Camp Hi-Sierra – Guide to Programs

Silicon Valley Monterey Bay Area Council

Summer 2021

WELCOME

The following guide provides a comprehensive overview of programs offered at Camp Hi-Sierra, including Merit Badges, Adult Leadertrainingss, evening activities, and other special programs.

All merit badge sessions and program offerings are subject to change.

If you have any questions that are not answered by this Guide, please contact one of our Admin staff listed below.

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We can't wait to see you at camp this summer!

Foreword:

We are glad to be back for summer 2021! Many of our exciting programs will return, while some have been removed or modified to keep a safe experience for scouts. Class sizes will also be reduced, and to compensate for that some classes for Eagle-required badges highlighted here in green will reserve priority registration for those close to earning the Eagle rank (rank Star or Life).

Definitions:

Difficulty Level/Recommended Year

If a badge is rated a 1, it is of low difficulty and advisable for scouts of any age. If it is rated a 2, it is more difficult and advised for scouts in at least their second year at camp or in scouts. 3's are difficult badges and it is recommended that only older scouts undertake these badges. Keep in mind! There is much more at Camp Hi-Sierra than can be done in a single year, and the programs rated at level 1 are as much fun, and given the same level of attention by our staff, as the programs at level 3. They simply represent different levels of challenge.

Required Age

Difficulty Level is advisory, but some badges we have found need stronger controls on who can take them, and so we have set a required minimum age. For the most part, these badges are Eagle-required badges or involve an element of risk: in both cases, maturity and some degree of pre-existing skills and knowledge are vital. The required age of 12 indicates a need for existing experience with scouting and camp in general: scouts younger than this age. 13+ programs and badges are generally capped at that age because of safety requirements.

Prerequisites

Some badges require certain things done before coming to camp. This may mean that a particular requirement MUST be done at home BEFORE the rest of the badge can be started. This is different from requirements that are simply not taught. Or, the prerequisites may be things the scouts need to bring to work on the badge at camp.

Partial Badges

Badges denoted with (Partial) after their name cannot be completed solely in camp. In most cases, this is due to requirements that cannot be attained at camp, which are noted in their description. Scouts who have completed the needed requirements can complete the badge in camp. Scouts who have not already completed the requirements go home with a partial, which provides an opportunity to work with a merit badge counselor at home to finish the rest of the requirements. Also, if scouts have a partial from a different camp or previous season, we are happy to help them complete it if we can – just check with the counselor for that badge when you are doing your tour.

Combined Merit Badges

Sessions whose titles include two badges are referred to as combined sessions. These cover the requirements (or the camp-attainable requirements) for two closely related badges. This is an effort to provide more opportunities for exploration in badges with related concepts. In some cases (for example Salesmanship MB and Entrepreneurship MB), one badge is partial to be completed at home. We are offering these as an incentive for scouts to try out interesting badges that can be mostly done, but not finished, at camp.

Special Programs/Activities:

Daily Hikes
Description: Explore the surrounding forest by trails and enjoy all the little things nature has to offer.
Details: Each hiking session takes 2 hours. The difficulty of the hike changes daily. Recommended for returning or older scouts. Difficulty: 2, no age requirement
Day: Monday through Thursday,
Location: Excursions

Drop-In Sports
Description: Join our High Adventure staff and enjoy some pick-up games from the Sport of the Day! Difficulty: 1, no age restriction.
Day: Monday through Thursday,
Location: Excursions

Nature Walk
Description: Explore the nature around us in-depth. Learn about the different trees, flowers, or edible plants. Difficulty: 1, no age restriction
Day: Coordinated upon request
Location: Nature

Trail to First Class
Description: Trail to First Class is the program for scouts working toward Tenderfoot, Second Class, and First Class.
Details: Scouts are split into patrols for the week, and work together to learn about and teach each other basic scouting skills. If scouts want to complete more Trail to First Class requirements, it is advised that they sign up for both sessions of TTFC. Scouts may or may not complete all other requirements, but they should not plan to work on these in TTE: Tenderfoot 9-11, Second Class 1c, 2e, 3b, 5b, 7(all), 9a, 10+, or First Class 2, 3, 6a, 8a-b, 10-13. Difficulty: 1, no age restriction.
Day: Monday through Thursday,
Location: Trail to Eagle

Lifeguard Training
Description: Start and complete the BSA lifeguard certification.
Details: This certification is optional.
Day: Monday-Thursday
Location: Meet at Aquatics

Open Shoot/Climb/Swim
Description: The shooting ranges, climbing wall, and waterfront are often open at select times for anyone of ability to come by.
Details: Any age group may participate as long as they are safely able to do so. Some fees may apply for things like gun ammunition.
Day: Monday-Thursday Afternoons
Location: Appropriate Program Area

Adult Leader Programs:

Adult Leader Daily Trainings
Description: Each day we offer a different set of training options to our adult leaders, based on the interests of the adults and the availability of trainers in the camp that week.
Details: These may include formal training such as Climb on Safely, Trek on Safely, Safe Swim Defense, Safety Afloat, Leave No Trace, Youth Protection, Hazardous Weather, and Merit Badge Counselor. Finally, training may consist of a discussion between participants on topics such as recruitment, youth leadership, parent outreach, use of technology, etc.
Day: Monday through Thursday,
Location: Location will vary

Climb On Safely
Description: Safely plan and execute a unit climbing or rappelling activity.
Details: This certification is optional, but is required for unit leaders who will lead a climbing or rappelling unit activity.
Day: Approximately one hour as an adult leader daily training
Location: Meet at Trail to Eagle

Firem'n Chit + Totin' Chit

Description: Learn the essentials of teaching scouts in the safe use of knives, axes, and saws, as well as safe and effective fire-building.
Details: This Training for Leaders
Day: Approximately one hour as an adult leader training
Location: Trail to Eagle

Hazardous Weather

Description: Learn how to plan and be prepared for anything Mother Nature throws at you.
Details: This certification is optional, but is required at least one unit leader on all unit outings.
Day: Approximately one hour as an adult leader daily training
Location: Meet at Trail to Eagle

Leave No Trace

Description: Join us to learn the seven principles of this national outdoor ethics program. You'll become better equipped to reduce your unit's impact on the environment and other people.
Details: This certification is optional.
Day: Approximately one hour as an adult leader daily training
Location: Meet at Trail to Eagle

MB Counselor Training

Description: Learn how to effectively counsel scouts in any of the more than 100 merit badges the BSA offers.
Details: This certification is required for any registered adult leader that will be teaching any merit badge and does not require renewal once earned.
Day: Approximately one hour as an adult leader daily training
Location: Meet at Trail to Eagle

Outdoor Leader Skills

Description: Learn the basic outdoor skills of the Boy Scout program.
Details: This certification is required to be considered a trained scoutmaster or assistant scoutmaster and does not require renewal once earned, until a course revision by National.
Day: Monday through Thursday,
Location: Meet at Trail to Eagle

Scoutmaster Specific

Description: Learn the skills that it takes to keep a Boy Scout troop functional and well organized.
Details: This certification is required to be considered a trained scoutmaster or assistant scoutmaster and does not require renewal once earned, until a course revision by National.
Day: Monday through Thursday, Sessions 4+5
Location: Meet at Trail to Eagle

Trek Safely

Description: Safely plan and execute a backcountry trek with your unit.
Details: This certification is optional, but is required for unit leaders who will lead a unit trek.
Day: Approximately one hour as an adult leader daily training
Location: Meet at Trail to Eagle

Youth Protection

Description: Become familiar with the BSA's policies for working with youth.
Details: This certification is required for all registered adult leaders and committee members and must be renewed on a biennial basis.
Day: Approximately one hour as an adult leader daily training
Location: Meet at Trail to Eagle

Merit Badges:

Advanced Metalworking (no badge)

Description: Upgrade your metalworking skills and tackle advanced projects.
Details: Good for returning/older scouts able to **lift 20 lbs.** with one hand (Heavy Metal). Scouts will need to purchase supplies from the Trading Post and wear long-sleeves and long pants while working at the forge. Difficulty: 3, no age restriction
Prerequisite: Must have completed the Metalworking MB
Day: Monday through Thursday
Location: Foxfire

American Heritage MB / Scouting Heritage MB

Description: Find out more about America's past: the traditions, people, and events that led us to be the nation we are today.
Details: Difficulty: 2, no age restriction.
Day: Monday through Thursday
Location: Foxfire

Description: How did Scouting start? How did your unit begin? Why are we here? Answer all of these and more! AND MORE!
Details: Difficulty 1, no age restriction.
Day: Monday through Thursday

Archaeology MB (Partial)

Description: Learn about the physical evidence of the past: how we know what we know from archaeological sites. Explore interesting sites within the camp and help understand what they tell us about the people who lived back then.
Details: Difficulty: 2, no age restriction.
Not Taught: 8
Day: Monday through Thursday
Location: Foxfire

Archery MB

Description: Learn to let those arrows fly in this great merit badge.
Details: Good for returning scouts physically able to pull back a bow (lift 35 lbs. with one hand), and not taking any other time-intensive merit badges. Scouts will need to purchase supplies from the Trading Post and qualify during a scheduled qualify range time while at camp to complete this time-intensive merit badge. Difficulty: 2, Age: 12 and up.
Day: Monday through Thursday, and qualify time sessions
Location: Archery Range

Art MB (Partial)

Description: Show off your creativity and make some art.
Details: Good for scouts of all ages! Scouts can arrive at any time during the program to work on this drop-in merit badge. no age restriction. Difficulty: 1

Not Taught: 8 (Museum Visit)
Day: Drop-in
Location: Handicraft

Astronomy MB

Description: With clear night skies, learn more about the celestial world above.
Details: Good for scouts of all ages! Scouts will need to attend the Astronomy Overnighter to complete this merit badge. Difficulty: 1, no age restriction.

Day: Monday through Thursday Overnighter Tuesday Night, departing after dinner.
Location: Nature

Camping MB (Partial)

Description: Learn all about the fundamental activity of the Boy Scouts.
Details: Good for older scouts. Scouts will need to complete 20 days and 20 nights of camping and two of the required camping experiences before arriving in camp, and complete a conservation project to complete this merit badge during camp.
Second Class or Above is strongly recommended.

Not Taught: 4b, 5e, 7b, 8c, 8d, 9a, 9b, 9c.
Day: Monday through Thursday
Location: Scoutcraft

Canoeing MB and Kayaking MB

Description: Travel down the river the same way Lewis and Clark did all those years ago. Be agile on the water by learning how to travel by kayak.
Details: Good for scouts physically able to lift a canoe (lift 40 lbs. with one hand) and who have completed their BSA Swimmer Test at camp during Sunday Check-In or by appointment. Difficulty: 2,

Day: Monday through Thursday.
Location: Aquatics

Chess MB

Description: Learn how to play chess like a pro and compete with your fellow scouts.
Details: Good for all scouts. Difficulty: 1

Day: Monday through Thursday
Location: Scoutcraft

Citizenship in the World MB

Description: It's a big world out there. Learn about the community of nations and chill with our international staffer.
Details: Good for returning scouts. Difficulty: 2, Recommended Age Restriction: 11+
Day: Monday through Thursday
Location: Trail to Eagle

Citizenship in the Nation MB (Partial)

Description: Learn about the principles of our great nation and how you can be a responsible citizen.
Details: Good for returning scouts. Scouts will need to visit various national places of interest before arriving in camp to complete this merit badge during camp. (Req.: 2a or 2b or 2c). Difficulty: 2, Recommended Age Restriction: 11+
Day: Monday through Thursday
Location: Trail to Eagle

Climbing MB

Description: Learn and practice the rules of the rock to safely climb to new heights.
Details: Good for returning scouts not taking any other time-intensive merit badges. Scouts will need to qualify during scheduled qualify climb times while at camp to complete this time-intensive merit badge. Difficulty: 3, Recommended Age Restriction: 12+
Day: Monday through Thursday
Location: Climbing

Communications MB

Description: Make your voice heard as you practice your communication styles.
Details: Good for returning scouts. Difficulty: 2, Recommended Age Restriction: 11+
Day: Monday through Thursday
Location: Trail to Eagle

Cycling MB

Description: Ride the forested trails around camp!
Details: Difficulty: 3, Recommended Age Restriction: 12+
Day: Monday through Thursday
Location: Excursions

Energy MB

Description: How much energy do you use? Where does it come from?
Details: Difficulty: 2
Location: Nature

Environmental Science MB

Description: Learn how to conserve humanity's most precious resource — our own planet!
Details: Difficulty: 2
Location: Nature

Exploration MB

Description: Scouts love exploring and here they will learn all the tricks of the trade and what it truly means to explore.

Details: Good for scouts of all ages. Difficulty: 1

Location: Scoutcraft

Fingerprinting MB

Description: Start your fingerprint database with this merit badge!

Details: Good merit badge to work on during a scout's free time. Difficulty 1, no age restriction.

Day: Monday through Thursday, Drop-in

Location: Handicraft

First Aid MB

Description: Make sure that you're prepared should someone need medical help.

Details: Priority registration for scouts rank Star or above. Difficulty: 2, Age Restriction: 12+

Prerequisite: Scouts must complete the 1st and 2nd Class and Tenderfoot First Aid requirements and demonstrate proficiency before starting this merit badge, and bring a first aid kit they've assembled. (Req. 1 and 2d)

Day: Monday through Thursday

Location: Aquatics

Forestry MB

Description: Learn why forests are our salvation and how to protect them. "Nobody cares for the trees anymore."

Details: Good for scouts of all ages! Difficulty: 2, no age restriction.

Day: Monday through Thursday

Location: Nature

Game Design MB

Description: From board games to the latest video game release, learn about the mechanics behind games and why the cake is a lie.

Details: Good for returning scouts. Requires a good deal of time outside of class to design and play-test a game. Difficulty: 2, no age restriction

Day: Monday through Thursday,

Location: Scoutcraft

Geocaching MB

Description: After this badge, getting lost will be a distant memory. Go on a treasure hunt with our trusty GPS receiver and discover what past visitors have left behind.

Details: Good for returning scouts. Scouts should have some experience with GPS technology. Requires time outside sessions to complete a course. Can lead to a partial if the weather doesn't permit and scouts don't finish the course. Difficulty: 2, no age restriction.

Day: Monday through Thursday,

Location: Excursions

Indian Lore MB

Description: Learn about the culture and the history of the Native Americans that once inhabited our valley before us.
Details: Good for scouts of all ages! Difficulty: 1, no age restriction.
Day: Monday through Thursday **Location:** Foxfire

Leatherwork MB

Description: Create intricate designs with this all-natural material.
Details: Good for scouts of all ages! Scouts can arrive at any time during the program to work on this drop-in merit badge. Difficulty: 1, no age restriction.
Day: Drop-in
Location: Handicraft

Mammal Study MB

Description: Squirrel! Learn about the mammals that make life and Pixar cartoons amazing.
Details: Good for scouts of all ages! Scouts will need to complete a conservation project while at camp to complete this merit badge. Difficulty: 1, no age restriction.
Day: Monday through Thursday
Location: Nature

Metalwork MB

Description: Spend time around the forge and see what you can make out of metal.
Details: Good for returning scouts able to lift 20 lbs. with one hand (Heavy Metal). Scouts will need to purchase supplies. Difficulty: 2, no age restriction.
Prerequisite: Bring long sleeves and pants. Scouts must wear while working at the forge.
Day: Monday through Thursday
Location: Foxfire

Music MB

Description: Do you have the music in you? Learn to express yourself through song.
Details: Good for scouts of all ages! Difficulty: 1, no age restriction.
Day: Drop-in
Location: Handicraft

Orienteering MB

Description: Learn to use a map and compass!
Details: Difficulty: 2, no age restriction.
Day: Monday through Thursday
Location: Scoutcraft

Painting MB

Description: Colors, projects, paintings.
Details: Good for scouts of all ages! Difficulty: 1, no age restriction.
Day: Drop-in
Location: Handicraft

Photography MB

Description: Capture memories at camp as you learn the intricacies of photography.
Details: Good for scouts of all ages! Cameras provided. Difficulty: 1, no age restriction.
Day: Monday through Thursday,
Location: Handicraft

Pottery MB

Description: Spend time at the pottery wheel and fashion something amazing out of clay.
Details: Good for scouts of all ages! Scouts will need to purchase a pottery pass from the Trading Post in order to complete this merit badge. Difficulty: 2, no age restriction.
Day: Monday through Thursday,
Location: Handicraft

Rifle Shooting MB

Description: Learn the basics of firearm safety up at the rifle range.
Details: Scouts will need to bring a signed Parental Firearm Authorization Form to camp, purchase an ammunition pass from the Trading Post, and qualify during a scheduled qualification range time while at camp to complete this time-intensive merit badge. Difficulty: 3, Age: 12+

Day: Monday through Thursday
Location: Rifle Range

Salesmanship/Entrepreneurship MB

management, marketing, record keeping, and more. Come up with a plan to build your own company from the ground up.

Details: Both badges can be completed and require substantial writing. Difficulty: 2,

Day: Monday through Thursday
Location: Trail to Eagle

Search and Rescue MB

Description: Learn how the pros save lives and rescue stranded hikers in the wilderness. Marco? Marco!
Details: Good for returning scouts. Scouts will need to attend the Wilderness Survival Overnighter to complete this merit badge. Difficulty: 3, Recommended Age 12+

Day: Monday through Thursday
Location: Excursions

Shotgun Shooting MB

Description: Upgrade to the bigger boomsticks in camp and fire a shotgun.
Details: Good for returning scouts physically able to shoulder the shotguns and absorb the kickback, and not taking any other time-intensive merit badges. Scouts will need to bring a signed Parental Firearm Authorization Form to camp, purchase an ammunition pass from the Trading Post, and qualify during a scheduled qualification range time while at camp to complete this time-intensive merit badge. Difficulty: 3, Age: 13+

Day: Monday through Thursday
Location: Rifle Range

Signs, Signals, and Codes MB

Description: Learn to communicate with others without the use of your voice!
Details: Requires ample code-work outside of session. Requirement 7 cannot be guaranteed to be completed when weather is hazardous, as scouts need to create trail markers for a one-mile hike, have a group hike it, and take down their markers. Difficulty: 2,

Day: Monday through Thursday, Sessions 1 or 6
Location: Scoutcraft

Soil & Water Conservation MB

Description: Soil, water, energy, foo, and other things are all resources that are important to conserve. Learn about how to do so, and why it matters to society.
Details: Difficulty: 2, no age restriction.
Day: Monday through Thursday
Location: Nature

Space Exploration MB

Description: Space: the final frontier! Learn about missions to space, and some of the exciting developments in the exploration of the cosmos.
Details: Difficulty: 2, no age restriction.
Day: Monday through Thursday
Location: Nature

Swimming MB

Description: Become a better swimmer and improve your swimming techniques.
Details: Priority registration for scouts rank Star or above. Good for scouts experienced in swimming in lake water and who have completed their BSA Swimmer Test at camp. Difficulty: 2 Recommended Age Restriction: 12+
Prerequisite: Scouts must complete the 1st and 2nd Class swimming requirements before starting this merit badge and have previously earned the Swimming MB. (Req. 3)
Day: Monday through Thursday
Location: Aquatics

Theater MB

Description: Embrace the power of dramatic storytelling! Practice skits, plays, and stage directions so you can turn any campfire into a theater.
Details: Difficulty: 2, no age restriction.
Day: Monday through Thursday
Location: Scoutcraft

The Living Wilderness Program

(Partials in Sustainability, Hiking, and Backpacking)

Description: Explore the outdoors and get a head start on 3 great merit badges while you do it! In the "Living Wilderness" program, you will take small treks both within the camp and outside of it to discover how we use land and resources, how human impacts can be studied and perhaps changed, as well as how you can use the land to best effect (while still leaving no trace) when out in it. A major focus will be on comparing present-day interactions with rural terra firma & past ones – such as logging companies in the days of the gold rush, and natives before that vs. modern-day forest and resource management.
Details: Scouts will earn portions of three merit badges: Sustainability, Backpacking, and Hiking. These are badges, which simply cannot be completed in camp, but scouts can be given a large enough head start that they will be able and energized to finish up at home! Difficulty 2, no age restriction.
Day: Monday through Thursday, 2-hour sessions

Meeting Location: Excursions **Teaching Location:** In and Around Camp

Pre-requisites: 1) Sustainability Requirement 1 – Write down, in your words, what sustainability is. Meet with your family, and write down what they think. **2)** Scouts are asked to bring a backpack – for learning how to pack for a wilderness journey.

Requirements NOT Taught At Camp For Certain:
Sustainability: 1, 2 (Water A, B; Food A; Comm. B; Energy B, C; Stuff A, B), 4 (Just Family Discussion), 5a
Backpacking: 8c, 9a, 9b, 10, 11 Hiking: 4, 5, 6
*Not all other requirements may be taught each week, this is a flexible program. But these are fairly certain not to be taught.

Weather MB

Description: Lightning! Clouds! Hail! Learn the inner workings of our atmosphere.
Details: Good for scouts of all ages! Difficulty: 1, no age restriction.
Day: Monday through Thursday,
Location: Nature

Welding MB

Description: Join us in joining metal! Make connections as you learn the basics of welding!
Details: Good for returning scouts. Scouts will need to wear long sleeves and long pants while working to complete this merit badge. Difficulty: 3, no age restriction.
Day: Monday through Thursday,
Location: Scoutcraft

Wilderness Survival MB

Description: Could you survive being left out in the middle of nowhere?
Details: Good for returning scouts. Scouts will need to attend the Wilderness Survival Overnighter without the benefit of sleeping bags to complete this merit badge. Difficulty: 2, no age restriction.

Day: Monday through Thursday. Overnighter departing Tuesday after dinner.
Location: Excursions

Wood Carving MB

Description: Put that pocket knife to use and carve your idea into the wood.
Details: Good for scouts of all ages! Scouts will need to purchase carving wood from the Trading Post. Difficulty: 2, no age restriction.
Prerequisite: Must have Totin' Chip (Req: 2a)

Day: Monday through Thursday,
Location: Handicraft

Evening and Overnight Programs

Astronomy Overnighter

Description: The dark, clear skies of the Sierras are our planetarium as you explore the cosmos. Scouts in the Astronomy Merit badge, as well as other interested scouts, camp out on the ridge and spend the night watching the stars. Wilderness Survival Overnighter happens concurrently a short distance away.
Details: The hike to the campsite is short, though relatively steep. Scouts should bring a backpack to carry their sleeping pad and sleeping bag. Primitive Bathrooms.
Day: Tuesday evening (right after dinner) until Wednesday Morning
Location: Meet at Nature

Adult Forge

Description: A chance for adults to try their hand at blacksmithing! Work one on one with a Foxfire instructor to craft a small project. Options include pot lid lifters, hanging hooks, rings, or decorative letters and symbols. Feel free to bring your ideas!
Details: Long sleeves and pants recommended, gloves and safety glasses provided.
Day: Wednesday evening (right after dinner) until dusk.
Location: Foxfire

Black Powder Rifles

Description: BOOOOM! Try your hand at firing a traditional muzzle-loading rifle with our rifle range staff. Lots of noise, lots of fun: learn how the mountain men and others used to hunt for game.
Day: TBD
Location: Rifle Range

Clavey Overnighter

Description: A long-standing tradition at Camp Hi-Sierra is our weekly trip to the Clavey River. The Clavey is one of the few undammed rivers in California, and the granite pools are a source of wonder and fun.
Details: It is a strenuous hike or bike ride over, and scouts who participate miss their Thursday afternoon sessions (it is advised they warn their counselors on Monday). The Clavey Overnighter is the cornerstone of our high adventure program, and not to be missed.
Day: Thursday after lunch to Friday Morning
Location: Meet at Excursions

Closing Campfire

Description: Our favorite night of the week: when we get to watch a campfire put on by YOU! Each troop performs a skit or song in front of everyone to close out another great week at camp.
Day: Friday, 8:30 pm
Location: Campfire Bowl

Interfaith Service

Description: A scout is reverent, and our Chapel in the Pines is a remarkable place for scouts to practice their Duty to God. This is an interactive and interfaith service inclusive of the wide diversity of religious traditions that come to Hi-Sierra.
Day: Tuesday and Thursday,8 pm
Location: Chapel

Opening Campfire

Description: Come down to the campfire bowl for our spectacular opening campfire. Meet the staff, enjoy some great skits, and sing along to some of our favorite camp songs.
Day: Sunday, 8:30 pm
Location: Campfire Bowl

Polar Bear Swim

Description: Take a refreshing, challenging dip in our lake, when it is extra chilly early in the morning!
Day: Wednesday, 6:30 AM
Location: Aquatics

Scoutmaster vs. Staff Softball Game TBD

Description: A Camp Hi-Sierra tradition dating back generations. Legend has it that there was a time when the Scoutmasters never lost a game. Sadly for them, that time has long since passed – so come down to the softball diamond to cheer on your scoutmaster or your favorite staff members!
Day: Monday,7 pm
Location: Softball Diamond

Sports Games

Description: Challenge the staff or other troops to a sports game! No matter if it is Ultimate Frisbee, Quidditch, Staff Hun, or a Dance-Off, we welcome all challengers.
Day: Tuesday-Thursday, 7 PM. Depends if there is a challenge or want from scouts.
Location: Program Meadow or Blackfoot Meadow

CHS Service Organization

Description: One of the defining features of Camp Hi-Sierra is our service and leadership organization, called the Tribe of Hi-Sierra. Over the week, scouts collect beads by completing various tasks around camp. On Friday evenings before the campfire, they sit down for an interview with senior members of the tribe to advance up the ranks.
Day: Friday, 7 pm
Location: Trail to Eagle

Troop Campfires

Description: A great opportunity for scouts to get closer with their troop, practice skits and songs for the Friday fire, and reflect on all the fun they've had.
Day: Monday and Wednesday, 8:30 pm
Location: Troop Campsites

Troop Meetings

Description: Senior Patrol Leaders from each troop conduct a meeting in their campsite to schedule duties for the week.
Details: Staff Troop Guides are at the site to answer questions about the week, especially regarding evening/overnight events, troop events, the Tribe of Hi-Sierra, and camp-wide games. If the troop has not already done so, they should at this time appoint an in-camp historian and an in-camp chaplain's aide, who works over the week with the Camp Historian and Camp Chaplain, respectively.
Day: Sunday, 7:00-7:30pm
Location: Campsites

Wilderness Survival

Description: Spend a night in the wild, and experience being both lost and found!
Details: Scouts in Wilderness Survival leave after dinner Tuesday night, and go out to build a shelter in which they then spend the night. The Astronomy Overnighter happens concurrently a short distance away. Primitive Bathrooms.
Day: Tuesday Night, depart immediately after dinner.
All groups return to camp early Wednesday morning.
Location: Out of Camp