



**Camp Hi-Sierra  
Santa Clara County Council  
Boy Scouts of America  
970 W. Julian St.  
San Jose, CA 95126**

## **2011 Leaders' Guide for Boy Scout Resident Camp**

Dear Unit Leader,

Congratulations on choosing Camp Hi-Sierra for your Boy Scout Resident Camp this year. For over sixty years Camp Hi-Sierra has been providing an unforgettable outdoor experience to Scouts and Scouters. Your Scouts are going to have the time of their lives earning Merit Badges, Trekking, Developing their life skills, or just having fun!

This Leaders Guide is here to answer many of your questions regarding camp. There are going to be some changes to this document as we come closer to camp, but we will let you know what they are right away. So, watch the website ([www.CampHi-Sierra.org](http://www.CampHi-Sierra.org)) and your email for further information.

We are looking forward to seeing you at camp this summer!

Yours in Scouting,

Camp Hi-Sierra Staff

## Table of Contents

Camp Hi-Sierra .....	1
Pre and Post-Camp Planning Checklist .....	3
The Month before Your Unit Reports to Camp .....	5
Three Weeks before Your Unit Reports to Camp .....	5
One Week before Your Unit Reports to Camp .....	5
A Couple of Days before Your Unit Reports to Camp .....	6
Unit Parents' Meeting Before Camp and Scoutmaster Meeting .....	6
Scoutmaster's Pre-camp meeting .....	7
Camp Sessions .....	7
Reservations for 2011 .....	7
Campsite Assignments .....	8
Campsite Capacities .....	8
Adopt A Campsite Program .....	9
Program Fees for 2011 .....	9
Camperships .....	9
Payment Schedule .....	9
Refund Policy .....	10
Leader Fees .....	10
Guest Meal Fees .....	11
What to Bring to Camp - Troop List .....	11
What to Bring to Camp - Scout and Adult List .....	12
Transportation, Arrivals, Departures, Camp Schedules .....	13
Transportation .....	13
Early Arrivals .....	13
Sunday Arrival .....	13
Monday Arrival .....	14
Typical Daily Schedule (Monday - Friday morning) .....	14
Typical Friday Schedule (Friday afternoon and evening) .....	14
Flag Ceremonies .....	15
Leaders' Meetings .....	15
Early Departures .....	15
Saturday Departure .....	15
Dining Hall and Trading Post .....	16
Dining Hall .....	16

Meals .....	16
Trading Post .....	16
Leadership in Camp .....	17
Troop Scoutmasters .....	17
Guidelines for Adult Leadership .....	17
Senior Patrol Leader (SPL) .....	18
SPL Week .....	18
The Camp Staff .....	19
Camp Commissioners .....	19
Chaplain Services .....	19
Medical Care and Safety Emergencies .....	19
Medications Brought to CHS .....	20
H1N1 Flu Information .....	20
Emergency Care Procedures .....	21
General Behavior .....	21
Damage .....	21
Parking .....	22
Visitors .....	22
Bicycles .....	22
Telephone .....	22
Footwear .....	22
Wild Animals in Camp .....	23
Alcohol and Drugs .....	23
Tobacco .....	23
Firearms, Ammunition, and Fireworks .....	23
Advancement in Camp .....	25
Trail to Eagle .....	26
<b>**Adult only Skills of the Week!</b> .....	28
Overnight Opportunities .....	29
Clavey Excursion .....	30
Map of How to Get to Camp Hi-Sierra .....	33
Map of Camp Hi-Sierra .....	34
Unit Roster .....	35
Camp Hi-Sierra Parents' Fact Sheet .....	36
Parental Firearm Authorization Form .....	37
Sample Campsite Duty Roster Form .....	38

**Sample Table Stewards Duty Roster Form..... 39**  
Sun: Supper..... 39

## Letter from the Scout Executive

Dear Scout Leader:

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

This Camp Hi-Sierra Leaders' Guide will help you, the Scouts and their parents, to plan your week at Camp. There is general information in the first section, details of the programs and activities in the second section, and an appendix with copies of necessary forms in the final section. Please feel free to copy any of the pages or forms for distribution to the members of your troop. You may also copy from our web site: [www.CampHi-Sierra.org](http://www.CampHi-Sierra.org).

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

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

Yours in Scouting,

Jason Stein  
Scout Executive/CEO  
Santa Clara County Council, Boy Scouts of America  
970 W. Julian St.  
San Jose, CA 95126  
(408) 280-5088  
Fax: (408) 280-5162  
[e-mail: jason@scccbsa.org](mailto:jason@scccbsa.org)

This guidebook and the forms attached are available at the Camp Hi-Sierra web site:  
[WWW.CampHi-Sierra.org](http://WWW.CampHi-Sierra.org)

## Welcome to Camp Hi-Sierra- Camp Description

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

The North Fork of the Tuolumne River flows through and provides a waterfront of endless enjoyment. The history of the property is a rich heritage of Miwok Indian summer dwellings, early homesteads, and the Cold Springs sawmill site for the Standard Lumber Company. The Council purchased the camp's one hundred acres in 1949 for \$10.00 an acre from Edwin Jenness, who owned more than five thousand acres, and owned & operated the old Mono Toll Road just above camp along the present Highway 108. The first regular camping season was 1951, and from that summer to the present, Camp Hi-Sierra has proudly passed on the common thread of purpose and method that runs through every part of the Scout camping program to those first campers' sons and their sons.

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

Camp Hi-Sierra is located 34 miles east of Sonora on highway 108; about 3 1/2 hours drive from the Santa Clara County 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-way road and up-hill traffic has the right of way. This is a 10-MPH road so be sure to keep your eyes open for on-coming traffic. As you approach the camp's parking lot, please observe the 4-MPH speed limit. Also, please pass this information to family and friends who plan to visit camp or drop off or pick up Scouts.

## Non-Discrimination Policy

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

Jason Stein, Scout Executive  
Santa Clara County Council, BSA  
970 W. Julian St.  
San Jose, CA. 95126  
(408) 280-5088

## Key Contacts for Camp Hi-Sierra

Please refer to the underlined titles while reading this guide. If you have questions or concerns, please feel free to contact one or more of these individuals.

Santa Clara County Council – Council Service Center:

970 W. Julian St.  
San Jose, CA 95126  
408-280-5088  
Fax: 408-280-5162

Camp Hi-Sierra Physical Address:

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

Santa Clara County Council - Scout Executive:

Jason Stein – 408-280-5088 x 19 or [jason@scccbsa.org](mailto:jason@scccbsa.org)

Santa Clara County Council - Camp Hi-Sierra - Camp Director

Michael Wilson – 408-280-5088 x 40 or [michael@scccbsa.org](mailto:michael@scccbsa.org)

### **CHS Camper Clubs**

Are you a Golden Camper? You are, if you were at Camp Hi-Sierra, 50+ years ago as either a camper or staff member, either youth or adult. You are a Silver Camper if you first attended Camp Hi-Sierra 25+ years ago and you are a Bronze Camper if you first attended Camp Hi-Sierra 10+ years ago. The Alumni of Camp Hi-Sierra form a team of Scouts 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 Pete (Jordan) Daniels - all members of Troop 39. (originally Troop 3, now Troop 539). Since then, "Silver" and "Bronze" Camper Clubs have been created recognizing 25 year and 10 year levels of CHS experience.

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

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

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 (408) 629-3448 or by e-mail at [murphysmailbox@juno.com](mailto:murphysmailbox@juno.com) .

## Six Steps to Successful Camp Planning

### 1. Find out what your Scouts want to do

Before camp, schedule a few minutes at troop meetings to talk about camp. If most of your Scouts are first-year campers, you may choose to show pictures or slides of camp. Develop a list of each Scout's personal camp goals.

### 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, etc. 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 he is not, the Assistant Senior Patrol Leader should assume the duties or the troop could appoint or elect a Camp Senior Patrol Leader. Include him and your troop Senior Patrol Leader in all your camp planning meetings. Also, plan to have him attend SPL Week (see "SPL Week" later in this guide).

### 4. Have a serious planning session with yourself

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

### 5. Plan for fun and success

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

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

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

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

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

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

## Pre and Post-Camp Planning Checklist

While at Camp in 2010:

**Make your reservations for 2011.**

A \$100.00 deposit per campsite is required for the Boy Scout Resident Camp program at time of reservation. Pay your reservation fee and submit your Boy Scout Resident Camp Reservation form while in camp and receive the in-camp rate per youth for summer 2011.

A \$150.00 deposit per unit (or \$25.00 for a provisional individual) is required for the CHS Trekking program at time of reservation. Pay your reservation fee and submit your CHS Trekking Reservation form for summer 2011.

November 2010

Pay your Boy Scout Resident Camp or CHS Trekking program deposit by **November 30** to lock in your fees at the **\$285.00** early rate per youth for summer 2011. **You must be paid in full by June 1<sup>st</sup> to retain this rate.**

December 2010

Reservations (Boy Scout Resident Camp or CHS Trekking) made after December 1 will receive the \$310.00 standard rate per youth for summer 2011.

January 2011

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

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

This form is available at (<http://www.camphi-sierra.org/files/medicalform.pdf>).

February 2011

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

For the Boy Scout Resident Camp program, make sure that the number of Scouts plus adult leaders is at least equal to the minimum required for your campsite. Submit a "best guess" roster of Scouts and adults at this time.

For the Boy Scout Resident Camp program, begin working with Webelos and new Scouts so that they will be prepared to go to camp with your troop.

## March 2011

Review the CHS Leaders' Guide.

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

For the Boy Scout Resident Camp program, have Scouts plan what merit badges and programs to pursue.

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

## April 2011

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

For the Boy Scout Resident Camp program, make sure that the number of Scouts plus adult leaders is at least equal to the minimum required for your campsite. **Submit an updated "best guess" roster of Scouts and adults at this time.**

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

Begin working on merit badges having pre-camp requirements.

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

Confirm transportation arrangements.

Start campership applications.

## May 2011

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

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

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

## June 2010

You must complete your Campership forms, have them signed by both the applicant and the Scoutmaster, and turn them in to the Council Service Center by **June 1**.

**All fees are due June 1, troops having a balance after June 1 with an early bird rate will lose their early bird rate, reverting to \$310 per boy.**

Submit the final Troop Roster with your final payment on June 1, Scouts and adults. This roster should include Name, Address, and Emergency Contact for all attendees.

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

Prepare and hand out merit badge blue cards.

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

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

Logon to the Merit Badge and Activity sign up page, this page should be posted to the website on June 1, 2011. Each boy will need to be entered and then the merit badges they would like to take. For most badges there will be several sessions of each badge, so plan accordingly. Registration for Merit Badges closes one week before your troop attends camp. If you have a late addition to camp, they will need to add Merit Badge Sessions at camp.

## **The Month before Your Unit Reports to Camp**

Send out final camp notices to parents.

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

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

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

## **Three Weeks before Your Unit Reports to Camp**

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

Collect all firearm permission forms.

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

Submit completed tour permit application and proof of insurance if you are an out of council Troop.

## **One Week before Your Unit Reports to Camp**

For the Boy Scout Resident Camp program, 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 his troop's week at camp, he may attend SPL Week during another week.

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

## **A Couple of Days before Your Unit Reports to Camp**

Hold inspection of personal packs and patrol gear.

Troop equipment should be ready to pack.

Review your troop roster and make any changes needed.

Make sure you have an approved tour permit. You will be required to turn in a copy when reporting to camp.

Make sure that everyone who will be in camp has an appropriate medical form (this includes family and friends). See “January”, from above. You must have a copy of everyone’s form to be turned into camp when checking in. These medical forms will not be returned. It is helpful to have extra copies for boys participating in out of camp activities.

Final check on transportation.

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

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

## **While at Camp in 2011**

Make your reservations for next year, 2012

A \$100.00 deposit per campsite is required for the Boy Scout Resident Camp program at time of reservation. Pay your reservation fee and submit your Boy Scout Resident Camp Reservation form while in camp and receive the in-camp rate per youth for summer 2012.

A \$150.00 deposit per unit (or \$25 for a provisional individual) is required for the CHS Trekking program at time of reservation. Pay your reservation fee and submit your CHS Trekking Reservation form for summer 2012.

## **Unit Parents’ Meeting Before Camp and Scoutmaster Meeting**

Share information with the parents in your troop before you go to camp. The basic reason for this activity is to keep everyone informed, excited and prepared for the week ahead. Parents need to know how much camp costs, camp dates, the camp location, where to send mail, emergency contact, how much spending money to bring to camp, etc. Scouts and parents need to know what personal clothes and equipment to bring what activities and merit badges to prepare for, and other advancement opportunities and offered programs.

Scoutmasters are encouraged to have a special parent’s meeting prior to camp. At this meeting, you should present details of camp life and camp programs. Scoutmasters should be prepared to answer all questions. The Camp Leaders’ Guide and/or Council Service Center can help you prepare for this information meeting, which should include:

- Welcome and Introductions
- Hand out camp information sheets
- Explanation of dates, location, and costs
- Explain program highlights and advancement opportunities
- Distribute required forms
- Questions/Answers

- Close meeting

## Scoutmaster's Pre-camp meeting

Plan to attend the pre-camp meeting (check the website [www.CampHi-Sierra.org](http://www.CampHi-Sierra.org) for date and time). There you can meet with the Camp Director and Camp Program Director for up-to-date information, advice, and to ask questions about camp.

## Camp Sessions

The Camp Hi-Sierra Boy Scout Resident Camp program offers 5 sessions in 2011. Camp Staff arrives the week before the first session and closes camp the week after the last session.

Week 1 – July 3 ~ July 9

Week 2 – July 10 ~ July 16

Week 3 – July 17 ~ July 23

Week 4 – July 24 ~ July 30

Week 5 – July 31 ~ August 6

Note: The CHS Trekking program is available for all BSA weeks.

## Reservations for 2011

To make reservations for 2011, call the Council Service Center in San Jose.

The best time to make reservations for 2011 is during your 2010 stay in camp. Visit the Camp Office (see map) to see the 2011 campsite reservation chart and to make your reservation. The Boy Scout Resident Camp reservation deposit is **\$100** per campsite. The CHS Trekking reservation deposit is **\$150** per unit (or **\$25** for a provisional individual). We can apply your campsite deposit to your camp balance for the following year - 2011 - during your in-camp reconciliation. You may also make your reservation at the Council Service Center in San Jose after the camp season. Space will fill quickly, so make your plans soon.

For the Boy Scout Resident Camp program, a priority system exists for specific campsite reservations.

On **Wednesday**, any unit attending camp that week may **reserve the same site and session** for the following year.

Beginning **Thursday** after lunch, any unit in camp may reserve any available campsite for the same session or any prior sessions for the following year.

Beginning the Monday following the previous session, any unit may reserve for the following year any available site for all prior sessions. During the summer camping season, contact Hi-Sierra at 209-965-3432; afterwards, contact the Council Service Center in San Jose at 408-280-5088.

Units that qualify under the Adopt-A-Campsite Program can receive additional priority opportunities beyond those stated here. Adoptees may “pre-reserve” a campsite/week. If the unit, which has the campsite/week, doesn't renew, the adoptee get it before anyone else. See the Camp Director at camp for more details. Adopt-A-Campsite Program was restarted in 2009 and a Troop must sign up again if they want to continue in the program.

Priority “ties” will be subject to the decision of the Camp Director. A campsite reservation implies that the unit will bring at least the minimum number of people shown on the campsite reservation chart for each site. Discuss exceptions, in advance, with the Camp Director.

**Blackfoot Campsite is for use by units with limited access capable members. Reservations for non-qualifying units will be accepted in January 2011, but they are on a conditional basis only and can be bumped from the campsite at the discretion of the Camp Director.**

Your reservation is not complete until the Council Service Center receives your deposit.

## Campsite Assignments

The number of Scouts signed up and the actual number arriving at camp determine the guarantee of a campsite assignment. Make sure you have given the Council Service Center accurate projections. It is our hope that all troops can have their first choice of campsite...unfortunately this is not always possible. **The Camp Director reserves the right to change campsite assignments.**

## Campsite Capacities

The number of tents provided in a campsite determines the campsite capacities shown on the reservation forms and charts. Officially, Camp Hi-Sierra’s tents are suitable for two-and-a-half campers (8’x10’ floors). Our capacities assume occupancy of 2 to 3 campers per tent. If you have more campers than a campsite can accommodate, you can reserve two adjacent sites, decide to have a few tents with more than two campers, or bring some extra tents of your own. If you plan to bring fewer than the minimum capacity, you should expect to share the site with another small unit and are more likely to be subject to relocation to another campsite if camp fills completely. It is prudent that you discuss either of these possibilities with the camp leadership when making your reservation. The list of campsites, below, is in geographical order.

<u>Site</u>	<u>Tents</u>	<u>Min/Max Capacity</u>	<u>Comments</u>
Blackfoot	12	24/36 Campers	Specially equipped for units with mobility needs
Chippewa	16	32/48 Campers	
Crossroads	6	12/18 Campers	CLOSED to units – overflow only
Navajo	10	20/30 Campers	
Paiute	8	16/24 Campers	
Yahi	8	16/24 Campers	can combine with Miwok for a large unit
Miwok	10	20/30 Campers	can combine with Yahi for a large unit
Delaware	10	20/30 Campers	
Havasu	13	26/39 Campers	can combine with Maidu for a large unit
Maidu	8	16/24 Campers	can combine with Havasu for a large unit
Hopi	8	16/24 Campers	can combine with Arapaho for a large unit
Arapaho	13	26/39 Campers	can combine with Hopi for a large unit
Costanoan	10	20/30 Campers	
Sioux	12	24/36 Campers	
Nez Perce	16	32/48 Campers	can combine with Apache for a large unit
Apache	13	26/39 Campers	can combine with Nez Perce for a large unit

Note: Additional campsite pairings and divisions are possible; please contact the Council Service Center.

Campsites Are Equipped With The Following:

- 8’x10’x8’ canvas wall tents on wood and metal platforms
- Picnic Table with dining fly
- Bulletin Board

- Fire pit
- Equipment rack with shovel, rake, broom, and fire bucket
- Flagpole and American flag in troop assembly area
- Double private latrine
- Water spigot and bubbler
- Hand washing station
- Plenty of shade

## Adopt A Campsite Program

The Adopt-a-Campsite program allows units to make lasting improvements in a campsite that they are visiting year after year. The program allows the members of a unit to have pride of ownership in “their” campsite. The program provides standards for various items in the campsites to insure uniformity and safety. The unit that adopts a campsite is eligible for some preference for the campsite during the reservation process. The unit must use the specific campsite during a specific week of the season (any other week does not apply). The unit can have its unit recognized in the site. Any unit interested in adopting a site must sign up in advance (contact the Council Service Center). All projects must have prior approval to ensure they meet the BSA and Camp Hi-Sierra standards. A handbook is available to assist you in constructing the approved projects. Please check the website for more information and application: [WWW.CampHi-Sierra.org](http://WWW.CampHi-Sierra.org).

## Camp Fees

### Program Fees for 2011

The fee for a Scout attending the Boy Scout Resident Camp program is **\$285.00 per Scout per week** when the troop reservation was made while the troop was at camp in 2010 or until November 30, 2010, with all fee’s paid on time and received in full by June 1. The fee for a Scout attending the Boy Scout Resident Camp program is **\$310.00 per Scout per week** when the reservation is was made December 1, 2010 or later. See below for the adult fee for this program. Camperships are available for eligible Scouts (see [www.CampHi-Sierra.org](http://www.CampHi-Sierra.org)).

The fee for both Scouts and adults attending the CHS Trekking program is **\$285.00 per person per week** until November 30, 2010 and then \$310 when the reservation is was made December 1, 2010 or later.

### Camperships

The Santa Clara County Council realizes that there are those who may not be able to afford camp. In addition to contributions from the Scout, their family, the unit, and its chartered organization, there is money available to help send boys from Santa Clara County Council troops to camp. An application form is located on the website or you may obtain Campership applications from the Council Service Center. Please fill out all applications completely, have them signed by your Unit Leader, and submit them to the Council Service Center by **June 1**.

### Payment Schedule

**First Payment:** The first payment is your reservation deposit that is due at the time of your reservation. If your troop has just decided to attend Camp Hi-Sierra, or if your troop has not yet paid the reservation deposit, please send the payment immediately. This is the only way to make a camp reservation. If you have not yet paid, please check with the Council Service Center to verify availability of the week you are choosing.

**Second Payment:** A payment of \$50.00 per Scout is due by February 1. Submit a “best guess” roster of Scouts and adults at this time. This payment is not refundable, but is transferable. Transferable means that you may switch a payment to another Scout, but you cannot simply apply the payment to the troop balance. Families should make the commitment for their sons to attend camp by this date. Families should make their payment to the troop, and the troop should make their payment to the Santa Clara County Council. We hope families begin to plan their summer around Scout camp. Units not making this payment on time risk losing their reservation. Please, if you have extenuating circumstances and cannot make this payment on time, contact the Council Service Center.

**Third Payment:** An additional payment of \$100.00 per Scout is due by April 1. Submit an updated “best guess” roster of Scouts and adults at this time. This payment is not refundable, but is transferable. Transferable means that you may switch a payment to another Scout, but you cannot simply apply the payment to the troop balance. Families should make their payment to the troop, and the troop should make their payment to the Santa Clara County Council. Units not making this payment on time risk losing their reservation. Please, if you have extenuating circumstances and cannot make this payment on time, contact the Council Service Center.

**Final Payment:** The balance of fees is due by June 1. If not paid in full by June 1, reverts to the regular fee of \$310 per scout. A copy of the troop’s final roster must be turned in with the payment. Please provide an accurate list of adults and Scouts. For the Boy Scout Resident Camp program, if you do not have sufficient attendance to fill your site, the Camp Director reserves the right to either move your unit to another site or assign your unused space to another unit (who will share your site). We will accept additions, deletions and accompanying payments or refund requests upon check-in at camp. If you are adding campers at check-in, you may be required to triple-up in some tents or provide troop tents for the additional campers.

## Refund Policy

**Troop Cancellation from camp:** All deposits and payments are applied to the final camp fee, not to individuals. Written notice (not email) of cancellation must be received and refunds are subject to a cancellation fee. All refunds will be issued after September 1, 2011.

Cancellations prior to February 1 will be subject to a \$100 per campsite fee.

Cancellations prior to April 1 will be subject to a \$100 per campsite and \$50 per youth fee

Cancellations prior to June 1 will be subject to a \$100 per campsite and \$100 per youth fee.

Cancellations after June 1 will be subject to a \$100 per campsite and \$150 per youth fee.

Exceptions for medical or other unforeseen circumstances depend upon the condition and need to be put in writing to the council.

### Individual Cancellation from camp:

- The **February 1** and **April 1** payments are not refundable, but are transferable (see Second Payment and Third Payment, above)
- The balance of the fee is refundable only upon written request at camp by unit leadership under the following conditions:
  - Illness of Scout prevents his attendance at camp
  - Illness or death in the family
  - If family relocation makes camp attendance impossible
  - If a Scout becomes ill while attending camp and is sent home by the camp medical personnel, the Scout shall be entitled to a pro-rated refund

## Leader Fees

This section applies only to adults participating in the Boy Scout Resident Camp program. Adults participating in the Trekking program pay participant fees.

Camp Hi-Sierra will absorb the cost of meals for required leadership to attend camp. The following table is the guide to determine the number of leaders who may attend free:

Up to 20 campers,	two free leaders
21 to 30 campers	3 free leaders
31 to 40 campers	4 free leaders
41 to 50 campers	5 free leaders
Etc.	

Additional adults are welcome in camp for the week, but will be charged **\$125.00 per adult** for meals. Payment should accompany the troop’s final payment made to prior to camp. Adults “splitting” the week may count as a single adult for fee purposes. You may also pay for additional adults at the Camp Office. The fee for adults attending camp for a few days is **\$25.00 per adult per day**.

## Guest Meal Fees

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

## What to Bring to Camp - Troop List

Item	Person Responsible
<input type="checkbox"/> Scout Spirit	Everyone
<input type="checkbox"/> Troop Flag	SPL
<input type="checkbox"/> Patrol Names, Patrol Flags, Patrol Yells	PL
<input type="checkbox"/> Camp Site Duty Roster	SPL
<input type="checkbox"/> Dining Hall Steward Roster	SPL
<input type="checkbox"/> Troop Library (MB pamphlets, etc.)	Librarian
<input type="checkbox"/> Paper, pens, 3-hole punch, stapler, staples, push pins (lots)	Scribe
<input type="checkbox"/> Camera and film or charger	Historian
<input type="checkbox"/> Tour Plan	SM
<input type="checkbox"/> 2 copies of the Unit Boy Scout Resident Camp Roster	SM
<input type="checkbox"/> Balance of Fees	SM
<input type="checkbox"/> Medical Forms (A, B, C National Form).	SM
<input type="checkbox"/> Parental Firearms Authorization Form for each Scout	SM
<input type="checkbox"/> Parental Photo Consent Form for each Scout	SM
<input type="checkbox"/> CHS Parent Fact Sheet (complete and leave one with each parent)	SM
<input type="checkbox"/> \$100 check to reserve next year’s camp site	SM
<input type="checkbox"/> Blue Cards	SM
<input type="checkbox"/> Padlock for the campsite lock box	SM
<input type="checkbox"/> Troop record keeping (advancement, Tribe of Hi-Sierra, etc.)	SM, ASM
<input type="checkbox"/> Trail to First Class materials (ropes, poles, first aid stuff, etc.)	SM, ASM
<input type="checkbox"/> Totin’ Chip materials (knife, axe, saw, sharpening stone, file, etc.)	SM, ASM
<input type="checkbox"/> Firem’n Chit materials	SM, ASM
<input type="checkbox"/> Lawn chairs	SM, ASM
<input type="checkbox"/> Coffee Cups (or cocoa, tea, herbal tea, bug juice, etc.)	SM, ASM
<input type="checkbox"/> Lanterns and fuel (to be adult supervised)	QM
<input type="checkbox"/> Tools for service projects (work gloves, shovels, saws, etc.)	QM

- |  |         |
|--|---------|
| <input type="checkbox"/> Clothes line and clothes pins                               | QM      |
| <input type="checkbox"/> Extra brooms (small) for cleaning tent platforms            | QM      |
| <input type="checkbox"/> Extra tents (at least 30 sq. ft. each) for overflow campers | QM      |
| <input type="checkbox"/> Ropes for hanging the shade fly (lots, at least 200 ft.)    | QM      |
| <input type="checkbox"/> 50' to 75' Garden Hose to use for campfire extinguishing    | SM, ASM |
| <input type="checkbox"/> Extra Pop Ups or Dinning Flies                              | SM, ASM |
| <input type="checkbox"/>   |         |
| <input type="checkbox"/>   |         |

## What to Bring to Camp - Scout and Adult List

- |  |  |
|--|--|
| <input type="checkbox"/> Backpack  | <input type="checkbox"/> Soap  |
| <input type="checkbox"/> Fanny pack or day pack or wallet                        | <input type="checkbox"/> Wash cloth, hand towel  |
| <input type="checkbox"/> Sleeping Bag  | <input type="checkbox"/> Toothbrush  |
| <input type="checkbox"/> Air mattress or foam pad and/or cot                     | <input type="checkbox"/> Toothpaste  |
| <input type="checkbox"/> Raincoat or poncho                                      | <input type="checkbox"/> Comb  |
| <input type="checkbox"/> Hat   | <input type="checkbox"/> Chap stick  |
| <input type="checkbox"/> Jacket  | <input type="checkbox"/> Sun Screen/Sun block  |
| <input type="checkbox"/> Sweater or sweatshirt                                   | <input type="checkbox"/> Scout Handbook  |
| <input type="checkbox"/> Full Uniform  | <input type="checkbox"/> Supplies for merit badges   |
| <input type="checkbox"/> Hiking Shorts   | <input type="checkbox"/> Pens, pencils, and notepad  |
| <input type="checkbox"/> Long Pants  | <input type="checkbox"/> <b><u>Unexpired Prescription Medication in original bottles</u></b> |
| <input type="checkbox"/> T-shirts  | <input type="checkbox"/> Flashlight with Spare batteries and bulbs                           |
| <input type="checkbox"/> Long Sleeve Shirt                                       | <input type="checkbox"/> Phone Card (must have leader present to use)                        |
| <input type="checkbox"/> Underwear and socks (6 days worth)                      | <input type="checkbox"/> Pocket knife (no sheath knives)                                     |
| <input type="checkbox"/> Pajamas   | <input type="checkbox"/> Personal First aid Kit  |
| <input type="checkbox"/> Hiking boots  | <input type="checkbox"/> Canteen or plastic bottle   |
| <input type="checkbox"/> Camp shoes (no open toes) (two pairs)                   | <input type="checkbox"/> Knife, fork and spoon   |
| <input type="checkbox"/> Work gloves   | <input type="checkbox"/> Plate, cup, and bowl  |
| <input type="checkbox"/> Swimsuit*   | <input type="checkbox"/> Money for Trading Post (\$40 minimum)                               |
| <input type="checkbox"/> Large towel* (two if participating in aquatic programs) | <input type="checkbox"/> Watch   |
| <input type="checkbox"/> Laundry bag   | <input type="checkbox"/> Medical Form (National ABC Form/ A photo copy )                     |
| <input type="checkbox"/> Water Bottle  |  |

\* Place at the top of your pack for easy access upon arrival at camp for swim check.

## Optional Gear

- |  |  |
|--|--|
| <input type="checkbox"/> Compass                               | <input type="checkbox"/> Pillow                      |
| <input type="checkbox"/> Sunglasses                            | <input type="checkbox"/> Insect repellent            |
| <input type="checkbox"/> Sewing kit                            | <input type="checkbox"/> Fishing gear                |
| <input type="checkbox"/> Camera and extra film or memory cards | <input type="checkbox"/> Sharpening stone            |
| <input type="checkbox"/> Musical instruments                   | <input type="checkbox"/> Clothespins and clothesline |
| <input type="checkbox"/> Twine or light rope                   | <input type="checkbox"/> OA Sash and neckerchief     |
| <input type="checkbox"/> Shower flip flops                     | <input type="checkbox"/> Religious book              |
| <input type="checkbox"/>                                       | <input type="checkbox"/>                             |
| <input type="checkbox"/>                                       | <input type="checkbox"/>                             |

## Items to Leave at Home

- |  |  |
|--|--|
| ❖ Pets   | ❖ Firearms, Ammunition                                   |
| ❖ Electronic Equipment (ipod, radios, games, etc.) | ❖ Tobacco, Alcohol and illegal drugs                     |
| ❖ Expensive or delicate items                      | ❖ Sandals  |
| ❖ Sheath Knives                                    | ❖ Axe, hatchet   |
| ❖ Fireworks  | ❖ Clothing with alcohol, tobacco, or sexual connotations |

## Transportation, Arrivals, Departures, Camp Schedules

### Transportation

You must operate all vehicles transporting Scouts in accordance with local and state law, and the vehicle must be in good mechanical condition. Following the National Boy Scout Health and Safety Guidelines:

- Drivers must be 21 years of age or older and licensed, or at least 18 with a 21 year old passenger.
- Preferably, travel during daylight hours.
- No one may ride in truck beds, under canopies, in campers, or with any non-standard seat or seat belt arrangement.
- All passengers must use a seat belt in accordance with state law.
- Your unit must file a tour permit with the Council Service Center, and you must present proof at check-in. Provisional individuals in the CHS Trekking program do not need a tour permit.
- The speed limit is 14 MPH on the camp road and 4 MPH in camp. Watch out for Scouts and bikes.

### Early Arrivals

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

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

Upon your early arrival, you will need to check in with the Camp Director or Weekend Duty Officer prior to settling in your campsite (the CHS Trekking program has its own campsite).

### Sunday Arrival

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

Your first stop is the Camp Office. The Office is adjacent to the Flag Meadow, at check in you will need your Tour Permit, two copies of your unit roster, and your insurance (required for units from Councils other than Santa Clara County Council) information forms.

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

For the CHS Trekking program, your camp tour guide will lead you through the afternoon check-in. Scouts and adults will need their medical forms and emergency consent forms. Scouts and adults will need to carry their personal equipment from the parking lot to the CHS Trekking campsite.

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

Here is the balance of your **Sunday** afternoon schedule:

- Before 5:30 PM: medical recheck, group photo, swimming check, set up camp
- 4:00-5:00 PM: Scoutmaster and SPL Meeting - At least one adult will attend who will be with the troop all week (your commissioner will give details)
- 6:10 PM: Assembly - Meet your troop in the flag meadow
- 6:30 PM: Dinner
- 8:30 PM: Opening Campfire

## Monday Arrival

Monday morning arrival is by special arrangement only. Unit should be prepared to arrive before 7:30 AM. Contact Camp Director for details and permission.

## Typical Daily Schedule (Monday – Friday morning)

- 7:00 AM Coffee/Cocoa/Tea/etc. with the Commissioners at 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 PM
- 5:20 PM Troop Evening Flag Ceremony in their Campsite
- 5:25 PM Steward Bell for Dinner
- 5:50 PM Evening Flag Ceremony in the Flag Meadow (please be prompt)
- 6:00 PM Dinner
- 7:00 PM Scheduled Evening Programs or Free Time
- 8:45 PM Evening Unit Campfire (invite staff)
- 10:00 PM Taps and Quiet Time - everyone should be in their own campsite
- 11:00 PM Lights Out **until 7 AM**

## Typical Friday Schedule (Friday afternoon and evening)

- 9:00 AM Merit Badge Makeup Time
- 11:30 AM Western BBQ Lunch (flexible lunch)
- 1:00 PM Campwide Games & Seadog Cruise
- 5:20 PM Troop Evening Flag Ceremony in their Campsite
- 5:25 PM Steward Bell for Dinner
- 5:50 PM Evening Flag Ceremony in the Flag Meadow (please be prompt)

6:00 PM	Dinner
7:00 PM	Tribe of Hi-Sierra Tribal Reviews
8:30 PM	Closing Campfire by Troops
10:00 PM	Tribe of Hi-Sierra Ceremonies (approximate time)
10:00 PM	Taps and Quiet Time - everyone should be in their own campsite
11:00 PM	Lights Out <b><u>until 7 AM</u></b>

## Flag Ceremonies

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

## Leaders' Meetings

Throughout the week, there will be meetings for troop leaders (any time you would like one). We will announce meetings at the flag ceremonies in the morning and/or at meals. We ask at least one adult troop leader to attend, as this is the camp's tool for addressing concerns. In addition, it is inevitable that activity scheduling will change, and your troop needs to know of this. Just as you expect the staff to be on time and available for all merit badge classes, we ask you to be on time and available for these meetings.

## Early Departures

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

## Saturday Departure

The schedule for Saturday morning is as follows:

- |                |  |
|----------------|--|
| 7:00 AM:       | Reveille   |
| 7:25 AM:       | Steward Bell for Breakfast   |
| 7:50 AM:       | Morning Flag Ceremony in the Flag Meadow (please be prompt)  |
| 8:00 AM:       | Breakfast  |
| 8:30-10:00 AM: | CLEAN UP CAMPSITE and load your vehicle with troop equipment. Your Camp Commissioner, camp tour guide from Sunday, and SPL will check the unit out of the campsite. Your camp tour guide will guide you through final checkout using your check-in/out form ending at the Camp Office. |
| 8:30-10:00 AM: | Scoutmaster Checkout at Camp Office  |
- Retrieve all prescription medications from the Health Lodge.
  - Turn in your Check-in/out form. A Camp Commissioner must sign your form.
  - Pick up merit badge blue cards. It is easier to correct oversights at camp than it is after returning home. This is very important, especially to the Scout who needs to pass his 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.

10:00 AM: Departure (please be prompt)

## 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.
- Staff members dine with campers with their seating assigned by mug (totem) selection.
- Troops have pre-assigned tables in the Dining Hall.
- Campers assemble for flags in the flag meadow before breakfast and dinner in field uniforms.
- The camp assembles outside the Dining Hall in activity uniforms for lunch.
- Each troop assigns a Table Steward for each 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.
- Campers will 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 clean-up assignments.

### Meals

A nutritionist reviews the meals planned for Camp Hi-Sierra to assure that they meet the needs of growing boys in an active environment. The meals are nutritionally balanced, and we offer some alternatives. For all meals there is a vegetarian option available. Many adults notice that we serve a higher percentage of carbohydrates than they may be accustomed. This is intentional due to the high levels of physical activity that the boys will be practicing 5,000 feet above their usual elevation. If you have any campers with special dietary needs (food allergies, religious preferences, vegetarianism, etc.), we will be glad to try and meet your needs in camp but ask that you contact us at least one week before arrival to discuss your needs. In rare cases, we may not be able to reasonably accommodate all requests, but we will do our best.

### Trading Post

The Trading Post at Camp Hi-Sierra provides many selections for a Scout's program needs as well as for comfort. Scouts typically spend about \$40 at the Trading Post during their stay. It is open in the morning, afternoon, and early evening for Scouts to purchase the items listed below. Some merit badges require the purchase of supplies from the Trading Post; see their descriptions for potential cost.

Souvenirs	Scoutcraft Items
Camp Mugs	Snacks/Soft Drinks
T-shirts	Merit Badge Pamphlets
Hats	Handicraft Kits and Supplies
Belts	Scout Literature
Flashlights/Batteries	Rifle Pass
Post Cards/Stamps	Shotgun Pass

# Leadership in Camp

## Troop Scoutmasters

**Each troop must be under the leadership of two unit provided adults during the entire week.** We strongly recommend and prefer that the registered Scoutmaster of the troop lead the troop at camp. If the Scoutmaster is unable to attend full time, the troop committee should name an interim Scoutmaster and pass this change on to the Camp Director. We have an obligation to ensure that your unit always has adequate leadership. Therefore, in the event that your unit finds itself without two adult leaders, we regret that we must charge a fee of **\$125.00** per night to supplement leadership in order to meet national requirements of the Boy Scouts of America. This charge covers supervisory additions to your troop that reduces our staffing in other areas. We intend for this charge to be solely a deterrent against inadequate leadership. A unit without two adult leaders for more than 8 consecutive hours will be sent home. Prior to your arrival in camp, the Council Service Center staff will attempt to assist small units that are unable to procure sufficient leadership by providing contacts with other units. Small units that anticipate these kinds of problems may also try contacting camp, their commissioner, or their district camping chair *in advance* to learn about the possibilities of sharing leadership with other units in camp. This, however, remains the unit's responsibility and you should handle it as early as possible.

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

<b>Very Best:</b>	Scoutmaster and one or more Assistant Scoutmasters in camp the full week.
<b>Best:</b>	Scoutmaster in camp all week and one or more Assistant Scoutmasters in and out of camp.
<b>Good:</b>	Scoutmaster in camp all week and other adults or parents in and out during the week.
<b>Fair:</b>	Assistant Scoutmaster in camp all week and other adults rotating in and out of camp during the week.
<b><u>Not</u></b>	
<b>Recommended:</b>	All adult leadership or parents rotate in and out of camp during the week.
<b>Unacceptable:</b>	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.

## Guidelines for Adult Leadership

- All leaders must either be a registered member of the Boy Scouts of America or the parent or legal guardian of a boy in camp.
- At least one leader must be 21 or older.
- All leaders must be 18 or older.
- Part-time leaders and visitors must check in at the camp office upon arrival in camp and check out as they depart.
- All adults in camp must deliver the appropriate completed and signed medical form to the Health Lodge upon arrival.
- All adults in camp must have taken Youth Protection Training (YPT) Training within the last two years.
- One adult in camp must have taken Hazardous Weather Training within the last two years. If this adult switches out with another adult during the week, another must have the training.

## Senior Patrol Leader (SPL)

We expect the SPL to lead his troop during its week at camp. Each troop's SPL is a part of the Camp SPL Council that meets regularly with the Leadership Director and Camp Commissioner. At these meetings, the SPLs will plan Patrol activities, troop activities, and camp-wide activities. If the troop's SPL is unable to attend, the Assistant SPL should fill in. If the troop's regular SPL is unable to attend camp then you need to appoint a Camp SPL. Whichever SPL attends camp should also participate in SPL Week during the week prior to their troop's visit to camp. Each unit is permitted only one SPL for participation in this program.

## SPL Week

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

1. Pursue personal advancement goals and other camp activity interests.
2. Begin planning for his troop's week at camp with the other SPLs.
3. Become familiar with Camp Hi-Sierra's programs and his role as the SPL.

It is highly recommended that the SPL and or 1 ASPL schedule his SPL Week for the week immediately prior to his troop's visit to Camp Hi-Sierra. In return, during his troop's week at Camp Hi-Sierra, we expect the SPL to:

1. Take the lead in running his troop for the week.
2. Participate actively in the SPL Council.
3. Run his troop's Patrol Leaders Council.
4. Pursue personal interests only if they do not conflict with expectations 1, 2, and 3.

If the SPL cannot attend the week prior to the troop's stay in camp, then he should attend any other week (before the troop, if possible).

The Senior Patrol Leader Week Application must be submitted by June 1 for better preparation (If your Troop changes SPL in the summer, before camp, please feel out a form that the troop is sending someone. You can then provide the name at a later point once the new SPL has taken office). For more information about this program, and to sign up your SPL, e-mail the Camp Program 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 posts Troop and patrol duty rosters in the troop site. The Camp Commissioner can help your unit become stronger in practicing the Patrol Method.

## A Scout's Development

*As an individual*, a Scout will grow through the advancement program and challenging activities like the Mile Swim. He will build self-confidence through the accomplishment of goals. Your role as leader will be to give the Scout guidance as he sets his goals, encouragement as he tries new things, motivation to keep him on schedule, and understanding and counseling if things are not going right.

*As part of a group*, he will learn responsibility, cooperation, and leadership.

That is a lot to ask of a young man. These experiences are what makes Scout Camp is such a worthwhile experience. Your role as a leader will be to help the Patrol Method work. Do not avoid this essential method; you will only be hindering the Scout's development. Work through your troop's SPL and PLC to make and carry out plans. Help your Patrol Leaders get their patrols working smoothly. They can do it, but they need your help. Youth development may be challenging, but it is also very rewarding.

## Other Leadership Resources

### The Camp Staff

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

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

### Camp Commissioners

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

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

### Chaplain Services

The Camp Chaplain provides inspirational services for Scouts, patrols, troops, and leaders. They promote the religious award programs and works closely with anyone who desires special counseling. Everyone is welcome to talk with the Chaplain. The chapel will be available for unit denominational services by arrangement with the Chaplain. Vesper services will be held twice during your week at camp.

### Medical Care and Safety Emergencies

We have taken every precaution to ensure a healthy and safe camping experience for all Scouts. Unfortunately, accidents and medical problems do occur. Camp Hi-Sierra operates a well-equipped Health Lodge, administered by a qualified Health Officer. The medical staff is available 24 hours a day. The medical clinic and hospitals in Sonora have made special arrangements for the treatment of more serious cases. If such treatment is required, we will make every effort to notify the camper's parents.

In the unlikely event of a very serious injury or illness requiring immediate specialized medical attention, we will turn over the care of your Scout to the local emergency medical service. At their discretion, the use of ground or air ambulance service may be required. There is no cost for medical service provided by the camp medical staff. However, all expenses associated with this additional treatment become the responsibility of the injured party, Scout's parents(s) or guardians(s), preferably handled through their personal health insurance or supplemental accident insurance.

### Health and Safety Medical Examination

All campers (youth and adults) must complete the national Annual Medical and Health Record (ABC) form ([www.camphi-sierra.org](http://www.camphi-sierra.org)). Please make a copy of this form for camp as this will become part of their permanent

record at camp and the forms will not be returned. For anyone who is staying in camp over 72 hours must have a doctor's signature on part B. Admission to camp is contingent upon a satisfactory medical record and current Scout membership. The camp is not prepared to conduct medical examinations. It is important that this form is filled out completely including Immunizations and Tetanus dated within the past 10 years. Camp Hi-Sierra is located on an old logging camp which from time to time produces artifacts which are rusty. If a person or parent has decided not to have their son immunized, they just need to check the box at the bottom of that section on the form.

## Medications Brought to CHS

All prescription medications brought to CHS need to meet the following requirements:

1. Prescription must be in their original container with the prescription label present. (Do not send in old bottles)
2. The prescription label must contain the Scout's name. (In the case of inhalers, this label must be on the medicine itself.)
3. The prescription cannot be expired.
4. All medications will be administered at meal times and bed time.
5. Emergency prescription medication (inhalers, etc.) will remain with Scout and be on his person while at CHS.
6. The prescription will be administered as stated on the label. If the dosage of medication has changed, a new set of prescription directions from the doctor must accompany the prescription to camp.

All over the counter medications brought into CHS need to meet the following requirements:

1. They must be in the original container.
2. They cannot be expired.
3. They will be administered according to label on the bottle, if an off label use is requested, a doctors written directions must accompany the prescription to camp.

## H1N1 Flu Information

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

What you can do to keep our Scouts healthy and safe at camp: Recognize influenza-like illness (ILI) 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 'EM HOME!—For at least 7 days after symptoms began or 24 hours after symptoms resolve, whichever is longer. For more information, please see: <http://www.scccbsa.org/html/SwineFlu.html>*

On their first day in camp, the Troop leaders and Scouts 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.

## Emergency Care Procedures

The following procedures will apply if emergency care is necessary:

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

## Concerns and Other General Information

Note: This section also applies to CHS Trekking program participants while they are on camp property. Outside of camp property, CHS Trekking participants must follow their counselor's instructions.

## General Behavior

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

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

Troop Campsites should be treated better than 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 because it is the closest.

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

## Damage

Damage to your campsite or other camp facilities through negligence or abuse committed by members of your unit will result in a fee assessment. Your Commissioner will maintain an inventory of the condition of your campsite and its contents. Please report damage to your Commissioner as soon as possible as it is the responsibility of each unit to care for property and equipment assigned to its use. Units are responsible for repairs or replacements. The charge for tent rips, tears, or holes is \$10.00 per inch of damage. Tent total replacement is at current market price which is at least \$450.00. Discharging of fire extinguishers will cost \$50.00 for recharge or replacement if discharged in a non-emergency situation. The Camp Ranger assesses damage to latrines, picnic tables, and other physical property damage according to the cost of labor and material needed for repair. Your troop's Camp Commissioner has access to all material needed to repair your own tents, if so desired, to save repair expenses owed to the camp.

## 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. Also, please do not turn on your car alarms when parking in the camp parking lot. Please back vehicles into parking spaces for easier evacuation if needed. Please make sure to have a Camp Hi-Sierra parking pass displayed in the windshield of your personal vehicle in case we need to move your vehicle during the week.

## Visitors

Parents of campers are always welcome at camp. The Sunday night opening campfire presented by camp staff, mid-week unit campfires presented, in part, by campers, and the Friday night closing campfire create “memorable moments” for everyone at camp, including parents and visitors. We require all visitors to check in at the Camp Office for your temporary visitor wristband and then Health Lodge. All visitors need a current 2010 National ABC Medical Form.

## Pets

**Do not bring pets to camp.** So please tell parents and visiting Scouters to leave their dogs, cats, hamsters, snakes, lions, turkeys, llamas, etc., at home when visiting camp.

## Bicycles

Upon arrival, notify the Sports Director that you have brought a bicycle to camp and checked-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. Helmets are required at all times. The bicycle is the owner’s responsibility while in camp.

## Telephone

The camp phone is for business and emergency calls only.

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

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

You enhance your camping experience when you leave your city life at home!

## Rest

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

## Footwear

You must wear shoes that fully cover soles and toes at all times. Sandals, flip flops, slippers, etc. are inappropriate and perilous for a camping experience. You may wear open-toed shoes IN the shower or at the waterfront, not for travel in-between. Camp Hi-Sierra is an old logging camp with rusty nails, and other metal all over camp.

## Hazing

Scouts sometimes feel that the new Scouts should be “initiated” into the troop with a hazing activity. You should be alert to this desire of boys and direct their efforts into more meaningful programs. Hazing has no place in Scouting, and as part of our Youth Protection Guidelines, there is zero tolerance in camp. Scouts who are found hazing others will be removed from camp at the unit leaders and or camp directors’ discretion.

## **Wild Animals in Camp**

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

All edibles must be stored at the Dining Hall and not left overnight within your campsite. Please adhere to this restriction! Your safety is our highest concern.

The general rule at Camp Hi-Sierra is that food must stay on the Dining Hall side of the river or between the Softball Diamond and Open Bridge. In addition, everyone needs to work to keep the entire camp trash free. Pick up and properly dispose of any litter you see.

So please, hold the safety of your Scouts above all else and move them to a safe location away from the animals. Notify the Camp Director or your Camp Commissioner immediately of sightings of dangerous wild animals.

## **Alcohol and Drugs**

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

This 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. You, as a leader, can prevent tobacco use among youth by informing your Scouts that we will not permit the use of tobacco products by anyone under the age of 18 at camp. For those adults that have the urge, please smoke only in the designated areas. The smoking area in the lower parking lot, and by the dumpsters are the designated smoking areas in camp. We strictly prohibit smoking in tents or campsites.

## **Firearms, Ammunition, and Fireworks**

We do not allow firearms, ammunition, and fireworks in camp. This includes B.B. guns, pellet guns, air guns, and slingshots. You may use field archery equipment (no bladed or hunting tips) but at the responsibly of the Archery Range Director and must be stored at the Archery Range. You must obtain permission from the Shooting Sports Director **before** bringing any of these items into camp. Once in camp, they will be all stored at the appropriate ranges. Firearms arms are not allowed to be in camp whether or not you hold a concealed weapons permit.

## **Fire Prevention**

We have some of the most beautiful wilderness in the country. Fire is always a threat to this wilderness. You must take certain precautions to prevent and control fires:

- You may only smoke in the designated area of the camp. Never smoke in buildings or tents!
- Each troop site has fire control tools. These tools should never leave the campsite.
- Fires are only permitted in designated stoves and fire rings.
- Make use of the fireguard chart.

- Never leave a fire unattended.
- Review fire emergency plan with Scouts.
- The entire camp will practice a fire drill each week on Monday. (Scoutmasters will be given instructions for their troop at the Sunday afternoon Scoutmaster Meeting.)

## **Fireguard**

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

## **Fire Drill**

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

## **Troop Campfires**

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

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

## **Chemical Fuels**

You may use kerosene or other liquid gas-fueled lanterns and stoves for outdoor lighting and cooking. All containers not in use must be stored in the camp gas locker. 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 fire.

## **Missing Persons**

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

## **Weather**

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

## **Lightning Storms**

In the event of a lightning storm, we will close the Waterfront and the Climbing Tower immediately. Campers should stay away from tall trees, electrical poles, flagpoles, wire fences, and other structures or objects that might attract lightning. Campers should stay out of open areas. The Camp Director will give specific instructions if deemed necessary. Although lightning storms are a rarity during camp, they pose little threat to campers due to the terrain of Camp Hi-Sierra.

## **Altitude**

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

## **Earthquakes**

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

## **Advancement in Camp**

Scout advancement is not an end in itself. Advancement is a means by which Scouting's objectives are achieved. It is a measure of a boy's ability to do things, to get results, to pursue a goal, and to give him tangible recognition. It is also a mark of the troop's success in Scouting. Working toward advancement is a primary reason for going to camp but not the only reason.

Many regular camp activities can be made into advancement opportunities by planning ahead. A Scout has a difficult time advancing regularly if he does not have hiking and camping experiences as a member of his patrol and troop. The camp's goal is to support and improve the advancement process of every troop desiring assistance and to help your troop reach its goal of helping each boy attain the rank of First Class. Star and Life service projects can also be done at Scout camp. However, Eagle Scout service projects must be done on non-Scout property.

A primary focus of your troop's advancement plan should be to help young Scouts complete requirements which help them to achieve the rank of Tenderfoot, Second Class, or First Class while at camp. When Scouts achieve these ranks, they stay in Scouting longer and camp holds new excitement in the following years. The Trail to Eagle program supports this progression. A second focus should be to help older Scouts work on merit badges and meet high adventure challenges. Providing older boys with challenging new programs and experiences keeps them interested in the program and builds a stronger troop.

Typically, Scouts have about thirty hours available during a week in camp for advancement and play. It is appropriate for them to spend ten to twenty hours working on advancement. New Scouts ('Scouts' and 'Tenderfoots') should expect to spend at least half of that time in the Trail to Eagle program. Every Scout should have his advancement goals approved in advance by his unit leader. The camp counselors will require that all Scouts present a blue card filled out by the Scoutmaster no later than their second meeting. Although it comes in a conveniently accessible package, the Camp Merit Badge program operates the same way that it does at home. A boy chooses a badge, gets his Scoutmaster's permission, contacts a counselor, makes appointments with the counselor to meet, and complete assignments. It is appropriate for Scoutmasters to monitor a Scout's success in his advancement activities. Feel free to discuss progress with the counselors at private opportunities.

Here are some suggestions for a successful advancement program:

- Guide first-year Scouts needing Tenderfoot, Second Class, or First Class skills towards the Trail to First Class program. Young Scouts "get their feet wet" by participating in programs designed to teach basic Scout skills and to 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 he can manage his time during the week.
- Unit leaders should counsel each Scout in advance and help him decide which merit badges to take at camp and issue him filled out blue cards. By providing a signed blue card, the unit leader is indicating that he has counseled the Scout and given his permission to take the badge. Camp Counselors do not regulate a Scout's advancement choices.
- Merit badge pamphlets are to be read and understood by the Scout before coming to camp.

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

## Trail to Eagle

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

The format of this program balances a Scout’s desire to learn the skills necessary for rank advancement with the curiosity and discovery of being at summer camp. As Scouts sign up, they will be placed in a patrol made up of other Scouts of the same rank. The patrols will meet throughout the week and attempt to cover as many camp-appropriate rank advancement requirements as possible for the next rank(s).

Patrols of Scouts, Tenderfoot Scouts and Second Class Scouts will meet for an hour session each day. Each patrol will have the same counselor for the entire week and will work through the requirements as a group, allowing boys who already have some of the skills an opportunity to help their peers learn them. The TtE staff will try to create patrols with Scouts of equal skill levels and will organize the week to cover requirements needed by the whole group earlier in the week. For example, if a Tenderfoot Scout strictly follows his TtE schedule then each day will consist of approximately one hour of class time in various areas of camp. By the end of the week, if all of the requirements for Tenderfoot have been met, the patrol will move onto Second Class requirements. He will spend the other hours of the day earning some of the more simple merit badges, reviewing requirements with his leaders, and discovering the other opportunities of camp with his friends.

Note: TtE provides instruction in the Scout skills necessary for rank advancement but cannot actually sign off the requirements. It is the responsibility of each Scout to return to his Troop leadership to review what he has 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. To aid in this process each participant receives a Trail to First Class booklet at the beginning of the week in which the instructors will initial the requirements that they have taught.

While working on their advancement, we expect TtE Scouts to experience the rest of camp. All areas have open program times and Scouts have ample time to participate in these areas. Scouts can learn Scout skills and knot tying in the Scoutcraft area, go swimming in the lake, or work in the Handicraft area to make a memento of their time in camp. The Nature department is available for Scouts to learn about their local surroundings including which plants and insects are good to munch. This week of camp is an introduction to the wonderful world of Scouting. They will be inspired to continue their advancement and to come back next year to try activities that are more challenging. Their advancement will help them to develop learning skills, leadership, and self-confidence.

This program is very hands-on oriented. The Trail to Eagle area in camp is equipped with the supplies necessary for learning first aid skills, knife & saw handling, orienteering, knot tying, and many of the other basic Scout skills. Usually there will be a Trail to Eagle Instructor present to help in the area. However, up to 80 boys may participate in this program each week. Therefore, it is highly encouraged and appreciated for adult leaders to offer their time to help teach the Scouts while they are in the TtE area. This may be by organizing games, teaching skills, or telling stories. Please talk with the Scoutcraft Director and the Trail to Eagle Instructor early in the week to discuss what you can do for the Scouts.

## Merit Badges

Scouts should know in advance, what merit badges they wish to pursue and what they must accomplish prior to camp. They should also have some idea of the time required to complete the work. It is important for Scouts to familiarize themselves with the requirements of the merit badges that they wish to earn by reading the

corresponding merit badge pamphlets prior to attending camp. Older Scouts should be encouraged to work on one to three merit badges. This number results in quality learning and future retention of the skills and knowledge. Attempting too many merit badges usually leads to unnecessary partial completions and a sense of accomplishment beneath the Scout's true ability. Aquatics merit badges require practice time. Nature merit badges require field study and project time.

An overloaded schedule will produce a lack of results as well as a frustrated Scout. A Scout's success at camp relies upon unit leaders to properly assess and advise each Scout's advancement plan. As part of this planning, each Scout should also consider which additional programs in camp which he wants to participate.

Scouts who complete only part of the merit badge requirements will receive partial credit. The partial credit is valid until the Scout turns 18-years-old. Scouts should be strongly encouraged to seek out a counselor soon after returning home to complete these requirements. Emphasize to your Scout that a partial completion is not failure. If the badge is scheduled, your Scout may complete the partial the following year by presenting the signed card. Only merit badges related to the *out-of-doors* or **camp oriented** are available in camp. Please encourage your Scouts to read the following brief descriptions of the merit badges offered so that they may choose those merit badges that they have the best chance of completing. The descriptions also contain information about requirements that the Scout must complete before coming to camp, and requirements that are not available at camp.

You Scoutmaster will have the ability to sign up your Scouts for merit badges and activity online for camp. This program will be placed online by June 1, but a schedule is available online to start planning. Each merit badge has a variety of meeting times, and it is the responsibility of the Scout to work out his schedule after working with his Scoutmaster. The Scoutmaster will then log onto the website and sign up the Scout for Merit Badges or activities. A parent or guardian should not sign up their sons for merit badges. Scouts should complete all merit badge work before the Friday Western BBQ Lunch. On Friday afternoon, camp-wide activities take place in each program area.

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

Unless otherwise noted, the only acceptable evidence of having previously completed a requirement is a properly filled out Merit Badge Application (a.k.a. Blue Card) identifying the assigned Merit Badge Counselor and showing initialed and dated entries for completed requirements. As always, partial blue cards are subject to acceptance by the new Merit Badge Counselor. In general, we accept partials only for "DO" requirements and not the "TELL", "DESCRIBE", "SHOW", etc. requirements of the merit badge.

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

## **CHS Adult Leader Programs**

The CHS Sage Program is a weeklong course designed to integrate Boy Scout leader training into the fun atmosphere of Camp Hi-Sierra. This course meets everyday at 10 am in the dining hall and is only open to Scoutmasters and adult leaders. The Director of Adult Education will host training sessions, Skills of the Day (SOD), and supervise the program, which will take place in many areas of camp. To complement the training sessions, leaders are also asked to participate in both Skills of the Day offered to all campers, as well as Adult Skills of the Week offered exclusively for leaders. To complete this program, we'd love for leaders to assist us

with support for the overnigher/expedition program.

Participants who complete Two Morning Trainings, Three "All Camp" SOD, and Two "Adult Leader" SOD will be rewarded with a unique CHS knot called the 'Sage Award'.

### Weekly Schedule **TENTATIVE**

*All Sessions Meet on Dining Hall Deck!*

**Sunday-** Check-In, Meet and Greet, Tours, Campfire  
**4pm: Leader's Meeting!**

#### **Monday-**

10-10:30 am: Scoutmaster Coffee with Ranger: Alan Buscaglia  
10:30-11:00 am Safe Swim Defense/Safety Afloat  
11:00-12:00 pm Firem'n Chit/Totin' Chit Roundtable

#### **Tuesday-**

10-10:30 am: Scoutmaster Coffee with Camp Director  
10:30-12:00 pm Leave No Trace

#### **Wednesday-**

10-10:30am: Scoutmaster Coffee with Program Director  
10:30-11:00 am Merit Badge Counselor Training  
11:00-11:30am Youth Protection Policies Roundtable Recert.

#### **Thursday-**

10-10:30 am: Scoutmaster Coffee with Director of Adult Education  
10:30-11:00 am Climb on Safely  
11-11:30 am Trek Safely

#### **Friday-**

9:00 am Make up Session Time w/ Scouts  
10:45 am Golf Putter Demonstration

**Saturday-**Check-out

*Available afternoon program !*

### **\*\*Skills of the Day**

Skills of the day are open program activities offered by nearly every area of camp! These activities are open to all and are a fantastic way to learn and practice valuable Scout skills.

### **\*\*Adult only Skills of the Week!**

We will also be offering a few special Skills of the day designed exclusively for adult leaders. The following challenging activities will hone the talents of unit leaders.

- Make your own Putter and Demonstration
- Scoutmaster Shoot (Rifle)
- Photograph of the Day (Daily Competition)
- Offer your own skill-of-the-day to the Scouts!

\*Several long standing Adult Leader Traditions also count as Adult Skills:

- Scoutmaster vs. Staff Softball (Monday Night)
- Scoutmaster Pizza (Thursday Dinner)
- Friday BBQ (Friday Lunch)

\*The times and place of these skills will be bulletinized at flags

We also need your help! Adult leaders who accompany us to or help run support for the following overnights/expeditions will also receive Adult Skill of the Week recognition:

## **Pinecrest Adventure**

This year we are returning to Pinecrest Lake which is a short drive from camp. This program will be offered to older scouts (14+). This program is still being designed, but our hopes are to offer Small Boat Sailing at the lake. We depend on leaders to help transport Scouts to the lake. As a thank you, we also offer a 'Scoutmaster only' sailing session on Fridays.

## **Overnight Opportunities**

- Clavey overnighiter
- Astronomy overnighiter
- Camping overnighiter
- Wilderness Survival overnighiter
- Trail to First Class Overnighiters
- Pinecrest Expeditions!

\*\* We'd also love suggestions to make our new program grow. If there is an activity you would like to do or a training you would like to attend that is not currently on our schedule, please ask us!\*\*

## **Other Programs for Scouts and Adults**

Camp is not just about advancement and sessions. The following list describes many of the activities available to Scouts and adults to fill their time at camp. Many activities are self-lead and make good patrol or troop activities with the adults providing leadership. Talk with the director of the program area.

## **Quidditch**

This familiar Harry Potter sport has been a popular part of the camp program for a several years now. It is an adaptation of the book & film version made to work at camp in the Program Meadow. Several matches are conduct between units or even the Camp Staff on Tuesday through Thursday evenings. Flying brooms are optional.

## **Bike Rides**

Use camp's supply of 25 mountain bikes and go on a troop ride, join the Sports team on one of their rides or just go for a short time to get some exercise and see the forest. There is plenty of space in the area around camp as old historical logging and fire roads intersect it. Campers may bring their own bikes as long as they follow all rules and regulations. All trips beyond camp property must have two-deep leadership.

## **Clavey Excursion**

The overnight to the Clavey River is 14 miles roundtrip with the first half each way being steeply uphill. Two groups make the pilgrimage, either by bike or by foot. For the bikers, we deliver camping equipment to the campsite. We deliver food for both parties. Participation in a free ride is required for anyone desiring to bike it.

This overnighter challenges older Scouts and leaders who are seeking a physical and mental challenge, as well as offering a unique pathway to fun and excitement. We recommend this trip for Scouts and Scouters at least 14 years old with First Class skills and good physical strength and endurance. Scouts and leaders planning to participate should bring backpacking supplies to camp including at least three liters of portable water.

## **Climbing Tower**

Our 35-foot climbing tower with three routes and two rappelling aspects will be open for free-climbs at various times of the week.

## **Campfires**

Campfires are an integral, entertaining, unavoidable, crazy, and dizzying part of the camp experience. Sunday's Opening Campfire is a show for you from the staff. The Scouts (and leaders) put on Friday's Closing Campfire with a little help from the staff thrown in to fill in the empty parts. The other four nights are open for your troop to have a campfire in the troop site, join another troop for a bigger campfire, or even invite a staff member to join you. Come to camp prepared with skits, songs, and silly stuff to share with everyone.

## **Day Hikes**

Campers may go on day hikes, as long as they follow all rules and regulations and there is two-deep leadership and the buddy system for all trips out of camp. There are many miles of trails in and around Camp Hi-Sierra.

## **Firem'n Chit**

Learn proper fire safety. This is great for a first-year camper.

## **Leave No Trace**

This is for adult leaders only. Learn about ecologically sound camping and hiking techniques. We help you to earn this award and train you so you can teach it to your Scouts.

## **Mile Swim, BSA**

This is for strong swimmers only. Daily swimming training over progressively longer distances is required prior to attempting the actual Mile Swim. This is also available to adult swimmers.

## **Nature**

Visit with the Nature (Ecology and Conservation) Director and ask about how individuals, patrols, and troops can understand more about the dynamic world of nature. Take the Nature Trail along the river and discover the nature around camp.

## **Order of the Arrow**

The Miwok Lodge offers its own programs each year. Examples include OA service days, Brotherhood Honor screenings & ceremony, and fellowship cracker-barrels. Arrowmen should bring their OA sash to camp for easy identification and participation in these programs. Visit <http://www.scccbsa.org/oa/> before camp for details. OA day is typically on Wednesdays.

## **Orienteering Course**

Any patrol can challenge their orienteering skills and explore the beauty and depth of the surrounding forest. Any interested individuals may prepare courses while some courses may already exist. This season, Scoutcraft is offering special night orienteering sessions. Ask them what nights this will be offered.

### **Frisbee Golf Course**

Any patrol can challenge their Frisbee skills and experience our very own nine-hole Frisbee Golf Course. Any interested individuals may participate.

### **Snorkeling, BSA**

This is for active swimmers who have passed the BSA Swimmer Test. Scouts will learn and demonstrate snorkeling and diving skills, and proper use and safety of equipment. Scouts will also learn about preparation, training, precautions, survival skills, pressure concepts, buoyancy, optics, acoustics, hyperventilation, hypothermia, and diving signals.

### **Sports**

There is always something going on in the Program Meadow or in Blackfoot Meadow. We have equipment for Frisbee, soccer, football, softball, horseshoes, and many other sports. Troops can challenge other troops to games in the evenings. The Assistant Program Director and the SPL Council must approve all team events.

### **Totin' Chip**

Demonstrate proper handling, care, and use of the Scout knife, axe, and saw. Earn the right to carry and use a pocketknife. This is a must for first-year campers. Leaders are encouraged to make this a patrol activity and to teach their own Scouts.

### **Tribe of Hi-Sierra**

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

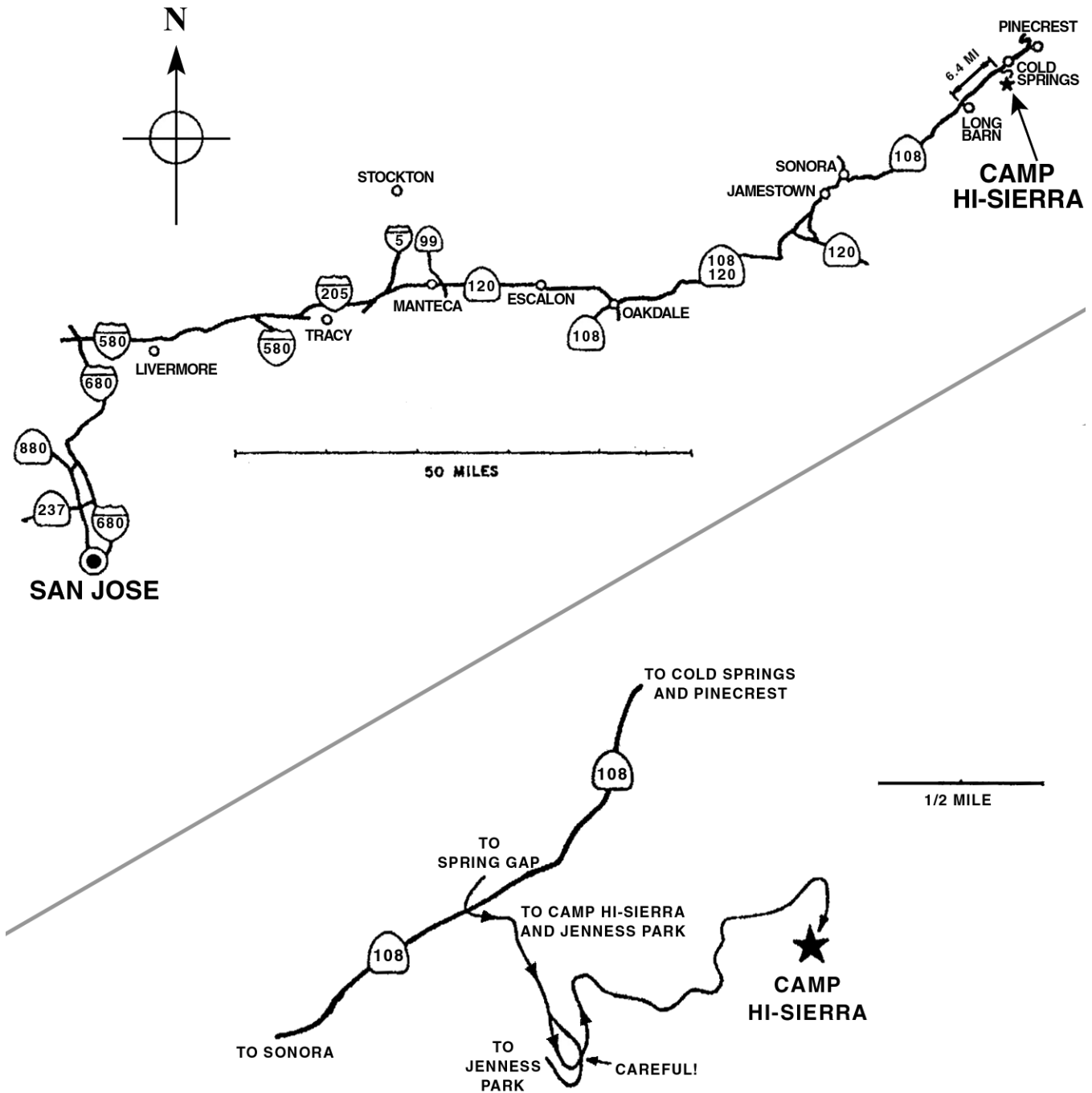
- Personal growth in Scouting's ideals
- Preservation of the outdoors
- A sampling of history and legends of the past
- Enhancement of the camp's programs

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

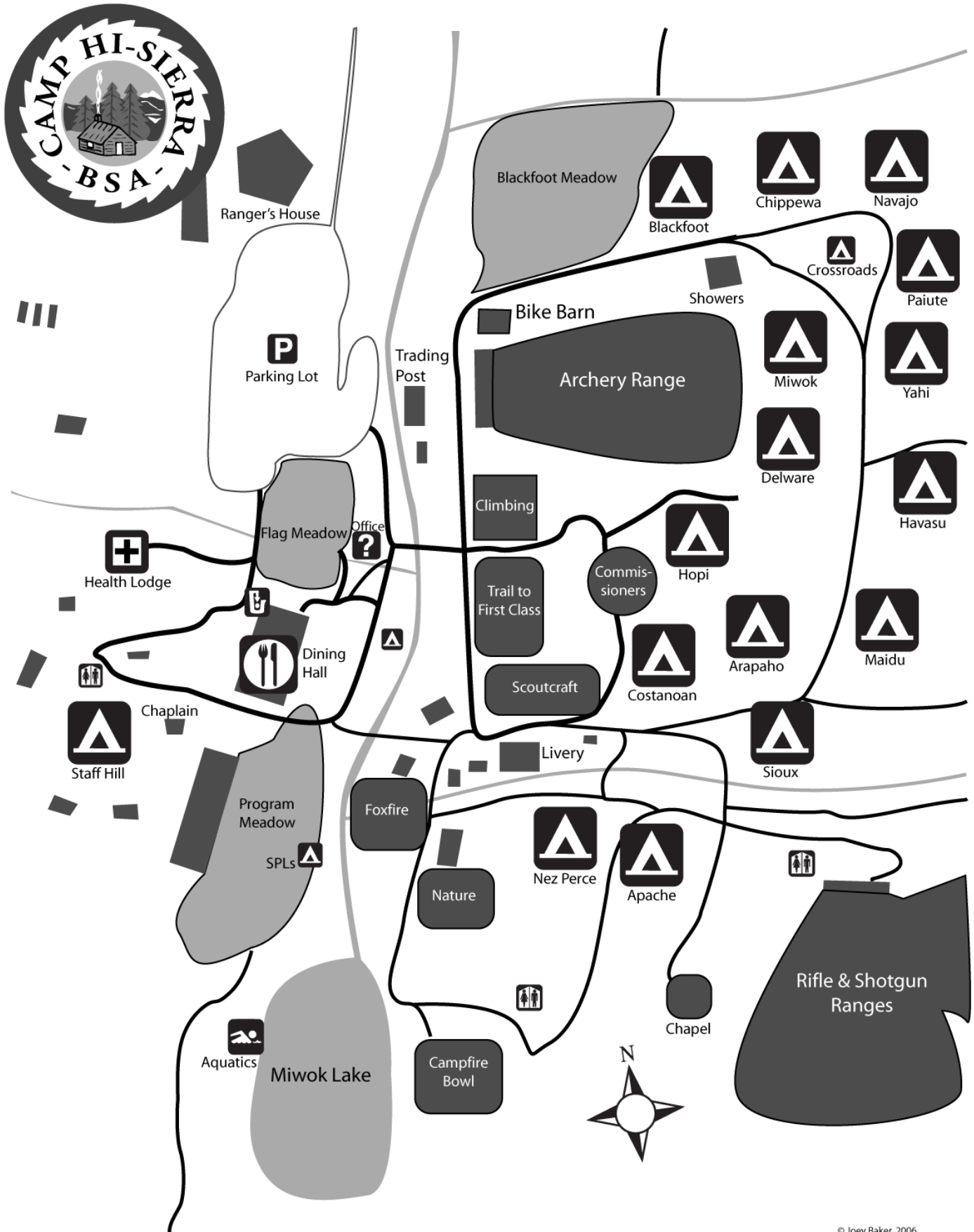


# CAMP HI-SIERRA

SANTA CLARA COUNTY COUNCIL  
BOY SCOUTS OF AMERICA



# Map of Camp Hi-Sierra



© Joey Baker, 2006  
Revision Date: 060622

# Unit Roster

Unit:	Campsite:	# Scouts:	# Leaders:
-------	-----------	-----------	------------

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						
17						
18						
19						
20						
21						
22						
23						
24						
25						
26						
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 (408-280-5088, business hours), Camp Hi-Sierra directly (209-965-3432, daylight hours), or to the Tuolumne County Sheriff (209-533-5815).

Call me, \_\_\_\_\_ at \_\_\_\_\_ if you have any unanswered questions.

# Parental Firearm Authorization Form

Scout's Name \_\_\_\_\_ Troop \_\_\_\_\_

Address \_\_\_\_\_

Parent/Guardian's Name \_\_\_\_\_

Phone Number (H) \_\_\_\_\_ (W) \_\_\_\_\_

While at Camp Hi-Sierra, my son, \_\_\_\_\_, has my permission to use the firearms provided by camp under the supervision of the camp Rifle Range Master (Shooting Sports Director).

\*California Penal Code Section 12522:

S12551. Furnishing Firearm To Minor Under 18 Without Permission Of Parent. -- Every person who furnishes any firearm, air gun, or gas operated gun, designed to fire a bullet, pellet, or metal projectile, to any minor under the age of 18 years, without the express or implied permission of the parent or legal guardian of the minor, is guilty of a misdemeanor.

\_\_\_\_\_  
Parent/Guardian Signature

\_\_\_\_\_  
Date

# Sample Campsite Duty Roster Form

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

## Sample Table Stewards Duty Roster Form

	Table ____	Table ____
Sun: Supper		
Mon: Breakfast		
Lunch		
Supper		
Tue: Breakfast		
Lunch		
Supper		
Wed: Breakfast		
Lunch		
Supper		
Thu: Breakfast		
Lunch		
Supper		
Fri: Breakfast		
Supper		
Sat: Breakfast		