

Camp Hi-Sierra – Guide to Programs

Silicon Valley Monterey Bay Area Council

Summer 2024



WELCOME

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

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

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

Bruce Lee

Camp Director - 1littledragon@gmail.com

Michael Conover

Program Director - conovermichael5@gmail.com

Dylan Hendrickson

SVMBC Camping Director - dylan.hendrickson@scouting.org

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

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 in a troop. 3's are difficult badges, and it is recommended that only older scouts undertake these badges. Keep this 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 those 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, 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 camping in general. 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 even be started. This is different from requirements that are simply not taught in camp. Or, the prerequisites may be things the Scouts need to bring to work on the badge at camp.

Eagle Required Badges

Merit Badges that are required for the rank of Eagle Scout have been marked in **Green**.

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 previously completed the needed requirements can still 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.

New This Year!!!

Open Program - Save some afternoon free time to explore our many drop-in activities! More details are on the next page.

Plumbing MB - Our newest addition to the vocational skills area!

Rowing MB - Boating! But Backwards?!
Taught in the mornings at Aquatics.

Special Programs/Activities:

Open Program

Description: An exciting new expansion to our open program offerings is coming this year. We will offer programs and activities that have not shown up at our camp before and may not fit neatly into a specific badge. Things such as: Tie-Dyeing Parties, Forensics Activities, Low Cope Activities, Theatrical Improvisation, & more! As this program grows, we hope to bring in new activities in future years that bring the strengths and knowledge of our staff into camp!

Difficulty: 1

Details: Open program events will take place throughout the afternoon. List of activities a on the outside of the Camp Office. Details on Categories follow below:

Suggestion: If scouts make sure to keep one of their 3-afternoon blocks clear for an open program, they will be able to enjoy these new activities to the fullest.

Big Activities

Description: 2-4 large activities will be available each afternoon and will change with the day of the week.

Details: Scouts can drop into these activities throughout their free hours. Some will be short and can be completed before moving on, some will be a series of small activities, and a few (like Tie-dyeing) could take most of their session for that slot. Scouts should head first to the activity they are most interested in - rather than expecting to do all of them each afternoon. Many will return in future years!

Suggestion: bring a cotton shirt for tie-dye and patches for patch trading.

Day: Monday-Thursday, Afternoon Sessions 4-6

Skills of the Day

Description: Small 5-10 minute activities that each participating program area will put on every afternoon.

Details: Many Skills of the Day are small skills that the Scout can learn, like tying a knot one-handed. Others may involve trying something new, such as a special climbing route or an unusual target at a shooting range. Others may involve making something, like mono-color painting at Handicraft, or bullet-making at Foxfire. Each should be short, quick, and doable in the 20-minute passing periods between sessions.

Day: Monday-Thursday Afternoons

Location: Most Program Areas

Daily Excursions: Hikes and Bikes

Description: Explore the surrounding forest by trails and enjoy all the little things nature offers.

Details: Each hike or bike will likely use up a full session. The difficulty of the hike/bike changes daily, and can be adapted to the group. A great thing for returning or older scouts to try. Difficulty: 2, no age requirement

Day: Monday through Thursday, blocks 5 and 6 - both hiking and biking available each day.

Location: Excursions

Open Shoot/Climb/Swim

Description: The shooting ranges, climbing wall, and waterfront are open at select times for anyone to come by.

Details: Any age group may participate as long as they can safely do so. Some fees may apply for things like gun ammunition.

Day: Monday-Thursday Afternoons

Location: Appropriate Program Area

Nature Walks

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

New Combination Merit Badges

Description: We are adding Geology to our Soil & Water Conservation Merit Badge and adding Fish & Wildlife Management to the Mammal Study Merit badge. Sign up for double the fun!

Adult Leader Programs:

Adult Leader Daily Training

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 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' Chip

Description: Learn the essentials of teaching Scouts the safe use of knives, axes, and saws, as well as safe and effective fire-building.

Details: This Training is for Leaders

Day: Approximately one hour as 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 by 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

Merit Badge Counselor Training

Description: Learn the counseling methods and administration steps for teaching 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. This course makes you eligible to become a Merit Badge Counselor; you then need to match your personal skills to some number of appropriate badges you'll teach.

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. This course is often difficult to find, so attending at Camp is a great practice.

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 Blocks 1,2,

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 course taught 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 including Committee Members and must be renewed biennially.

Day: Approximately one hour course taught 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 must purchase supplies from the Trading Post and wear **long-sleeves Cotton shirt** and **long cotton 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: and 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.

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 qualification event while at camp to complete this time-intensive merit badge. Difficulty: 2, Age: 12 and up.

Day: Monday through Thursday, plus qualification 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: I

Not Taught: 8 (Museum Visit)

Day: Drop-in

Location: Handicraft



Astronomy MB

Description: With our 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: I, 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, no age restriction

Day: Monday through Thursday.

Location: Aquatics



Chess MB

Description: Learn how to play chess and compete with your fellow Scouts.

Details: Good for all Scouts. Difficulty: I

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 must 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 must qualify during scheduled qualification 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



Electricity MB

Description: Learn the shockingly awesome facts about electricity! How electricity travels, how to make a circuit, and what to do in an electrical emergency.

Details: Difficulty: 2

Location: Welding



Energy MB

Description: How much energy do you use? Where does it come from?

Prerequisite: Requirement 4: Conduct an energy audit of your home. Keep a 14-day log that records what you and your family did to reduce energy use.

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 reg. 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 releases, 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. This 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



Hiking MB (Partial) and Backpacking MB (Partial)

Description: Discover the secret to living out of your backpack in the wilderness. Would you be the Scout to walk five hundred miles and five hundred more, just to be the man who walked a thousand miles to fall down at your door?

Details: Good for older Scouts physically able to go on multiple hikes throughout the week. Scouts will need to complete their required treks before arriving in camp to complete this Merit Badge during camp (Backpacking Req.: 9c, 8d, 9bcde, 10, 11), (Hiking Req.: 4, 5, 6, 7). Difficulty: 2 no age restriction,

Day and Time: Monday through Thursday, Session 1 or 3.

Location: Excursions



Indian Lore MB

Description: Learn about the culture and the history of the Indigenous Americans that once inhabited our valley before us. Hi-Sierra's Valley hosted a Mi-Wuk summer campsite.

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



Lifesaving MB

Description: Be prepared to respond to any emergency in and around the water

Details: Good for Scouts experienced in swimming in lake water and who have completed their BSA Swimmer Test at camp. Difficulty: 3 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: Aquatic



Mammal Study/Fish and Wildlife Management MB

Description: Squirrel! Learn about the mammals that make life and Pixar cartoons amazing. As well as the problems threatening fish and wildlife resources in the ecosystem.

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 from 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 a long-sleeved cotton shirt and cotton pants; Scouts must wear them 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



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





Plumbing MB

Description: Learn the ins and outs of water transportation at the newest addition to our trades-based Merit Badges!

Details: Good for Scouts of all ages! Difficulty: 1, no age restriction.

Day: Monday through Thursday,

Location: Welding



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 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 must bring a signed Parental Firearm Authorization Form to camp, purchase an ammunition pass from the Trading Post, and qualify during a scheduled qualification time while at camp to complete this time-intensive merit badge. Difficulty: 3, Age: 12+

Day: Monday through Thursday

Location: Rifle Range



Rowing MB

Description: Row, row, row your boat...Come learn how to use a rowboat!

Details: Good for Scouts physically able to lift 20 lbs. with one hand and who have completed their BSA Swimmer Test at camp during Sunday check-in or by appointment. Difficulty: 2, Age: 12+

Day: Monday through Thursday

Location: Aquatics



Small Boat Sailing MB

Description: Learn how to maneuver the boats at Lake Pincrest.

Details: Good for returning Scouts that are not taking any other time-intensive Merit Badges and who have completed their BSA Swimmer Test at camp. Scouts spend a significant amount of time at Pincrest Lake. Camp Van shuttle is available for Scouts registered in this Merit Badge for a small fee. Scouts should not be signed up for steward duty for the meal closest to their session. Difficulty: 3, Age: 13+.

Day: Monday through Thursday,

Location: Pincrest



Salesmanship/Entrepreneurship MB

Description: management, marketing, record keeping, and more. Develop 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 professionals save lives and rescue stranded hikers in the wilderness. Marco?! Marco?!

Details: Good for returning Scouts.

Scouts must 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 take any other time-intensive Merit Badges. Scouts must bring a signed Parental Firearm Authorization Form to camp, purchase an ammunition pass from the Trading Post, and qualify during a scheduled qualification times 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 using your voice!

Details: Requires ample code work outside of the 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, no age restriction

Day: Monday through Thursday, Sessions 1 or 6

Location: Scoutcraft



Soil & Water Conservation/Geology MB

Description: Soil, water, energy, food, and other things are all important resources to conserve. Learn about how to do so, and why it matters to society. It rocks! Learn about the amazing geological history of the Sierra Nevada mountains.

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 exploring 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 ranks Star or above. Suitable 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

Day: Monday through Thursday

Location: Aquatics



Theater MB

Description: Embrace the power of dramatic storytelling! Practice skits, plays, and stage directions to turn any campfire into a theatrical production.

Details: Difficulty: 2, no age restriction.

Day: Monday through Thursday

Location: Scoutcraft



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 cotton shirt and long pants** while working on completing 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 must 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 and 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 (a.k.a. Wilderness practices).

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 cotton shirts and pants are recommended; gloves and safety glasses are 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 and fun: learn how the mountain men and others used to hunt for game.

Day: TBD

Location: Rifle Range

Clavey Overnighter

Description: Our weekly trip to the Clavey River is a long-standing tradition at Camp Hi-Sierra. 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, and Scouts who participate miss their Thursday afternoon sessions (they are advised to warn their counselors on Monday). The Clavey Overnighter is the cornerstone of our high adventure program and is not to be missed. Difficulty: 3, no age restriction

Day: Thursday after lunch to Friday Morning

Location: Meet at Excursions and trek to the Clavey River

Closing Campfire

Description: Our favorite night of the week: is 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 or Flag Meadow

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

Sports Games

Description: Challenge the staff or other troops to a sports game! No matter if it is Ultimate Frisbee, Quidditch, Staff Hunt, or a Dance-Off, we welcome all challengers.

Day: Tuesday-Thursday, 7 PM. Depends if there is a challenge or desire from Scouts.

Location: Program Meadow or Blackfoot Meadow

Saga of Hi-Sierra Service Organization

Description: One of the defining features of Camp Hi-Sierra is our service and leadership organization, called the Saga 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 to 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, 7:00-7:30 pm

Location: Campsites

Wilderness Survival Overnighter

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

