers assemble for flags in the flag meadow before breakfast and dinner in field uniforms.

The camp assembles outside the Dining Hall in activity uniforms for lunch.

Each troop assigns a table steward for each meal at each of their tables. Table stewards are to report to the Dining Hall 30 minutes before each meal to set the troop's tables.

Second helpings are available upon the Head Dining Hall Steward's signal (Green Light).

Scouts and leaders are to stay seated until dismissed by the Officer of the Day.

Scouts and leaders should scrape and stack plates, cups, serving bowls, and silverware before leaving the table.

Table Stewards remain in the Dining Hall after dismissal. Under the direction of the Head Dining Hall Steward, they will clear the tables, clean their areas, and complete additional cleanup assignments.

Meals

A nutritionist reviews the meals planned for Camp Hi-Sierra to assure that they meet the needs of growing boys in an active environment. For all meals there is a vegetarian option available.

If you have any campers with special dietary needs (food allergies, religious preferences, vegetarianism, etc.), we will be glad to try and meet your needs in camp but ask that you contact us at least one week before arrival to discuss your needs. In rare cases, we may not be able to reasonably accommodate all requests, but we will do our best.

Trading Post

The Trading Post at Camp Hi-Sierra provides many selections for a Scout's program needs as well as for comfort. Scouts typically spend about \$50 at the Trading Post during their stay. It is open in the morning, afternoon, and early evening for Scouts to purchase the items listed below. Some merit badges require the purchase of supplies from the Trading Post; see their descriptions for potential cost.

Items for sale at the trading post may include, but are not limited to:

Souvenirs	Scoutcraft Items	Camp Mugs	Snacks
Soft Drinks	T-Shirts	Merit Badge Books	Hats
Crafts Kits	Scout Literature	Flashlights	Patches
Batteries	Rifle/Shotgun Passes		

In-Camp Leadership Resources

The Camp Staff

A wonderful resource that is available to help your troop is the Camp Staff. The young men and women on the staff are there to help your troop in a number of capacities. Their job is to help your troop meet its goals. It is not the staff's intent or role to take over the operation of your troop. Their support should give leaders more time to devote to the real task at camp - Scout development.

Your troop at camp is under the leadership and direction of your Scoutmaster. The staff can help the Scoutmaster in a number of ways. They have extensive training, know the area, have knowledge of Scout skills, have training in specialized areas, and have hundreds of ideas. They love what they are doing, so do not be afraid to ask questions, or advice.

Camp Commissioners

Your Camp Commissioners are your primary contact for camp service and support, plus your direct link to the Camp Director for concerns about summer camp. Like you, they are dedicated volunteers who are taking a week off from home to make your unit's stay enjoyable and productive. They have experience and past performance in camp and troop operations. They are especially committed to aiding your troop with activities at your troop campsite. Our most experienced and successful Scoutmasters utilize their commissioner to enhance their troop leadership. They will have more time to manage the troop camp activities, join in the FUN and relax a little. The Camp Commissioners are the foundation to providing your troop with daily information of camp operations, guidelines and activities.

If you or someone you know is interested in serving as a Camp Commissioner, or would like to know more about the Camp Commissioner program, please contact the Camp Director. All interested individuals will need to complete a Camp Staff/Commissioner/Counselor-in-Training Application. (See www.CampHi-Sierra.org).

Vespers

. Vesper services will be held twice during your week at camp.

Health Lodge and Medical Information

Medical Care and Safety Emergencies:

We have taken every precaution to ensure a healthy and safe camping experience for all Scouts. Unfortunately, accidents and medical problems do occur. Camp Hi-Sierra operates a well-equipped Health Lodge, administered by a qualified Health Officer. The medical staff is available 24 hours a day. The medical clinic and hospitals in Sonora have made special arrangements for the treatment of more serious cases. If such treatment is required, we will make every effort to notify the camper's parents. In the unlikely event of a very serious injury or illness requiring immediate specialized medical attention, we will turn over the care of your Scout to the local emergency medical service. At their discretion, the use of ground or air ambulance service may be required. There is no cost for medical service provided by the camp medical staff. However, all expenses associated with this additional treatment become the responsibility of the injured party, Scout's parents(s) or guardians(s), preferably handled through their personal health insurance or supplemental accident insurance.

Health and Safety Medical Examination:

All campers (Scouts and adults) must complete the national Annual Medical and Health Record (ABC) form (www.CampHi-Sierra.org). Please make a copy of this form for camp as this will become part of their permanent record at camp and the forms will not be returned. Anyone who is staying in camp over 72 hours must have a doctor's signature on part B. Admission to camp is contingent upon a satisfactory medical record and current Scout membership. The camp is not prepared to conduct medical examinations. It is important that this form is filled out completely including Immunizations and Tetanus dated within the past 10 years. For the protection of every one, the following immunizations are required: Pertussis (whooping cough), measles, mumps and rubella. Exceptions may be made for medical reasons only, and must be certified by a physician.

If a family has decided not to have their Scout immunized, they need to complete a medical waiver and release form.

NOTE: The state of California requires that both custodial parents sign health form, part A.

Medications Brought to CHS

All prescription and Over the counter medications brought to CHS need to meet the following six requirements:

1. Prescription must be in their original container with the prescription label present. (Do not send in old bottles).
2. The prescription label must contain the Scout's name. (In the case of inhalers, this label must be on the medicine itself).
3. The prescription cannot be expired.
4. Medications will be administered by the unit and will be stored in locked container provided by camp.
5. Emergency prescription medication (inhalers, etc.) will remain with Scout and be on their person while at camp.

Flu Information:

It is important that all residents continue to take preventive measures for protecting themselves and others against transmission of the flu. Please continue to take common sense precautions like covering your mouth when coughing and washing your hands to stay healthy.

Recognize influenza-like illness in yourself or your Scouts. A key signal is feeling feverish or having a **temperature greater than 100 degrees Fahrenheit** (37.8 degrees Celsius) if measured, especially if combined with one or more of the following:

Upper respiratory symptoms (cough, sore throat, runny nose)

Body aches, headache

Chills

Fatigue

Vomiting

Diarrhea

If you are sick, stay home! Parents, if your child is sick, keep them home—for at least 7 days after symptoms began or 24 hours after symptoms resolve, whichever is longer.

Emergency Care Procedures:

On their first day in camp, the Troop Scouts and leaders will receive an explanation of the standard emergency procedures. In the event of an emergency, notify a member of the camp staff immediately. If you feel that you are able to deal effectively with the situation, do so after sending word to the camp medic or Camp Director. If the situation seems at all dangerous, the priority is to evacuate all Scouts and leaders from the area.

The following procedures will apply if emergency care is necessary:

- If a Scout has a serious illness or injury, the attending medical staff will notify the parent(s) or guardian(s) as soon as possible. If the parents will not be home during the week of camp, the camp needs to know where to reach them. In the case of a severe accident, the medical staff will contact the parent(s) as soon as possible after administering proper care.
- In the event that the parent(s) or guardian(s) are unavailable, the unit leader will need to make decisions in their place. It is the responsibility of the unit leadership to provide transportation for unit member(s) requiring non-emergency medical services off camp property.
- Two adult leaders will accompany a Scout requiring non-emergency medical services. The leaders must obtain the Scout's medical form from the Health Lodge before leaving the camp. Two adults must also stay with the troop; the Camp Director will assist in helping with leadership when needed.
- The Health Lodge will provide directions to the medical clinic.
- The camp medical staff must clear all cases requiring outside medical care. In the event of serious medical emergency, professionally trained local emergency medical services will assume care of the patient.
- If a Scout or adult develop a 100-degree fever and show any other signs of the flu, they will be sent home immediately. A partial or full refund may be requested for this situation.

Preventing Homesickness:

One of the biggest challenges facing Scouts at Camp is homesickness. This can be especially true for new or

younger Scouts who have never been away from home. A great way to prevent homesickness before arrival at Camp is for families and Unit leaders to stress all the fun the Scout will have at Camp with the many new experiences that are in store. It is good advice for family members to refrain from comments about how much they will miss the Scout or how much the Scout will miss everything at home.

At Camp, the Staff will help to fight homesickness by keeping the Scouts busy with fun and challenging activities. Unit leaders need to keep a sharp lookout for homesick boys, and ought to tell their commissioner, who can help brainstorm activities to keep the Scout busy.

A big cause of homesickness is a phone call home. If a boy is not homesick, there's a good chance he will be after he calls home. Scouts are discouraged from bringing cellphones to Camp. Parents should be discouraged from having their Scouts call home, except in an emergency. No Scout may call home without a Leader's permission, and a Leader must be present when placing a phone call.

Plants and Animals to Avoid:

While most of the animals we have at Camp are harmless, there are some to be very cautious around. Rattlesnakes, and bears (although not seen since the 1990's) occasionally make their way around Camp. Yellow jackets, scorpions, ticks, and spiders can be found lurking just about anywhere; all of them bite or sting and are in general very annoying. Instructions on how to deal with each of these will be given at Camp.

Camp Policies

General Behavior

The Scout Oath, Scout Law, and Outdoor Code are the rules of camp. Scoutmasters have the primary responsibility for troop discipline.

We will not tolerate the use of profanity language by Scouts, Adult leaders, or staff. If we hear of an individual using this language, they will be reminded of the Scout Law: **A Scout is Clean in mind and body.** They may also be removed from camp at the discretion of the unit leader and or camp director.

Troop Campsites should be treated as your home. Scouts and leaders should not go into other campsites without permission from the troop leaders. This includes partially walking through to your campsite or just using the latrine for a brief stop.

Problems with other units should be resolved through your Camp Commissioner.

NEW:

Swimming attire must be modest. For males, tight fitting swim briefs or swim bottoms short enough to cause exposure are not allowed. For females, string closures are not allowed. Modest tankinis or one-piece swimsuits are appropriate.

Damage

Damage to your campsite or other camp facilities through negligence or abuse committed by members of your unit will result in a fee assessment. Your Commissioner will maintain an inventory of the condition of your campsite and its contents. You will also sign a form for your troop guide at the start of the week listing any damage present – be thorough, and report missed items swiftly. Please report damage during the week to your Commissioner **as soon as possible** as it is the responsibility of each unit to care for property and equipment assigned to its use.

Units are responsible for the cost of repairs or replacements of camp property. The charge for tent rips, cuts, tears, or holes is \$10.00 per inch of damage. Tent total replacement is at current market price, approximately \$550.00. Discharging of fire extinguishers will cost \$50.00 for recharge or replacement if discharged in a non-emergency situation. The Camp Ranger assesses damage to latrines, picnic tables, and other physical property damage according to the cost of labor and material needed for repair. Your troop's Camp Commissioner has access to all material needed to repair your own tents, if so desired, to save repair expenses owed to the camp. If Damages are discovered after the troop leave camp, the troop *will* be billed.

Parking

While the camp will provide adequate parking areas for all personal vehicles we will not accept any responsibility for vehicles parked on camp property or damaged by driving over camp roads. Do not turn on your car alarms when parking in the camp parking lot. Please back vehicles into parking spaces for easier evacuation if needed. Please make sure to have a Camp Hi-Sierra parking pass displayed in the windshield of your personal vehicle in case we need to move your vehicle during the week.

Visitors

Parents of campers are always welcome at camp. The Sunday night opening campfire presented by camp staff, mid-week unit campfires, and the Friday night closing campfire create memorable moments for everyone at camp, including parents and visitors. We require all visitors to check in at the Camp Office for your temporary visitor wristband and then Health Lodge. All visitors need a current National AB Medical Form if they are staying under 72hrs. If over 72 hrs., they are also required to have part C Medical Form. **Additionally, any adults present in camp for 3 or more nights must be registered scout leaders with YPT training.**

Pets

Do not bring pets to camp. If a Scout or adult requires a service animal, please email the camp director before coming to camp. Pets brought to camp “just for the ride” when picking up or dropping of a Scout should not be let out of the vehicle.

Bicycles

Upon arrival, notify the High Adventure Director that you have brought a bicycle to camp and check-in at the Bike Barn. Bikes should be ridden slowly on the camp roads and walked over camp bridges. They should not be ridden through the campsites or on the roads through the campsites. You may also ride your bike on designated trails in the National Forest. Scouts must follow the buddy system. Helmets are required at all times. The bicycle is the owner's responsibility while in camp.

Telephone

The camp phone is for business and emergency calls only.

A pay phone **may** be available (subject to phone company capability) for outgoing calls. The phone is located behind the Camp Office. Scout use of the phone is limited to 5 minutes and **must be supervised by an adult leader from your unit**. Parents do not expect your child to be able to call home on a daily basis. This phone requires phone cards to place calls. Phone cards may be available at the Trading Post while supplies last.

Adults requiring incoming messages may utilize the camp's FAX-only line at (209) 965-4029. Please limit this use and be sure to include the leader's name, unit, and campsite on the facsimile.

Rest

Everyone needs a certain number of hours each week to rest, and the Scoutmaster should see that their campsite is quiet from 11:00PM to 7:00 AM. This will permit those who wish to sleep the chance to get the rest they need.

Footwear

You must wear shoes that fully cover soles and toes at all times. Sandals, flip-flops, slippers, etc. are inappropriate and perilous for a camping experience. You may wear open-toed shoes in the shower or at the waterfront, not for travel in-between.

Hazing

Hazing has no place in Scouting, and as part of our Youth Protection Guidelines, there is zero tolerance in camp. Scouts who are found hazing others will be removed from camp at the unit leaders and/or Camp Director's discretion. Please work with our staff to report incidents – they are only looking into these incidents for your benefit as a troop, and it is their job.

Wild Animals in Camp

There are deer, squirrels, snakes, yellow jackets, bears (very rarely) and other animals in the vicinity of camp. At any given time, camp is the host to one or several of these animals. Trash and any type of food that is lying about or hidden in tents or packs will attract animals into camp.

All edibles must be stored at the Dining Hall and not left overnight within your campsite.

Pick up and properly dispose of any litter you see.

On sightings of dangerous wild animals, move scouts to a safe location and notify the Camp Director or your Camp Commissioner.

Alcohol and Drugs

It is the policy of the Boy Scouts of America that the use of alcoholic beverages and controlled substances are not permitted at encampments or activities on property owned and/or operated by the Boy Scouts of America or at any activity involving participation of youth members. This includes medical marijuana.

This policy will be strictly enforced for all those that use our facilities.

Tobacco

The legal age in the State of California for the use of tobacco is 18 years old. Use of tobacco products by anyone under the age of 18 at camp is not permitted. For those adults that have the urge, please smoke only in the designated areas. The smoking area in the lower parking lot is the only designated smoking areas in camp. We strictly prohibit smoking in tents or campsites.

Firearms, Ammunition, and Fireworks

We do not allow personal firearms, ammunition, or fireworks in camp. This includes B.B. guns, pellet guns, air guns, paintball guns, airsoft and slingshots.

Non-camp Firearms are NOT allowed in camp whether or not you hold a concealed weapons permit.

If you are seeking an exception, you **must** obtain permission from the Shooting Sports Director and or Camp Director **before** bringing any of these items into camp (Ask the Camping Director by phone or email to put you in contact with them). Once in camp, they will be all stored at the appropriate ranges.

You may use personal field archery equipment (no bladed or hunting tips) with the permission of the Camp Director and Archery Range Director. All personal archery equipment must be stored at the Archery Range or locked in your car, at the archery director's discretion.

Fire Prevention

You must take certain precautions to prevent and control fires:

- You may only smoke in the designated area of the camp. Never smoke in buildings or tents!
- Each troop site has fire control tools. These tools should never leave the campsite.
- Fires are only permitted in designated stoves and fire rings.
- Make use of the fireguard chart.
- Never leave a fire unattended.
- Review fire emergency plan with Scouts.
- The entire camp will practice a fire drill each week on Monday. (Scoutmasters will be given instructions for their troop at the Sunday afternoon Scoutmaster Meeting.)

Fireguard

In order to maintain a vigilant watch for fire, the national camping department has implemented the fireguard plan. Your Senior Patrol Leader will be receiving instruction on the plan on the first day and how to use it in your site. It is the responsibility of the troop to maintain the fireguard plan.

Fire Drill

In case of fire, we ring the fire bell between the Flag Meadow and the Dining Hall continuously for a long period. All campers will assemble in the Flag Meadow. Each Scoutmaster is to take a roll call to determine if their Scouts and adults are all present and accounted for and report any missing persons to the Camp Director. At the meadow, the Camp Director or Camp Program Director will maintain control of the camp, and, if necessary, they will initiate plans for evacuation.

Troop Campfires

You may have troop campfires, but check with your Camp Commissioner first as weather conditions may force campfires to be prohibited. Inter-troop campfires are encouraged.

Troop campfires should be kept small, about knee high, and must have adult supervision at all times. Never leave your fire unattended.

If campfires are found to be too large at the discretion of the Camp Directors ALL troop fires can be suspended for the remainder of the week.

Chemical Fuels

You may use kerosene or other liquid gas-fueled lanterns for outdoor lighting. A responsible adult who is knowledgeable in safety precautions must do the lighting and refueling of gas and liquid petroleum. You may not use liquid fuels for starting any type of open fire.

Propane Fuel

You may use Propane lanterns for outdoor lighting. Extra canisters cannot be stored in cars, this may cause explosion. All extra canisters need to be stored with the Camp Ranger at the time of arrival at camp.

Missing Persons

In the event a camper is missing, first check the camper's tent. If the camper is still missing, the unit leader should immediately notify the Camp Director or Camp Program Director. Do not attempt a troop search of camp. Ascertain who last saw the missing person and get details of the circumstances.

Weather

Be prepared for weather. Rain can occur in the Sierras at any time of year. You will be visiting camp in the summer, but our camp is located at an elevation of 5,000 feet. This means we can experience a wide variety of weather patterns. Daytime temperatures during the camp season can range from the 50s to the 90s depending on the current weather patterns. Nighttime temperatures can drop into the low 30s. Encourage your Scouts to drink plenty of water.

Lightning Storms

In the event of a lightning storm, we will close the Waterfront and the Climbing Tower immediately. Campers should stay away from tall trees, electrical poles, flagpoles, wire fences, and other structures or objects that might attract lightning. Campers should stay out of open areas. The Camp Director will

give specific instructions if deemed necessary. Although lightning storms are a rarity during camp, they pose little threat to campers due to the terrain of Camp Hi-Sierra.

Altitude

Our Camp elevation is approximately 5,000 feet. Some people have difficulties in adjusting to this altitude. All campers should observe limited activity for the first day. Asthmatics may want to increase preventive doses of medications. Adequate fluid and food intake and plenty of rest is the key to comfort at any elevation.

Earthquakes

Clear all buildings in a quiet and orderly fashion and group in a clearing area. For those who cannot get out of a building, protect yourself under a table or a doorframe. No detectable earthquakes are known to have occurred at Camp Hi-Sierra.

Advancement

General Principles

Scout advancement is not an end in itself. Advancement is one of the means by which Scouting's objectives are achieved. Working toward advancement may be a primary reason for going to camp but not the only reason.

Guide first-year Scouts needing Tenderfoot, Second Class, or First Class skills towards the Trail to Eagle program and acquaint them with some of the easier merit badges taught during their week stay.

Show each Scout how the daily and evening program schedules work. Give some examples of how they can manage their time during the week.

Unit leaders should counsel each Scout in advance, help them decide which merit badges to take at camp, and issue them filled out blue cards. By providing a signed blue card, the unit leader is indicating that they have counseled the Scout and given their permission to take the badge. Camp Counselors do not regulate a Scout's advancement choices.

Merit badge pamphlets are to be read and understood by the Scout before coming to camp.

Counsel Scouts on the differences among "Pre-Reqs", "Reqs Not Offered", and "By Special Arrangement Only" merit badges.

Trail to Eagle

The Trail to Eagle (TTE) program is for our first-year campers and younger Scouts who are just beginning their journey to Eagle. This exciting program will teach many of the basic Scout skills required for the Tenderfoot, Second Class, and First Class ranks.

As Scouts sign up for the TTE program, they are placed in a patrol made up of other Scouts of the same rank. These patrols will meet throughout the week and attempt to cover as many camp-appropriate rank advancement requirements as possible for the next rank(s).

Patrols of Scouts, Tenderfoot Scouts and Second Class Scouts will meet for an hour session each day. Each patrol will have the same counselor for the entire week and will work through the requirements as a group, allowing boys who already have some of the skills and opportunity to help their peers learn them.

TTE staff provides instruction in the Scout skills necessary for rank advancement but cannot sign off the requirements. It is the responsibility of each Scout to return to their Troop leadership to review what they have learned. When the unit leader is satisfied that a Scout has satisfied all elements of a requirement, then that leader may sign the Scout's Handbook.

Merit Badges

Scouts should know in advance, what merit badges they wish to pursue and what they must accomplish prior to camp. They should familiarize themselves with the requirements of the merit badges that they wish to earn by reading the corresponding merit badge pamphlets prior to attending camp. Older Scouts should be encouraged to work on two to three merit badges. This number results in quality learning and future retention of the skills and knowledge. Attempting too many merit badges usually

leads to unnecessary partial completions and a sense of accomplishment beneath the Scout's true ability. Aquatics, Climbing, and Shooting Sports merit badges require practice (qualification) time. Nature merit badges required field study and project time.

A Scout's success at camp relies upon unit leaders to properly assess and advise each Scout's advancement plan. As part of this planning, each Scout should also consider which additional programs in camp, which they want to participate.

Scouts who complete only part of the merit badge requirements will receive partial credit. The partial credit is valid until the Scout turns 18-years-old. Scouts should be strongly encouraged to seek out a counselor soon after returning home to complete these requirements. Partials are an ordinary and expected part of the scouting program. Do not stigmatize scouts with partials.

Your Scoutmaster will have the ability to sign up your Scouts for merit badges online prior to camp. This program will be placed online by May 1. Each merit badge has a variety of meeting times, and it is the responsibility of the Scout to work out their schedule after working with their Scoutmaster. The Scoutmaster will then log onto the website and sign up the Scout for Merit Badges or activities. A parent or guardian should not sign up their sons for merit badges.

Many merit badges include written or otherwise time-consuming requirements. Some requirements may also require research or reference resources (e.g. libraries) that are not available at camp. Scouts should review and complete these requirements prior to camp whenever possible. Doing so will facilitate completing the merit badge while at camp rather than receiving a partial. Please review either the individual merit badge pamphlets or the current Boy Scout Requirements book prior to coming to camp.

Unless otherwise noted, the only acceptable evidence of having previously completed a requirement is a properly filled out Merit Badge Application (a.k.a. Blue Card) identifying the assigned Merit Badge Counselor and showing initialed and dated entries for completed requirements. As always, partial blue cards are subject to acceptance by the new Merit Badge Counselor. In general, we accept partials only for "DO" requirements and perform brief reviews of the "TELL", "DESCRIBE", "SHOW", etc. requirements of the merit badge, to verify that the scout has retained an appropriate amount of this knowledge.

This list of merit badges offered at camp is subject to change. Some camp sessions may have additional offerings based upon special counselor availability. Ask about changes at Sunday Check-In and at the Sunday Leaders' meeting. Units may also contact the Camp Program Director at any time before camp to verify offerings. Please check the online Merit Badge and Activity signup page for the latest information.

Program Offerings

Program offerings are subject to change. More information can be found in the *Merit Badge and Course Offering Guide* at www.CampHi-Sierra.org

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 adult leaders 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 summer 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 at Camp Hi-Sierra or other camps.

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, they may wear it on their award necklace as soon as he earns it regardless of their 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 weeks of summer resident camp.
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, Waterfall, 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 weeks of summer resident camp.
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 at Camp Hi-Sierra as long-term staff or volunteers.
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

- Arrowhead Awarded for each completed four requirements on the path to First Class or each completed merit badge in camp. Awarded by the Unit Leader.
- Campfire Awarded for meritorious good turn to camp and for giving striking evidence of the possession of real Scouting spirit. Awarded by the Program Director or Camp Director.
- Moccasin Awarded to Scouts who exemplify the first part of the Scout Law at all times. Awarded by the Unit Leader: once per camp session.
- Numeral XII Awarded for either leading grace at meals or attending religious services (Vespers) while in camp. Awarded by the Unit Leader.
- Spade Awarded to Scouts who exemplify the fifth part of the Scout Law at all times. Awarded by the Unit Leader: once per camp session; or by a Staff Member: as an elective award.
- Sun Awarded to Scouts who exemplify the eleventh part of the Scout Law and practice good health and safety standards. Awarded by the Unit Leader.
- Ram's Horn (elect)* Awarded for enthusiastic participation in a Scoutcraft, Handicraft, and Foxfire skill of the day. Awarded by the appropriate Area Director.

Brown

- Axe Awarded for four hours of work on an approved camp service project. Awarded by a Camp Commissioner or an Area Director.
- Council Fire Awarded for participation in an approved service project to a ceremonial ground or a camp's campfire area. One such project is regularly led starting at 10:30 Friday morning, at the campfire bowl. Awarded by the Tribal Ceremony or Camp-wide Campfire Coordinator or a Camp Commissioner.
- Coup Stick Awarded for participation in an approved camp maintenance project. Awarded by the Camp Ranger or Camp Director.
- Herb Awarded for participation in a service project to thoroughly clean a Camp Building for a suggested length of 2 hours. Awarded by the Program Director or Designee.
- Indian Good Luck Awarded for participation in a service project of one hour approved by a staff member. Awarded by the Staff Member or Unit Leader.
- Kettle Awarded to stewards for one meal's service or participating in a Dining Hall or Kitchen service detail. Awarded by the Unit Leader.
- Pine tree Awarded for participation in a conservation project approved by the Nature Director. Awarded by the Nature Director.
- Three Stripes (elect)* Awarded by the Program Director for exemplary service. Awarded by the Program Director.
- Choker (elect)* Awarded for completion of a Commissioner or Miscellaneous Skill of the Day. Awarded by a Camp Commissioner.

Red	
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.
<i>Legging (elect)</i>	Awarded for successful or enthusiastic participation in a Rifle, Shotgun, or Archery. <u>Awarded by the appropriate Area Director.</u>
Yellow	
<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>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 Rifle, Shotgun, or Archery. <u>Awarded by the appropriate Area Director.</u>
<i>Flower (elect)</i>	Awarded for 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>
<i>Rope (elect)</i>	Climbing or Foxfire Skill of the Day. <u>Awarded by the appropriate Area Director.</u>
Blue	
<i>Life Preserver (elect)</i>	Awarded to scouts who serve in camp (or on an overnighter) as a lifeguard, lookout, or buddy board helper. <u>Awarded by the Aquatics Director.</u>
Seal	Awarded for participation at Aquatics. Awarded by the Aquatics Director: 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 participation in an Aquatics skill of the day. <u>Awarded by the Aquatics Director.</u>
Green	
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 or each week of summer resident camp they complete. <u>Awarded by the Unit Leader:</u> once per session.
<i>Pup Tent (elect)</i>	Awarded for participation on an overnighter. <u>Awarded by the Overnighter 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. Awarded by the Excursions Director.
Waterfall Hike, Nature Walk, or Excursions Daily Hike/Bike. Awarded by an appropriate staff member.

***Bead Sheet and Requirements are Occasionally Changed**



Tribe of Hi-Sierra Advancement Record

NAME: _____

UNIT: _____

				Awarded by:				
Brave:					Completed and Approved			
		Yellow	Rank Advancement	UL				
1	Wigwam or Arrowhead	White	Merit Badge or Trail to 1 st Class (per 4 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:** _____

				Awarded by:				
Warrior:					Completed and Approved			
		Green	Participation in any Skill of the Day	SM				
1	Oak Leaf	Brown	Conservation Project	ND				
1	Pine Tree	Green	Hike, Nature Walk, or Excursions Daily Hike/Bike	SM				
1	Waterfall	Red	Participation in a Campfire Program	UL				
1	Teepee	White	Lead Grace or Attend Vespers Service	UL				
1	Numeral XII	Green	Be a Returning Camper (One week per rank)	UL				
1	Owl							

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

				Awarded by:				
Medicine Man:					Completed and Approved			
		Brown	Camp/Ceremonial Fire Service Project	FC				
1	Council Fire	Brown	4 hr. Service Project	CR / CD				
1	Axe	Blue	Swim Check (Try = 1, Complete = 3)	WD				
1	Seal	Red	Organize/Lead a Campfire	UL / SM				
1	Fire	Brown	Camp Maintenance Project	CR / CD				
1	Coup Stick	Brown	Thoroughly Clean Camp Building	SM				
1	Herb							
1	Elective Bead			See below				

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

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

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

				Awarded by:				
Elective Beads:					Completed and Approved			
		Green	Participate in an Overnighter	SM				
	Pup Tent	Yellow	Win 1 st - 3 rd in Camp Wide Games	UL				
	Crescent Moon	Yellow	Win a Table Award	UL				
	Footprint	Yellow	Furnish Music or Bugle	UL / SM				
	Buffalo Horn	Brown	Exemplary Service as Recognized by Prog. Dir.	PD				
	Three Stripes	Blue	Serve as a lifeguard / lookout / buddy board helper	WD				
	Life Preserver	Brown	Commissioner or Miscellaneous Skill of the Day	CC				
	Choker	Red	Rifle, Shotgun, or Archery Skill of the Day	AD				
	Legging	White	Scoutcraft, Handicraft, or TTE Skill of the Day	AD				
	Ram's Horn	Yellow	Climbing or Foxfire Skill of the Day	AD				
	Rope	Green	Hike, Nature Walk, or Excursions Daily Hike/Bike	AD				
	Waterfall	Green	Nature Skill of the Day	ND				
	Flower	Blue	Aquatics Skill of the Day	WD				
	Shark	Yellow	Earn a Rank Advancement	UL				
	Additional Wigwam	White	Merit Badge or Trail to 1 st Class (per 4 req.)	UL				
	Additional Arrowhead	White	Exemplify the 5 th pt of Scout Law	SM				
	Additional Spade							

**Other beads, alternate ways of earning them, and/or further explanation may be found on full tribe description in leader's guide or on site bulletin boards.

Awarded By Codes or Their Designee:

- | | | | |
|--------------------|--------------------------|--------------------------|------------------------|
| UL = Unit Leader | SM = Staff Member | CR = Camp Ranger | CC = Camp Commissioner |
| CD = Camp Director | PD = Program Director | WD = Waterfront Director | ND = Nature Director |
| AD = Area Director | ED = Excursions Director | | |
- FC = Fire Coordinator (Meet them Friday morning at the Campfire Bowl, there will be a bulletin for when)

Service Project Completion Slips - One per service project. Please turn in to office to help us track service and volunteer hours.

Service Project Completion Slip (Submit One Per Project)

Name of Leader/Organizer: _____ Troop: _____

Project Description: _____

Number of Individuals Who Worked on Project: _____

Estimated Total Man-Hours: _____

Name of Designated Inspector: _____ Inspector Signature: _____

Service Project Completion Slip (Submit One Per Project)

Name of Leader/Organizer: _____ Troop: _____

Project Description: _____

Number of Individuals Who Worked on Project: _____

Estimated Total Man-Hours: _____

Name of Designated Inspector: _____ Inspector Signature: _____

Service Project Completion Slip (Submit One Per Project)

Name of Leader/Organizer: _____ Troop: _____

Project Description: _____

Number of Individuals Who Worked on Project: _____

Estimated Total Man-Hours: _____

Name of Designated Inspector: _____ Inspector Signature: _____

CHS Camper's Club

Are you a Golden Camper? You are, if you were at Camp Hi-Sierra, 50+ years ago as either a camper or staff member, either youth or adult. You are a Silver Camper if you first attended Camp Hi-Sierra 25+ years ago and you are a Bronze Camper if you first attended Camp Hi-Sierra 10+ years ago. The Alumni of Camp Hi-Sierra form a team of Scouts and Scouters whose camp experiences will always bind them together.

In 1999, four Scouters attended CHS and celebrated both their personal and the camps' 50th Anniversary by showing slides from their first year at Camp Hi-Sierra in 1949! The "Golden Campers Club" of CHS was born! Those four Scouts in 1949 were Ron Hagelin, Tom West, Don Nolte, and Peter Jordan Daniels - all members of Troop 39. (Originally Troop 3, now Troop 539). Since then, "Silver" and "Bronze" Camper Clubs have been created recognizing 25 year and 10 year levels of CHS experience.

Special CHS patches bordered with "metallic" Gold, "metallic" Silver, and Bronze colored thread are available to those who meet the "Camper Club" criteria as follows:

- Attended CHS for the first time 50+, 25+, or 10+ years ago.
- Return to Camp in person or in spirit, either by visiting CHS, or by attending a CHS-related function (reunions, service weekends...at CHS or near home).
- Demonstrate by action, or stated intent, their ongoing support for the Boy Scout Resident Camp Program at Camp Hi-Sierra.

The new Camp Hi-Sierra "Ghost Patch" was created for the CHS Reunion held September 8th, 2013; and is now available to participants of alumni activities.

If you have questions, wish to join, desire patches, wish to volunteer assistance, have photos to copy or scan, or have other CHS Memorabilia to donate please contact Mike Murphy at home (408) 629-3448, cell (408) 712 0979 or by e-mail at murphsmailbox@gmail.com.

Unit Roster

Unit:	Campsite:	# Scouts:	# Leaders:
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Names of Scouts & Leaders	Last Rank Earned	Phone Number	Deposit Paid? y/n	Full Fees Paid? y/n	Medical Forms? y/n	Photo/ Rifle Release? y/n
1						
2						
3						
4						
5						
6						
7						
8						
9						
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33						
34						
35						
Ldr1						
Ldr2						
Ldr3						
Ldr4						

Camp Hi-Sierra Parents' Fact Sheet

Troop # _____ is attending Camp Hi-Sierra from _____ to _____.

We will depart from _____ on _____ at _____.

We will return on _____ at around _____.

Lunch is not provided on the day that we arrive in camp, so please pack a sack lunch. Make sure that the Scout has everything. **Double check** that Scouts have their prescription medicines (give to Scoutmaster in Ziploc bag along with Scout's name and instructions). **Check** to be certain that the registration and medical forms are collected and complete, including all necessary signatures from physicians and parents.

The cost for each Scout to attend camp is \$ _____. This includes almost everything. You'll want to provide some extra money for trading post items, souvenirs, snacks, and to pay for some advancement supplies such as handicraft kits and shooting supplies. If you ask, your unit leader may be willing to supervise this money.

MAIL TO CAMP

It is recommended that letters to Scouts at camp be mailed early (even before camp), as mail service to camp can be very slow. Please do not mail any packages larger than a brick to camp. The address is:

(Scout's Name)
Troop # _____, _____ Campsite, Week _____
Camp Hi-Sierra
29211 Hwy. 108
Long Barn, CA 95335

EMERGENCY PHONE NUMBERS:

Emergencies at home may be reported to the Council Service Center (408-638-8300), business hours), Camp Hi-Sierra directly (209-965-3432, daylight hours)

Call me, _____ at _____ if you have any unanswered questions.

SILICON VALLEY MONTEREY BAY COUNCIL BOY SCOUTS OF AMERICA

THIS DOCUMENT AUTHORIZES PARTICIPATION BY A MINOR IN CERTAIN, ACTIVITIES. DO NOT COMPLETE THIS FORM UNLESS YOU WISH YOUR CHILD TO PARTICIPATE IN THESE ACTIVITIES.

PARENTAL FIREARM AUTHORIZATION FORM CONSENT OF MINOR TO USE FIREARMS, AMMUNITION, AND B.B. GUNS & RIFLES*

I, the undersigned custodial parent or legal guardian of

_____, A minor, do hereby authorize the Silicon Valley Monterey Bay Council to furnish firearms, ammunition, and B.B. guns, as Appropriate**, to the minor named herein for the purpose of instruction in the safe Handling and shooting of firearms, target shooting, and related activities under the Supervision of the shooting sports director, range master, or range staff.

I do further agree to indemnify and hold harmless the Boy Scouts of America, Silicon Valley Monterey Bay Council and all officers, members, employees, and volunteers Thereof, from all suits or actions brought for, or on account of, any injuries or damages Received or sustained by any person or persons by or from the consequences of any Negligence or any act or omission of the above named minor occurring during the Course of said instruction.

This authorization will remain in effect for said minor while participating in any Boy Scouts of America program or related activity related to firearms, ammunition, and B.B. Guns or rifles unless revoked in writing by the undersigned and said revocation is Personally delivered to the Silicon Valley Monterey Bay Council.

Scout's name: _____ Pack/Troop/Crew # _____

Parent's name: _____ Date: _____, 20____.

Parent's signature: _____

* The State of California has enacted legislation that requires the consent of a minor's Parent or guardian before a firearm, live ammunition or B.B. guns may be furnished to The minor for the purpose of instruction in the safe handling and shooting of guns and related activities. It is necessary for you to give consent for your child to participate in the above listed activities.

**Cub Scouts are restricted to using B.B. guns but Boy Scouts may use any equipment listed herein.

Sample Campsite Duty Roster Form

Campsite Duty Roster

	Sun	Mon	Tue	Wed	Thu	Fri	Sat
Lt. Latrine							
Rt. Latrine							
Sink							
Campfire							
Raking							
Litter							
Trash Can							
AM Flag							
PM Flag							

Supply Refiller: First (Wed.): _____ Second (Fri): _____

Supplies in patrol box should be refilled twice a week from the commissioners' shed up to 3 trash bags, 6 rolls toilet paper, 2 urinal cakes, full soap squeeze bottles, and a partial roll of paper towels.

Shower Cleaning Day: _____

Building (Circle one): North(Blackfoot) South(Costanoan)

Sample Table Stewards Duty Roster Form

Steward Duty Roster

	Breakfast	Lunch	Dinner
Sunday	Camp Has Not Started	On The Way To Camp	
Monday			
Tuesday			
Wednesday			
Thursday			
Friday		NO STEWARDS FOR LUNCH	
Saturday		YOU ARE GONE :’(Bye Bye

Sample Campfire Expectations and Approval Form for Troop Skits on Friday Night



Friday Campfire Skit Do's and Don'ts

Troops put on all the skits in the Friday night campfire. While each troop has their own ideas for what makes for a good skit: here are camp's expectations.

Do make a skit engaging and/or funny - one that you would want to watch.

Do make it interesting throughout, rather than just at the start or end.

Do have a good finale, and a plan to get offstage.

Do get your skit approved (and advised) by a staff member.

Don't use unscoutlike language or excessively crude jokes.

Don't be insulting to any culture or group, even your own.

*Making fun of your own group may be amusing, but too much can make viewers uncomfortable fast.

**But...you can probably rib the staff harder than other groups. We tend not to mind so long as it's funny.

Don't waste significant amounts of food or water onstage.

*As Scouts, we understand that many have less than we do, and do not take what we have for granted.

Don't depict excessive or extreme violence.

*A hero slaying a dragon is technically "violent", but is normally fine. Ruthless killing for laughs is not.



Skit Approval Form (for Friday Campfire)

Turn In To Office After Filling
Out & Getting Staff Approval

Troop # _____ Name of Skit Leader: _____ Skit "Name": _____

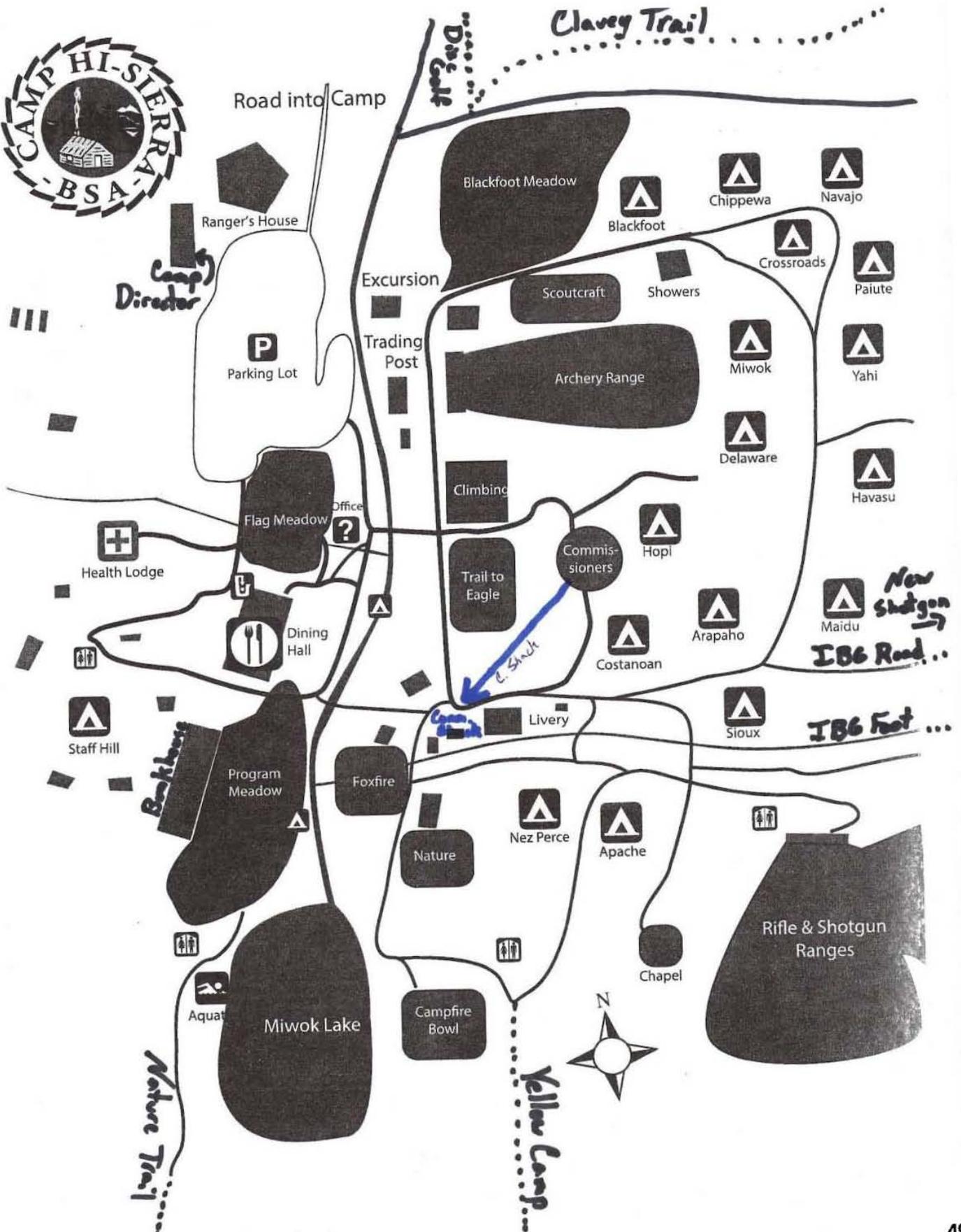
One-line Description: _____

Staff Reviewer Name: _____ Signature: _____

Staff Fills Out This Part
After Viewing Skit

Things That Need to Be Improved: _____

_____ Fixed (According to SPL, SM, or Staff)





Driving Map
From San Jose to Camp Hi-Sierra
Approx. Drive Time 3.5 hours
Physical Address
29211 Hwy 108
Long Barn, CA 95355

