

Camp Hi-Sierra

2025 Leaders' 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 own pace.

This Camp Hi-Sierra Leaders' Guide will help you, the Scouts, and their parents 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 website: 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,

Eric Tarbox
Scout Executive/CEO
Scouting America, Silicon Valley Monterey Bay Council
1900 The Alameda
San Jose, CA. 95126
(831) 287-2019
E-mail: Eric.Tarbox@scouting.org

This guidebook and the forms attached are available at the Camp Hi-Sierra website:
www.CampHi-Sierra.org

Camp Description

Camp Hi-Sierra is a privately owned property of the Silicon Valley Monterey Bay Council 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 soundtrack. 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 1946 for only \$10.00 from Edward Jenness, who owned more than five thousand acres along with the old Mono Toll Road just above camp, now the present-day 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 through generations (with great-grandchildren of early staff and campers now attending).

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 Scouts 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 Sonoma on Highway 108, about a 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 plenty of pullouts exist. This is a 15-MPH road, so be sure to keep your eyes open for oncoming traffic. As you approach the camp's parking lot, please observe the 5-MPH speed limit. Also, please pass this information on to family and friends who 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:

Eric Tarbox, Scout Executive
Scouting America, Silicon Valley Monterey Bay Council
1900 The Alameda STE 100
San Jose, CA. 95126
(831) 287-2019

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:

Scouting America, Silicon Valley Monterey Bay Council
1900 The Alameda STE 100
San Jose, CA. 95126

408-638-8300

Camp Hi-Sierra Physical Address:

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

Silicon Valley Monterey Bay Council - Scout Executive:

Eric Tarbox: (831) 287-2019 or Eric.Tarbox@scouting.org

Camp Hi-Sierra Camp Director

Bruce Lee: 408-307-3383 (out of camp) or 19chs49@gmail.com

Camp Hi-Sierra Staff Adviser

Michael Wilson : 408-638-8314 or Michael.Wilson@scouting.org

Six Steps to Successful Camp Planning

1. Find out what your Scouts want to do

Well 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 highly 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 troop should 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 and other adult leaders

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 (and take some of the planning load from the Scoutmaster). Schedule a committee meeting to discuss 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 an authorized medical practitioner dated within 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 Scouts 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 Scouts to come to camp. They need to be assured that you're attending 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 successful as a Scout without attending camp. Help parents alleviate their fears. Invite the Order of the Arrow to participate in a camp promotion presentation for your troop.

Unit Planning Timetable

While at Camp (the prior summer):

Make your reservations for next year.

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

by November

Pay your Scout Resident Camp or program deposit by November 1 to lock in your fees at the early-bird rate per youth for summer 2023. **You must be paid in full by May 1st to retain this rate.**

by January

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 a date, and consent to treat parent signature. **The current form is available at:** <https://www.scouting.org/health-and-safety/ahmr/>

Submit a \$250 non-refundable deposit per Scout to the Council Service Center by January 15. (See Camp Fees later in this document.)

February

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 to prepare them to go camping with your troop.
Start campership applications.

March

Submit an additional \$250 non-refundable payment per Scout to the Council Service Center by March 15.

Start campership applications.

Conduct a parent 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 the website for dates: www.CampHi-Sierra.org).

April

Submit your final payment per Scout to the Council Service Center by April 15.

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

Make sure all **Scouts and Adults** are registered members of Scouts SCOUTING AMERICA, and all adults have current Youth Protection Training.

Begin working on merit badges that 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 are part of Scouting.

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

Confirm transportation arrangements.

Troops with a balance after April 15 will lose their early-bird rate.

May

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

Week 1 – May 20 || Week 3 & 4 May 21 || Week 5 & 6 May 22

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

Log on to the Merit Badge and Activity sign-up page. Each Scout will need to be entered and the merit badges they would like to take. Each badge will have several sessions, 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 (it's a big enough job that you should recruit a Committee Member to manage it).

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

June

For the Scout Resident Camp program, if you have insufficient attendance to fill your site, the Camp Director reserves the right to move your unit to another location or assign your unused space to another unit (who will share your site).

Submit your troop's Senior Patrol Leader Week Application to the Council Service Center by **May 1st** (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 Scouts and Adults are registered members of Scouting America.

One month before your Troop reports to camp

Send out final camp notices to parents.

Have troop committee members contact parents of Scouts not registered for camp to ensure they have received opportunities to participate.

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

Log on to the Merit Badge and Activity sign-up page. Each scout will need to be entered, and then the merit badges they would like to take. For most badges, each badge will have several sessions, so plan accordingly. Registration for Merit Badges closes one week before your troop attends camp. If you have a late addition to camp, they must add Merit Badge Sessions by visiting program areas 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 Scouts and Adults are registered members of Scouting America.

One week before your Troop reports to Camp

Your online registration will be closed, and all other changes must be made with the Council Service Center or at 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 (ASPL, Youth-in-Charge, etc.) 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 an inspection of personal packs and patrol gear. Troop equipment should be ready to pack.

Review your troop roster and make any changes needed.

Ensure that everyone in camp has an appropriate medical form (this includes family and friends). You must have a copy of everyone’s form to be turned in at camp when checking in. It is helpful to have extra copies for Scouts participating in out-of-camp activities.

Final check on transportation arrangements.

Inform Scouts of the customs, practices, and rules of the 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: Ensure 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 sweatpants
Hat or Visor*
Handkerchief

Camping Gear

Sleeping Bag
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
Clothesline and Pins (Only for
an inside tent - No clothesline
between trees)

Lanterns

Toilet Kit

Toothbrush* and toothpaste*
Comb/Brush*
Soap*
Washcloth and towel*
Kleenex*
Insect Repellent*
Sunscreen*
ChapStick/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 Partial
Merit Badge Pamphlets

Paperwork

SCOUTING AMERICA Annual
Health & Medical
Form (parts A,B & C), signed,
dated & complete*

Firearms Permission Slip
Final Unit Roster
Troop Advancement Records

Optional Items

Camera (Photo/Video)*
Musical instrument
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
Sheath Knives
Knives w/ blades longer than 3"
Weapons of any kind
Expensive jewelry
Hatchets
Fireworks
Ammunition or Firearms
Alcohol and Drugs
Archery equipment
Un-Scout-like attitudes
Tobacco (for youth)

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

** Must be signed within 12
prior to camp

Camp Fees **Needs Update**

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 open 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 guaranteed number to plan for adequate overall camp usage, staffing, program supplies, and food. Please also attempt to give the most accurate estimate you can for the maximum.

Early and Late Arrivals

Some units elect to arrive a day early on Saturday noon. The fee is \$25 per person.

Units must make arrangements with the camp for **early and late Arrival with the Camp Director no later than the start of the camp season, June 15th**. Unexpected arrivals are a significant headache for our staff – please try to avoid them. The early arrival fee doubles if the unit arrives without warning.

Guest Meal Fees (Camp Director must approve guests)

Visitors to camp must pay for individual meals. Breakfast is \$20.00, Lunch is \$25.00, and Dinner is \$30.00. These meal fees apply to camp guests, not 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 Scouts all councils troops to camp. An application form is located inside Blackpug. Please fill out all applications completely. These are reviewed monthly and are first come first serve for being able to award funds.

Rules for Acceptance

All youth and adults must be registered in Scouting America. Each unit must bring and have at least two adults in camp at all times. **All adults must be registered adult leaders** with Scouting 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 regardless of race, color, national origin, age, sex, or handicap.

Cancellations/Refunds

Your reservation has a guarantee and maximum number. The guaranteed number is the minimum number of Scouts your troop will bring to camp, and you will be charged for that number. We use this guaranteed number to plan for adequate overall camp usage, staffing, program supplies, and food. Please provide an accurate guaranteed minimum number of scouts you will bring to camp, as there are penalties for reducing the number. You cannot exceed your maximum without prior approval.

Reduction of guaranteed youth before March 15th will be subject to a \$250 per youth fee.

Reduction of guaranteed youth prior to April 15th will be subject to a \$500 per youth fee.

Reduction of guaranteed youth after April 15th will be subject to no refund and full fee paid.

A \$750.00 deposit per campsite is required with this application. This deposit can apply to a Scout's or adult's camp fee, but is not refunded or transferable if the troop does not attend camp, regardless of cancellation date. All deposits and payments are applied to the final camp fee, not to individuals.

TROOP 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 of cancellations must be made, and refunds are subject to a cancellation fee. Cancellations are for a whole troop.

Troop Cancellations prior to January 15 will forfeit the campsite deposit.

Troop Cancellations prior to March 15 will be subject to a \$500 per campsite and \$250 per youth fee.

Troop Cancellations prior to April 15 will be subject to a \$500 per campsite and \$500 per youth fee.

For troop Cancellations after April 15, no refund will be given. This includes no refund for no-shows at camp.

Refunds should only be requested for serious illness, injury (a doctor's certification may be requested), or death in the 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. Generally, refunds in case of a medical emergency are 50% of the fee. Any refunds must be requested with the Council; **no refunds or credits can be made at camp.**

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 cannot 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 or adult assigned needs to participate in Adult Leader Meetings while at camp. The absolute key to the 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:	The Scoutmaster is in camp all week, and other adults or parents are in and out during the week.
Fair:	The Assistant Scoutmaster is in camp all week, and other adults are rotating in and out of camp during the week.
Not Recommended:	All adult leadership rotates 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

You have an obligation that your unit always has adequate leadership. Therefore, if your unit finds itself without two adult leaders part way through, we regret that we must charge a fee of \$125.00 per night to supplement leadership to meet the national requirements of Scouting America. This fee covers supervisory additions to your troop that reduce our staffing in other areas. A unit without two adult leaders for more than 8 consecutive hours may be sent home.

Prior to your arrival at camp, the Council Service Center staff will attempt to assist small units by providing contact with other units to combine resources and attend camp together. Small units that cannot 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 the camp. Proper leadership remains the unit's responsibility, and you should handle it as early as possible.

Guidelines for Adult Leadership

All leaders must be registered members of Scouting America.

At least two leaders 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 the camp must have taken Youth Protection Training (YPT) 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 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 the 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

We offer the 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. The SPL needs to commit a great deal of their time serving the troop while it is present, so the SPL week allows them time to work on their personal goals.

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

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

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

It is highly recommended that the SPL 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 when 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 attends, but any week is allowed).

The Senior Patrol Leader Week Application must be submitted 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. For more information about this program and to sign up for 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 and posts Troop and patrol duty rosters at the troop site, and manages the physical tasks to care for the site (with subtle adult oversight).

Transportation & Arrival at Camp

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

Adequate, safe, and responsible transportation must 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. It is essential to have safe and responsible transportation for all Scouting activities.
2. Use public carriers—for example, trains, buses, and commercial airlines- for group travel.
3. Drivers are expected to follow all applicable traffic laws and not drive if impaired or distracted—for example, texting while driving.
4. All drivers must have a valid driver's license that has not been suspended or revoked, including a Commercial Driver's License (CDL) when required.
5. Youth drivers are prohibited. Must be 18 years of age or older.
6. Must meet Scouting's Barriers to Abuse Supervision requirements, including two-deep leadership and no one-on-one during transportation. See this [FAQ](#).
7. Driving time is limited to **10 hours in one 24-hour period**, regardless of the drivers available. Frequent breaks are required, including rest, food, and recreation. Do not drive when distracted or drowsy.
8. The use of private aviation for transportation is prohibited.
9. Motor vehicles used to transport Scouts must complete Pre-Trip Transportation Inspection before travel. This includes correcting all deficiencies.
10. All occupants must wear factory-installed seatbelts. This includes the use of appropriate car seats for youth.
11. Transportation of passengers in a pickup or truck bed, recreational camper, or towed trailer is prohibited. See limited exceptions for parades and hayrides.
12. The use of 15-passenger vans manufactured before 2005 is prohibited.
13. All vehicles must be covered by automobile liability insurance with limits that meet or exceed the requirements of the state in which the vehicle is licensed. However, coverage limits are recommended to be at least \$100,000 combined single limit. Any vehicle designed to carry ten or

more passengers should have a limit of \$1,000,000. For insurance information, refer to the Insurance section in the *Guide to Safe Scouting*.

14. When towing, the tow vehicle driver has the knowledge, skills, and abilities to operate the vehicle with the attached unit.
15. Except for council-run ATV programs, All Terrain Vehicles (ATVs), Golf Carts, Light Transport Vehicles (LTVs), Utility Transport Vehicles (UTVs), and side-by-sides are banned from program use. This prohibition includes their use at the unit level. [NCAP Standard FA-711](#) provides a standard by which councils and camps may use this equipment.

Early Arrivals

Some troops request permission to arrive in camp a day early. If early arrival is necessary because of religious reasons we will waive the additional fee, but this must be requested by May 1st. We will grant permission under the following conditions for any early arrival:

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 \$25.00 per person to cover the cost of supervisory staff. **No food service or other staff services, including emergency medical support, will be available.** The first meal in camp will be Sunday dinner. Troops can only cook meals in our family camp area.

Upon your early arrival, you must check in with the Camp Director or Weekend Duty Officer at the camp office before 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.

For the 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 distribute all of the Scout's medical history forms and emergency consent forms to the Scouts when the unit reaches the Health Lodge. According to SCOUTING AMERICA National Standards, all personnel (youth and adults) must meet with the Health Officer individually to review and turn in their health forms. 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 troops. 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. Please turn off your car alarms.

Chartered buses 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 of the time you expect to arrive in camp.

Monday Arrival

Monday morning arrival is by special arrangement only. The unit should be prepared to arrive before 7:30 AM. Some aspects of camp will be missed, such as the opening campfire, and other things like the Swim Check will need to be made up by Scouts intending to use the Aquatics or Pincrest 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
- 5:50 PM: Assembly - Meet your troop in the flag meadow
- 6:00 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 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 Saga of Hi-Sierra Reviews

8:30 PM Closing Campfire by Troops

10:00 PM Saga 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 the 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 in the dining hall at 7 am. We ask at least one adult troop leader to attend, as this is the camp's tool for addressing concerns. In addition, activity schedules will inevitably change, and your troop needs to know about 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.

Monday - Thursday

7:00 am	Reveille & Scoutmaster meeting (Monday, Wednesday)
7:20 am	Troop Flags in Campsite
7:25 am	Steward Bell for Breakfast
7:50 am	Camp Wide Morning Flags in Flag Meadow (please be prompt)
8:00 am	Breakfast
8:30 am	SPL Meeting at the BBQ Pit Daily Campsite Inspection
9:00 am	Session 1
10:00 am	Session 2
11:00 am	Session 3
11:55 am	Steward Bell for Lunch
12:30 pm	Lunch
1:30 pm	Session 4
2:30 pm	Break
2:50 pm	Session 5
3:50 pm	Break
4:10 pm	Session 6
5:10 pm	Break
5:20 pm	Troop Flags in Campsite
5:25 pm	Steward Bell for Dinner
5:30 pm	Camp Wide Evening Flags in Flag Meadow (please be prompt)
6:00 pm	Dinner
7:00 pm	Evening Program
8:30 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 7:00 am)

Sunday

1:00 - 4:00 pm	Arrival Medical Check Swim Check Group Photo Campsite Setup
4:30 - 5:30 pm	Scoutmaster & SPL Meeting - At least one adult who will be with the troop all week should attend
5:25 pm	Steward Bell for Dinner
5:50 pm	Assembly - Meet your troop in the flag meadow
6:00 pm	Dinner
6:40 - 7:40 pm	Program Tours
8:30 pm	Opening Campfire
10:00 pm	Taps and Quiet Time - Everyone should be in their own campsite
11:00 pm	Lights Out (until 7:00 am)

Friday

7:00 am	Reveille & Scoutmaster meeting
7:20 am	Troop Flags in Campsite
7:25 am	Steward Bell for Breakfast
7:50 am	Camp Wide Morning Flags in Flag Meadow (please be prompt)
8:00 am	Breakfast
8:30 am	SPL Meeting at the BBQ Pit Daily Campsite Inspection
9:00 am	Merit Badge Makeup Time
11:30 pm	Western BBQ (Flexible Lunch)
1:30 pm	Campwide Games
5:20 pm	Troop Flags in Campsite
5:25 pm	Steward Bell for Dinner
5:50 pm	Camp Wide Evening Flags in Flag Meadow (please be prompt)
6:00 pm	Dinner
7:00 pm	Saga of Hi-Sierra Reviews
8:30 pm	Closing Campfire by Troops
10:00 pm	Saga of Hi Sierra Ceremonies Taps and Quiet Time - Everyone should be in their own campsite
11:00 pm	Lights Out (until 7:00 am)

Saturday

7:00 am	Reveille
7:20 am	Troop Flags in Campsite
7:25 am	Steward Bell for Breakfast
7:50 am	Camp Wide Morning Flags in Flag Meadow (please be prompt)
8:00 am	Breakfast
8:30 am - 10:00 am	Clean up the Campsites and load vehicles with troop equipment
8:30 am - 10:00 am	Scoutmaster Checkout at Office and Health Lodge
10:00 am	Departure

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.

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 the 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 the final checkout using your check-in/out form ending at the Camp Office.

During checkout, make sure to:

Return the medical lockbox to Health Lodge.

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

Pick up the advancement printout at the Camp office. 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 the whole table in large bowls and trays, which is served from each of the tables.

Staff members dine with campers, with their seating assigned by totem selection (table steward's choice).

Troops have pre-assigned tables in the Dining Hall, this assignment will happen during your opening tour.

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 Scouts in an active environment. There is a vegetarian option available for all meals.

We are accustomed to serving campers with special dietary needs (food allergies, religious preferences, vegetarianism, etc.). We are 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. Please list each scout's needs during registration. 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 and for comfort. Scouts typically spend about \$75 -\$100 at the Trading Post during their stay. It is open in the morning, afternoon, and early evening for Scouts and Leaders 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	Ice Cream	Hats
Crafts Kits	Flashlights	Insect Repellent	Batteries

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 (and even some of the old ones) 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 for 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 commissioners to enhance their troop leadership. They will have more time to manage the troop camp activities, join the FUN and relax a little. The Camp Commissioners are the foundation for providing your troop with daily information on 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, a non-denominational interfaith service, will be held each 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 treatments outside of camp become the responsibility of the treated party, preferably handled through the personal health insurance or supplemental accident insurance of the individual or family.

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). They will be returned to you when you leave camp. Anyone staying in camp for over 72 hours must have a doctor's signature on part C. (we will accept Kaiser's version of part C; make sure Vidals are filled out). Admission to camp is contingent upon a satisfactory medical record and current SCOUTING AMERICA membership. The camp is not prepared to conduct medical examinations. It is important that this form is filled out completely, including the Immunizations and Tetanus forms dated within the past 10 years. For the protection of everyone, 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.

Medications Brought to Camp Hi-Sierra

All prescription and over-the-counter medications brought to Camp Hi-Sierra need to meet the following six requirements:

1. Prescriptions 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 a locked container provided by the camp.
5. Emergency prescription medication (inhalers, epi-pens, etc.) will remain with Scout and be on their person

while at camp.

COVID-19 & Flu Information

All residents must continue to take preventive measures to protect themselves and others against flu transmission. 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 begin or 24 hours after symptoms resolve – whichever is longer. If people at home are sick and your Scout hasn't yet developed symptoms, please do not send the Scout (that will lead to an outbreak at camp, starting with everyone who drove to camp with that Scout).

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.
- If 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 a serious medical emergency, professionally trained local emergency medical services will assume the patient's care.
- If a Scout or adult develops a 100-degree fever and shows any other signs of the flu, they will be sent home immediately.

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 Scouts and 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 Scout is not homesick, there's a good chance they will be after they call home. Scouts are discouraged from bringing cell phones 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 occasionally make their way around Camp. Mosquitoes, yellowjackets, scorpions, ticks, and spiders can be found lurking if you poke around in the brush; 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 the camp. Scoutmasters have the primary responsibility for troop discipline.

We will not tolerate the use of profanity 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.

Council Dress Code

[Council dress code](#)

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 the 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 or hole of damage. Tent total replacement is at the current market price, approximately \$550.00. Discharging fire extinguishers will cost \$100.00 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 materials needed for repair. Your troop's Camp Commissioner has access to all materials needed to repair your own tents if so desired, to save repair expenses owed to the camp. **If Damages are discovered after the troops 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 on 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 creates 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. **All adults (18+) must be registered with Scouts SCOUTING AMERICA if spending the night, this includes campers and all visitors.**

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 off a Scout should not be let out of the vehicle.

Bicycles

Upon arrival, notify the Excursions 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 phone **is available** (subject to phone company capability) for outgoing calls. The phone is located in the Camp Office. Scout’s use of the phone is limited to 5 minutes and **must be supervised by an adult leader from your unit**. Parents should not expect their child to be able to call home on a daily basis.

Adults requiring incoming messages may utilize the camp’s second line at (209) 965-4029. Please limit this use. This is not intended to be used for work or daily check-ins.

Rest

Everyone needs a certain number of hours each week to rest, and the Scoutmaster should see that their campsite is quiet from 11:00 PM 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, Crocs, etc. are inappropriate and perilous for a camping experience. You may wear open-toed shoes in the shower or at the waterfront, but 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 leader's 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 Animal Precautions in Camp

There are deer, squirrels, snakes, yellow jackets, (very rarely) bears, and other animals in the vicinity of the 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 to 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.

If you see 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 Scouting America that the use of alcoholic beverages and controlled substances are not permitted at encampments or activities on property owned and/or operated by Scouting America or at any activity involving the 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 or vaping 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 and vaping area in the lower parking lot is the only designated smoking area in the camp. We strictly prohibit smoking or vaping in tents or anywhere in the camp.

Firearms, Ammunition, and Fireworks

We do not allow personal firearms, ammunition, or fireworks in the 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.

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 the 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 instructions on the plan on the first day and how to use it on 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 (and invite staff!).

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 Director 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 an 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 the camp. Ascertain who last saw the missing person and get details of the circumstances.

Weather

Be prepared for the weather. Rain can occur in the Sierras at any time of year. You will be visiting the 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, ranges, 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 not unknown during camp, they are uncommon and 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 adjusting to this altitude. All campers should observe limited activity on 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.

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 they want to participate in.

Guide first-year Scouts needing Tenderfoot, Second Class, or First Class skills towards the Trail to Eagle program area 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.

Camp Hi Sierra is a blue card-free camp. All advancement will be recorded online in Tentaroo, and a printout will be provided at the end of the week to the Unit leader. Any advancement can be looked up by the unit by logging into Tentaroo at any time. By assigning a Scout to a merit badge session, the troop is indicating Scoutmaster approval for the Scout to start that merit 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 between "Pre-Reqs," "Reqs Not Offered", and "By Special Arrangement Only" merit badges (see the Program Guide for details).

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 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 Scouts who already have some of the skills the opportunity to help their peers learn them (hence developing leadership skills).

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. Younger Scouts should be encouraged to work on two to three merit badges. This number results in quality learning and future retention of 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.

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 (sometimes a mandatory part). Do not stigmatize Scouts with partials.

Your Scoutmaster will have the ability to sign up your Scouts for merit badges online prior to camp. 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-ups for the Scout for Merit Badges or activities. A parent or guardian should not sign up their children 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 Scout Requirements book prior to coming to camp.

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 on special counselor availability that week. 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 *Program Guide* at www.CampHi-Sierra.org

The Saga of Hi-Sierra

The Saga 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 local knowledge and each other's stories
- Enhancement of the camp's programs

Joining and advancing in the Saga 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 the camp. Everyone is encouraged to learn about and join the Saga of Hi-Sierra.

Membership and Advancement

Ranks in the Saga of Hi-Sierra are open to all registered Scouts and adult leaders attending Camp Hi-Sierra. The Council of Legends may grant Scouts and Scouters credit for bead awards and years of service for equivalent achievements in other summer camps during previous years - ask early in the week for the best results. We can also assist to a degree with re-constructing achievements from past years at Camp Hi-Sierra itself.

For adults, those few bead awards that cannot be earned directly, such as Scout Advancement may be earned by coaching, instructing, or assisting a Scout as they earn them (assisting with a merit badge class throughout the week is one such example).

Most beads may be earned more than once, with the exception of the Fountain Bead (which may be earned once in a Scout's time at camp) and the yearly Treasure Bead (each scout may earn at most 1 of each year's bead). However, only the first repeat may count towards fulfilling elective bead requirements. So, if a Scout earns a bead for being clean (Sun Bead) to get the Seeker rank, they can earn another to count towards their three electives - but that is the only time they can use the Sun bead to fulfill an elective. Still - the point of elective beads is to get Scouts to do a variety of things in camp - and it is fairly easy to get electives, so we recommend pointing Scouts toward new things. Perhaps they might even try to earn as many different beads as possible! (Note: 4 beads are difficult to earn on purpose: the Footprint, Crescent Moon, Three Stripes, and Honor Patrol)

As soon as a Scout earns a bead, they may wear it on their award necklace, regardless of their rank in the Saga of Hi-Sierra - or even if they have NO rank in the Saga. Older Scouts not interested in joining a service organization might still enjoy picking up the yearly challenge bead.

Ranks and Requirements

Seeker:

The rank of Seeker is open to those who have:

1. Shown an active interest in Scouting
2. Completed at least one week in camp
3. Earned the following 7 bead awards: Lily or Arrowhead, Moccasin, Spade, Sun, Tent, Kettle, and Clover
4. Earned 3 additional elective bead awards, each of a unique name.
5. Passed a review (Friday evening)

Guardian:

The rank of Guardian is open to those who have:

1. Completed at least two weeks of summer resident camp.
2. Earned the rank of Seeker
3. Earned the following 7 bead awards: Two Oak Leaves, Pine Tree, Waterfall, Log Cabin, Numeral XII, and Owl (17 beads total for both ranks)
4. Passed a review (Friday evening)

Trailblazer:

The rank of Trailblazer is open to those who have:

1. Completed at least three weeks of summer resident camp.
2. Earned the rank of Guardian
3. Earned the following 5 bead awards: Ember, Axe, Fire, Hammer, and Herb (22 beads total for all three ranks)
4. Passed a review (Friday evening)

Legend:

The rank of Legend is open to those who have:

1. Completed at least four weeks of summer resident camp.
2. Earned the rank of Trailblazer
3. Earned the following 3 bead awards: Campfire, Piton, and Scroll
4. Earned 3 additional elective bead awards, each of a unique name. (28 all told)
5. Passed a review (Friday evening)

Great Legend:

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

1. Earned Legend in a previous year.
2. Have served at CHS in a long-standing capacity, such as long-term staff or volunteer.
3. Have a continuing interest in the Saga Program.
4. Have been approved by the Camp Director and nominated by the Great Legends as exemplifying the qualities we wish to see in a leader and Great Legend at camp.

Bead Awards

In the bead descriptions that follow, the person (or their designee) authorized to award each bead is underlined.

White

Campfire Awarded for a meritorious good turn to camp and for giving striking evidence of the possession of real Scouting spirit. Usually a physical project, but it need not be. Assigned and awarded by the Camp Director or Camp Ranger. If the project is assigned to an older Scout, they **might** be asked to sign off on small service project beads for any helpers.

Moccasin Awarded to Scouts who exemplify the first part of the Scout Law over the course of the week or awarded for specific single acts at the Unit Leader's discretion and awarded by the Unit Leader.

Numeral XII Awarded for either leading grace at meals or attending Vespers services (an interfaith spiritual service/discussion) while in camp. Troop-based services may be used and awarded by the Unit Leader.

Spade Awarded to Scouts who exemplify the fifth part of the Scout Law over the course of the week or for specific single acts at UL discretion. They are awarded by the Unit Leader. A Staff Member may also award but should stick to awarding as an elective, as the Unit Leader is more aware of overall weekly actions.

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. It may be awarded for weekly exemplification or for single acts at the discretion of the Unit Leader.

Ram's Horn (elect) Awarded for enthusiastic participation in a Scoutcraft, Handicraft, or Trail to Eagle skill of the day. Awarded by the appropriate Area Director or their Staff Member designee.

Brown

Axe Awarded for four hours of work on an approved camp service project. Hours may be continuous or broken up into portions. Assigned and awarded by the Camp Director or Camp Ranger. If the project is assigned to an older Scout, they **might** be asked to sign off small service project beads for any helpers.

Clover Awarded for one hour of work by the individual in a project approved by a staff member. Awarded by a Staff Member or Unit Leader. Scouts **might** be asked to sign for this bead when leading a large project.

Ember Awarded for preparing, deep cleaning, or otherwise maintaining a campfire area. One such project is regularly led starting at 10:30 Friday morning, in the campfire bowl, led by the Weekly Fire Coordinator. If deep cleaning, a campground fire may be awarded by the Camp Commissioner.

Flint & Steel (elect) Awarded for completion of a Commissioner or “Miscellaneous” Skill of the Day. Awarded by a Camp Commissioner.

Hammer Awarded for participation in an approved camp maintenance project. Examples include fence fixing, trail maintenance, helping the head steward for a meal, assisting with dishes for a meal, fixing retaining walls, etc. Assigned and awarded by the Camp Director, Camp Ranger, or Camp Commissioner.

Herb Awarded for participation in a service project to thoroughly clean a Camp Building for a suggested length of 2 hours of work time by the individual. Awarded by a Staff Member. One common project is the weekly dining hall mop party. If cleaning the shower building, a team of up to 8 is recommended.

Kettle Awarded to stewards for one meal’s service or participating in a Dining Hall or Kitchen service detail. Awarded by the Staff Member acting as Head Stewart, or the Unit Leader.

Pine tree Awarded for participation in a conservation project. Assigned and awarded by the Nature Director.

Red

Bullseye (elect) Awarded for successful or enthusiastic participation in a Rifle, Shotgun, or Archery. Awarded by the appropriate Area Director or their designee.

Match Awarded to Scouts who help **organize** and **put on** a campfire program or help **organize and participate in** a skit during a camp-wide campfire. Awarded by a Unit Leader or a Staff Member.

Log Cabin Awarded for participation in a campfire program, either patrol, troop, multi-campsite, or camp-wide. Awarded by the Unit Leader: one for attending and two for performing.

Quill (elect) Awarded for telling a story of at least 7 minutes to a group of 2 or more people. Awarded by a Unit Leader or a Staff Member. Remember to speak loud and orate well! :D

Yellow

Arrowhead Awarded for completing four requirements on the path to First Class or completing a merit badge at camp. Awarded by the Unit Leader.

Buffalo Horn (elect) Awarded to each Scout who furnishes music at events, campfires, or performing politely along public paths. Awarded by the Unit Leader or a Staff Member. Ask camp staff about bugling for us!

Crescent Moon (elect) Awarded to members of the winning troop for any of the top three places at Camp Wide Games at the end of the week. Awarded by the Unit Leader. Ties do count!

Footprint (elect) Awarded to Scouts present at a table winning the Table Award. Awarded by the Unit Leader.

Lily Awarded to Scouts who advance a rank in Scouting while at camp, after completing a majority of the requirements in camp (the Board of Review may be held after camp). Awarded by the Unit Leader.

Rope (elect) Awarded for successful or enthusiastic participation in a Climbing or Foxfire Skill of the Day. Awarded by the appropriate Area Director.

Blue

Life Preserver (elect) Awarded to Scouts who serve in camp (or on an overnigher) as a lifeguard, lookout, or buddy board helper. Awarded by the Aquatics Director.

Seal (elect) Awarded for participation in Aquatics. Awarded by the Aquatics Director: one for Scouts designated as Beginner during their swim check, two for Swimmers, three for completion of the Mile Swim, or the Swimming or Lifesaving merit badge, and four for completion of Scouting America Lifeguard certification.

Shark (elect) Awarded for successful or enthusiastic participation in an Aquatics skill of the day. Awarded by the Aquatics Director.

Green

Flower (elect) Awarded for successful or enthusiastic participation in a Nature Skill of the Day. Awarded by the Nature Director.

Oak Leaf Awarded for participation in any skill of the day. Awarded by a Staff Member. (2 needed for Guardian) This bead is for rank advancement and replaces one of the more "specific" skills of the day beads.

Owl Awarded to Scouts for each year they return to camp or each week of summer resident camp they complete, including other camps. Awarded by the Unit Leader: once per camp session.

Pup Tent (elect) Awarded for participation in an overnigher event at camp. Awarded by a Staff Member.

Tent Awarded to Scouts whose campsite has earned 90% or better during a campsite inspection. Awarded by the Unit Leader.

Piton Awarded for participation in a High Adventure excursion at camp. Awarded by the Excursions Director. Hiking/Biking to Clavey is one such – see Camp Director for alternatives.

Waterfall Awarded for Hike, Nature Walk, or Excursions Daily Hike/Bike. Awarded by an appropriate staff member. If the hike or nature walk is with troop members only, it may be awarded by Unit Leader.

Book (elect) Awarded for helping a staff member teach a merit badge. Awarded by the staff member. Please offer your services and skills ahead of time – they may or may not approve of your help.

Scroll Awarded for having a reflective conversation on local/camp history with someone of Legend rank after having read the small primer document found at the office. Your conversation can focus on any era or aspect of history. Take time to sit, think, and quietly speak. Awarded by the Legend.

Unique Beads

Honor Patrol (Black) This bead is not “purposefully” earned. It can only be granted by the staff at the end of the week.

Crystal (Clear)

Awarded for participation in the Adopt-a-Campsite Work weekend or equivalent service event.

Three Stripes (Custom) Awarded at the discretion of the Program Director for exemplary service or action. Awarded by the Program Director. Often, each program director will pick a bead of design and color unique to them.

Fountain (Sparkly Blue) Awarded for drinking out of each public water source in the camp and evaluating their unique seasoning. See Office for instruction/answer sheet. Challenging, perhaps a multi-year task. **One bead** per Scout.

Treasure (Yearly) Unique yearly challenge bead organized by the staff. Will be a different color and have different tasks each year of camp. This is a challenging task – not really meant to be done at the same time as the Trailblazer or Legend rank. Similar to Eagle Palms, but even those not interested in ranks can achieve them. See Office for instruction/answer sheet. **One bead** per Scout per year.

***Bead requirements subject to change based on circumstance.**



Saga of Hi-Sierra Advancement Record

NAME: _____

UNIT: _____

#	Bead 'Name'	Awarded by: ↓							
Seeker:				Completed and Approved					
1	Lily or Arrowhead	Yellow	Rank Advancement	UL					
		Yellow	Merit Badge or 4 Reqs. in Trail to 1 st Class	UL					
1	Moccasin	White	Exemplify 1 st pt. of Scout Law	UL					
1	Spade	White	Exemplify 5 th pt. of Scout Law	UL / SM					
1	Sun	White	Exemplify 11 th pt. of Scout Law	UL					
1	Tent	Green	90% + on Campsite Inspection	CC / UL					
1	Kettle	Brown	Steward	UL					
1	Clover	Brown	1 hr. Service Project	SM / UL					
3	Elective Beads (Any 3 distinct bead names)		See below						

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

#	Bead 'Name'	Awarded by: ↓							
Guardian:				Completed and Approved					
2	Oak Leaves	Green	Participation in any Skill of the Day (Do any 2)	AD					
1	Pine Tree	Brown	Conservation Project	ND					
1	Waterfall	Green	Hike, Nature Walk, or Excursions Hike/Bike	SM / UL					
1	Log Cabin	Red	Participation in a Campfire Program	UL					
1	Numeral XII	White	Attend Scout Vespers Service or Lead Grace	UL					
1	Owl	Green	Be a Returning Camper (One week per rank)	UL					

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

#	Bead 'Name'	Awarded by: ↓							
Trailblazer:				Completed and Approved					
1	Ember	Brown	Camp or Ceremonial Fire Service Project	FC / CC					
1	Axe	Brown	4 hr. Service Project	CC / CR					
1	Match	Red	Organize/Lead a Campfire	UL / SM					
1	Hammer	Brown	Camp Maintenance Project	CD / CR / CC					
1	Herb	Brown	Thoroughly Clean Camp Building	SM					

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

#	Bead 'Name'	Awarded by: ↓							
Legend:				Completed and Approved					
1	Campfire	White	Good Turn to Camp/Display Scout Spirit	CC / CR					
1	Piton	Green	High Adventure Excursion	ED					
1	Scroll	Green	Read about local/camp history and discuss with a Legend						
3	Elective Beads (Any 3 distinct bead names over the years)		See below						

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

#	Bead 'Name'	Awarded by: ↓							
Elective Beads:				Completed and Approved					
	Three Stripes	Custom	Exemplary Service as Recognized by Program Dir.	PD					
	Book	Green	Help a Staff Member Teach a Badge (With Approval)	AD					
	Pup Tent	Green	Participate in an Overnighter	SM					
	Seal	Blue	Swim Check (Try = 1, Complete = 2, see guide for more)	WD					
	Life Preserver	Blue	Serve as a lifeguard / lookout / buddy board helper	WD					
	Buffalo Horn	Yellow	Furnish Music or Bugle	UL / SM					
	Crescent Moon	Yellow	Win 1 st - 3 rd in Camp Wide Games	UL					
	Footprint	Yellow	Win a Table Award	UL					
	Flint & Steel	Brown	Commissioner or Miscellaneous Skill of the Day	CC					
	Bullseye	Red	Rifle, Shotgun, or Archery Skill of the Day	AD					
	Ram's Horn	White	Scoutcraft, Handicraft, or TTE Skill of the Day	AD					
	Rope	Yellow	Climbing or Foxfire Skill of the Day	AD					
	Flower	Green	Nature Skill of the Day	AD					
	Shark	Blue	Aquatics Skill of the Day	AD					
	Quill	Red	Tell a story of at least 7 minutes to 2+ people	SM / UL					
	Fountain (One Per Scout)	Shiny Blue	Drink Out of Every Public Water Source in Camp	*See Office					
	Treasure	????	Unique Yearly Challenge Bead	*See Office					
	Additional Waterfall	Green	Hike, Nature Walk, or Excursions Daily Hike/Bike	SM					
	Additional Arrowheads, Lilies, Spades, Suns, or Moccasins (Rank, Badge, or Scout Law)			UL					

**More detailed bead explanations may be found in the full description contained in the 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 AD = Area Director ND = Nature Director WD = Waterfront Director ED = Excursions Director
- FC = Fire Coordinator (Meet them Friday morning at the Campfire Bowl, there will be a bulletin for when – usually 10 or 10:30 AM)

Service Project Completion Slips - One per service project. Please turn in to the 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, as either a youth or an 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 years 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 Scout Resident Camp Program at Camp Hi-Sierra.

The 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						
10						
11						
12						
13						
14						
15						
16						
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27						
28						
29						
30						
31						
32						
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.



BOY SCOUTS OF AMERICA®

CALIFORNIA RIFLE AND SHOTGUN PARENTAL/LEGAL GUARDIAN PERMISSION FORM

I, _____, parent or legal guardian of _____,
(Print Name of Parent or Legal Guardian) (Print Name of Child)

hereby give my child express permission and consent to be loaned and possess firearms (handguns and long guns) and ammunition to engage in lawful, recreational sport, including target practice, and/or a course of instruction in the safe and lawful use of a handgun. (Cal. Penal Code §§ 27945, 29610, 29615, 29650, 29655; 18 U.S.C § 922(x)). As used in this form, "firearms" include any handguns, long guns, or shotguns that may lawfully loaned to and possessed by a minor under state and federal law.

I also give my child express permission and consent to possess, and for a person to loan to my child, a "BB device" as defined in Cal. Penal Code * 16250. (Cal. Penal Code § 19915).

This consent is valid, absent my express revocation thereof, for the calendar year of _____.
(Calendar Year)

A photocopy or facsimile of this written consent will serve as an original.

I represent that I am (1) the parent or legal guardian of the minor named above and (2) not prohibited by Federal, state, or local law from possessing a firearm. I agree to indemnify and hold harmless the Boy Scouts of America, and any local Council and all officers, members, employees, and volunteers thereof, from all losses, damages, causes of action, cost and expenses, arising from any false statements or representations made by me herein.

Please bring at least four (4) copies of this form to camp with your child. One (1) copy must remain in your child's possession at all times while he or she possesses any firearms or ammunition, and one (1) copy should be provided to the owner of the firearm.

Signature of Parent or Legal Guardian

Date

Unit #: _____
Last Name: _____
First Name: _____

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 boxes should be refilled twice a week from the commissioners' shed up to 3 trash bags, 6 rolls of 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": _____

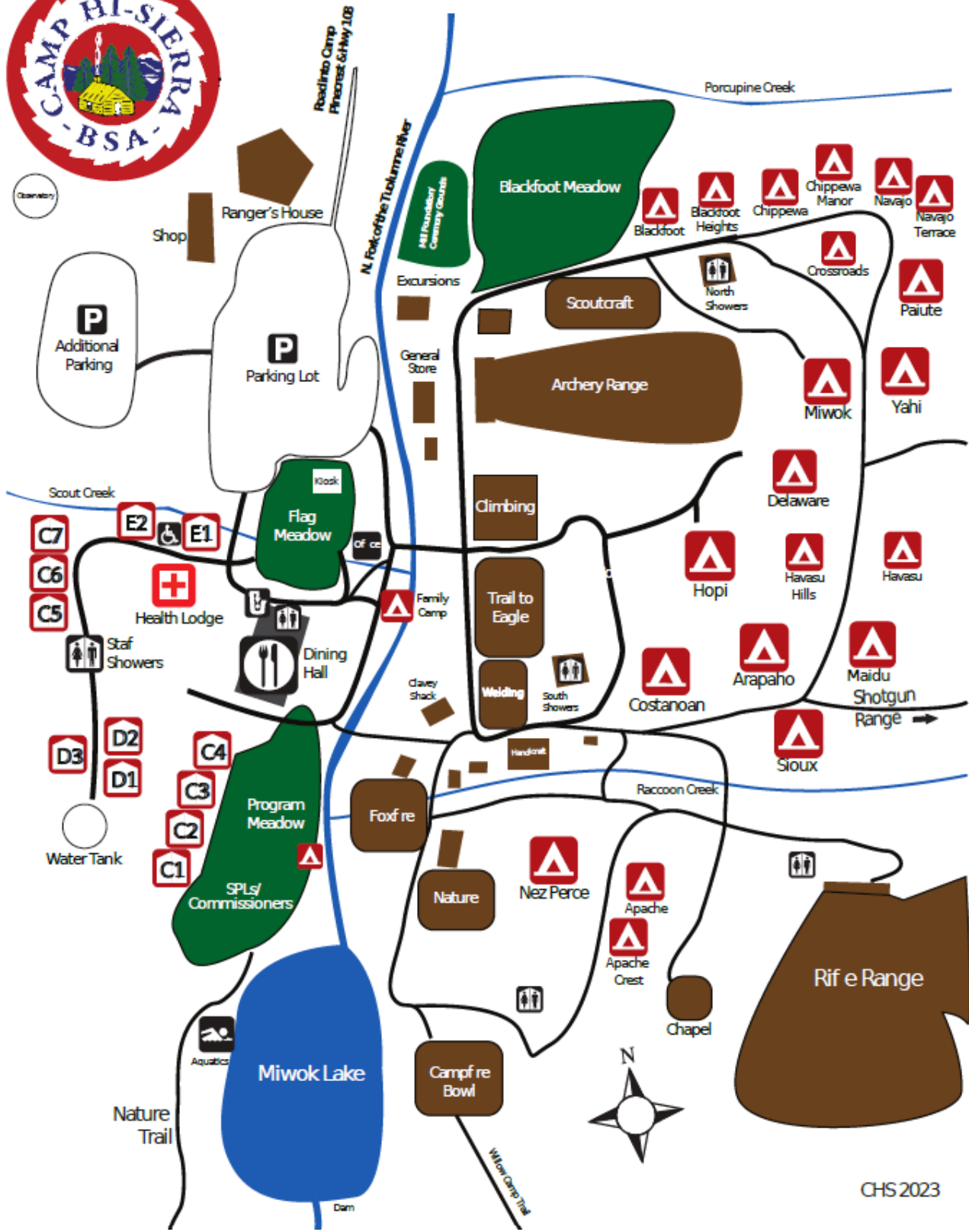
One-line Description: _____

Staff Reviewer Name: _____ Signature: _____

Staff Fills Out This Part After Viewing Skit

Things That Need to Be Improved: _____

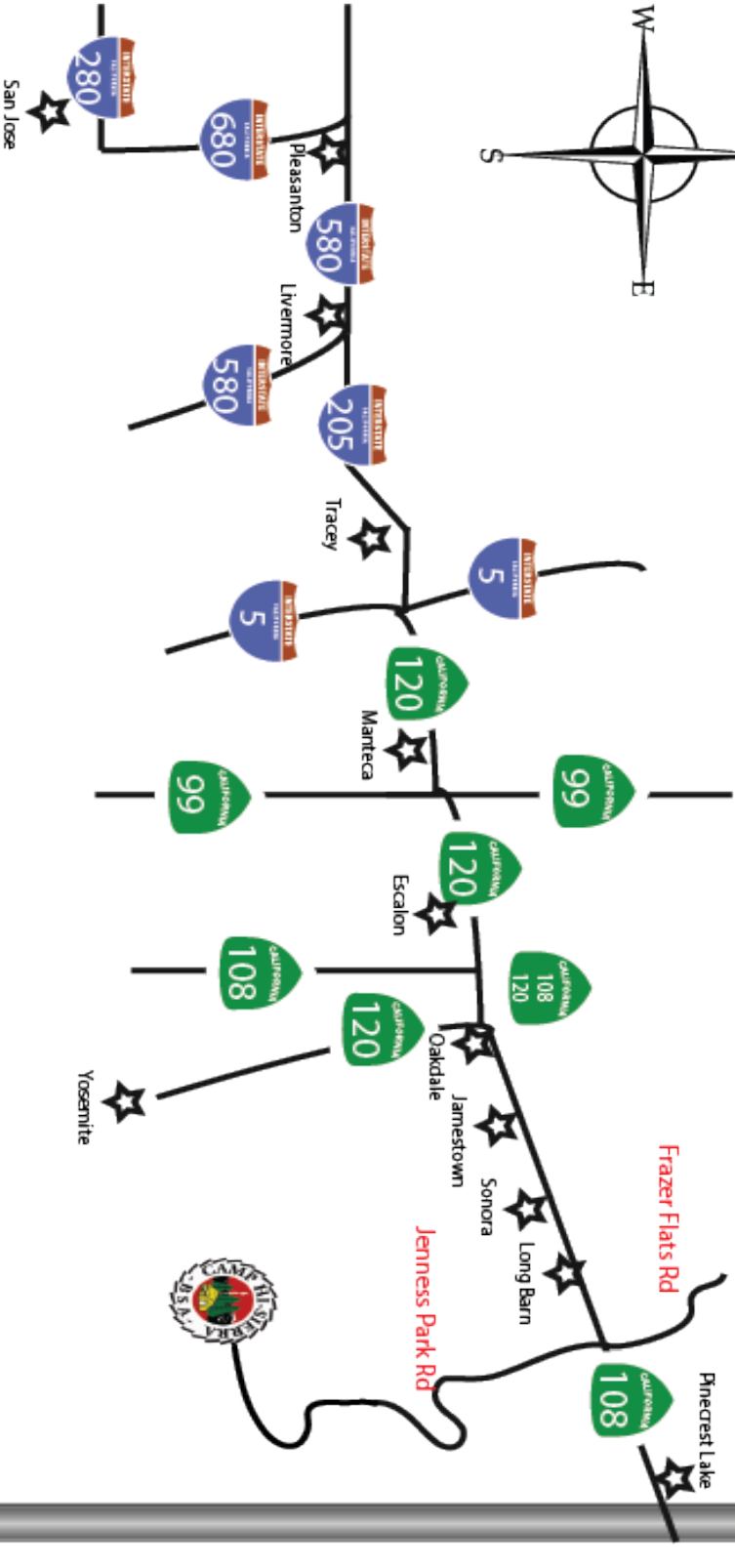
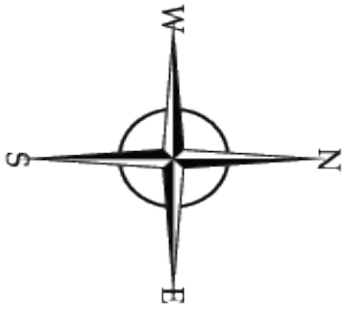
_____ Fixed (According to SPL, SM, or Staff)



CHS 2023



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



MAP NOT TO SCALE