

Camp Hi-Sierra – Guide to Programs

Silicon Valley Monterey Bay Area Council

Summer 2017



WELCOME

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

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

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

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

Definitions:

Difficulty

Level/Recommended Year

Description: This replaces the 1-10 difficulty rating system. If a badge is rated a 1, it is of low difficulty and advisable for scouts of any age. If it is rated a 2, it is more difficult, and advised for scouts in at least their second year at camp or in scouts. 3's are difficult badges and it is recommended that only older scouts undertake these badges. *Keep in mind!* There is much more at Camp Hi-Seirra than can be done in a single year, and the programs rated at level 1 are as much fun, and given the same level of attention by our staff, as the programs at level 3. They simply represent different levels of challenge.

Required Age

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

Partial/Prereq Badges

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

Combined Merit Badges

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

Special Programs/Activities:

Daily Hikes

Description: Explore the surrounding forest by trails and enjoy all the little things nature has to offer.

Details: Each hiking session takes 2 hours each. The difficulty of the hike changes daily. Recommended for returning or older scouts. Difficulty: 2, no age requirement

Day and Time: Monday through Thursday, Session 5 - 7

Location: High Adventure

Drop-In Sports

Description: Join our High Adventure staff and enjoy some pick-up games from the Sport of the Day! Difficulty: 1, no age restriction.

Day and Time: Monday through Thursday, Session 6 + 7

Location: High Adventure

Mountain Man Program

Description: Mountain Man is a two-hour afternoon program that teaches older scouts basic frontier skills and gives them the chance to practice them.

Details: What exactly they do varies depending on the interests of the group but expect them to have the options of – blacksmithing – bullet making – branding – flint-and-steel fire making – dutch oven recipes – tomahawk throwing – trapping – frontier games – feats of skill and strength – candle making - gold panning.

Difficulty: 3, Age: 12+

Day and Time: Monday through Thursday, Session 4 + 5

Location: Foxfire

Nature Walk

Description: Explore the nature around us in depth. Learn about the different trees, flowers or edible plants. Difficulty: 1, no age restriction

Day and Time: Coordinated upon request

Location: Nature

Trail to First Class

Description: Trail to First Class is the program for scouts working toward Tenderfoot, Second Class, and First Class.

Details: Scouts are split into patrols for the week, and work together to learn about and teach each other basic scouting skills. There are modules offered for each category of requirement, and the scouts rotate between teaching areas over the course of the week. If scouts want to complete more Trail to First Class requirements, it is advised that they sign up for both sessions of TTFC. Scouts will not be able to work with staff members on these requirements: Tenderfoot 8, 10a-b, Second Class 1b, 3a, 3g, 5, 7b, 9a, 10, or First Class 2, 3, 4a-e, 10. Difficulty: 1, no age restriction.

Day and Time: Monday through Thursday, Tenderfoot are sessions 1, 3 or 5. Second Class are sessions 1, 2 or 6 and First Class sessions are 2 or 3.

Location: Trail to Eagle

Adult Leader Programs:

Adult Leader Daily Trainings

Description: Each day we offer a different set of training options to our adult leaders, based on the interests of the adults and availabilities of trainers in camp that week.

Details: These may include formal trainings such as Climb on Safely, Trek on Safely, Safe Swim Defense, Safety Afloat, Leave No Trace, Youth Protection, Hazardous Weather, and Merit Badge Counselor. Other trainings may focus on learning about Venturing, the National Outdoor Awards program, the Religious Emblems program, the STEM Nova program, and other opportunities. Finally, trainings may consist of discussion between participants on topics such as recruitment, youth leadership, parent outreach, use of technology, etc.

Day and Time: Monday through Thursday, Sessions 6+7

Location: Location will vary

Climb On Safely

Description: Safely plan and execute a unit climbing or rappelling activity.

Details: This certification is optional, but is required for unit leaders who will lead a climbing or rappelling unit activity.

Day and Time: Approximately one hour as an adult leader daily training

Location: Meet at Trail to Eagle

Firem'n Chit + Totin' Chit

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

Details: This certification is optional.

Day and Time: Approximately one hour as an adult leader daily training

Location: Trail to Eagle

Foundations in Outdoor Adventure (NEW)

Description: Foundations in Outdoor Adventure is a course that explores the fundamentals of outdoor leadership. Scouts, adults and staff are welcome to learn about teamwork, risk, fundamental philosophies and planning for outdoor trips through experience.

Details: A great course for Scoutmasters and older Scouts/SPLs to take together. Led by Excursions Area Director

Day and Time: Monday-Thursday, Session 4

Location: TBD

Hazardous Weather

Description: Learn how to plan and be prepared for anything mother nature throws at you.

Details: This certification is optional, but is required at least one unit leader on all unit outings.

Day and Time: Approximately one hour as an adult leader daily training

Location: Meet at Trail to Eagle

Leave No Trace

Description: Join us to learn the seven principles of this national outdoor ethics program. You'll become better equipped to reduce your unit's impact on the environment and other people.

Details: This certification is optional.

Day and Time: Approximately one hour as an adult leader daily training

Location: Meet at Trail to Eagle

Lifeguard Training

Description: Start and complete the BSA lifeguard certification.

Details: This certification is optional.

Day and Time: Waterfront, Sessions 1-5, Monday-Thursday

Location: Meet at Waterfront

MB Counselor Training

Description: Learn how to effectively counsel scouts in any of the more than 100 merit badges the BSA offers.

Details: This certification is required for any registered adult leader that will be teaching any merit badge and does not require renewal once earned.

Day and Time: Approximately one hour as an adult leader daily training

Location: Meet at Trail to Eagle

Outdoor Leader Skills

Description: Learn the basic outdoor skills of the Boy Scout program.

Details: This certification is required to be considered a trained scoutmaster or assistant scoutmaster and does not require renewal once earned, until a course revision by National.

Day and Time: Monday through Thursday, Sessions 1-3

Location: Meet at Trail to Eagle

Scoutmaster Specific

Description: Learn the skills that it takes to keep a Boy Scout troop functional and well organized.

Details: This certification is required to be considered a trained scoutmaster or assistant scoutmaster and does not require renewal once earned, until a course revision by National.

Day and Time: Monday through Thursday, Sessions 4+5

Location: Meet at Trail to Eagle

Trek Safely

Description: Safely plan and execute a backcountry trek with your unit.

Details: This certification is optional, but is required for unit leaders who will lead a unit trek.

Day and Time: Approximately one hour as an adult leader daily training

Location: Meet at Trail to Eagle

Youth Protection

Description: Become familiar with the BSA's policies for working with youth.

Details: This certification is required for all registered adult leaders and committee members and must be renewed on a biennial basis.

Day and Time: Approximately one hour as an adult leader daily training

Location: Meet at Trail to Eagle

Merit Badges:



Advanced Metalworking (no badge)

Description: Upgrade your metalworking skills and tackle advanced projects.

Details: Good for returning/older scouts able to lift 20 lbs with one hand (Heavy Metal). Scouts will need to purchase supplies from the Trading Post, and wear long-sleeves and long pants while working at the forge. Difficulty: 3, no age restriction

Prerequisite: Must have completed the Metalworking MB

Day and Time: Monday through Thursday, Session 6

Location: Foxfire



Archaeology MB (Partial)

Description: Learn about the physical evidence of the past: how we know what we know from archaeological sites. Explore interesting sites within camp and help understand what they tell us about the people who lived back then.

Details: This badge may not be possible to complete in camp (req. 8). Difficulty: 2, no age restriction.

Day and Time: Monday through Thursday, Sessions 1 or 3

Location: Fox Fire



Archery MB

Description: Learn to let those arrows fly in this great merit badge.

Details: Good for returning scouts physically able to pull back a bow (lift 35 lbs with one hand), and not taking any other time-intensive merit badges. Scouts will need to purchase supplies from the Trading Post, and qualify during a scheduled qualify range time while at camp to complete this time-intensive merit badge. Difficulty: 2, Age: 12 and up.

Day and Time: Monday through Thursday, Session 1, 2 or 3, and qualify time sessions 4, 5, or 6.

Location: Archery Range



Art MB

Description: Show off your creativity and make some art.

Details: Good for scouts of all ages! Scouts can arrive at any time during program to work on this drop-in merit badge. Difficulty: 1, no age restriction.

Day and Time: Drop-in sessions 1-7 **Location:** Handicraft



Astronomy MB

Description: With clear night skies, learn more about the celestial world above.

Details: Good for scouts of all ages! Scouts will need to attend the Astronomy Overnighter in order to complete this merit badge. Difficulty: 1, no age restriction.

Day and Time: Monday through Thursday, Session 1, 2, 3, or 4. Overnighter Tuesday Night, departing after dinner.

Location: Nature



Basketry MB

Description: Weave a useful gadget for yourself using the skills in basketry.

Details: Good for scouts of all ages! Scouts will need to purchase 3 basketry kits from the Trading Post in order to complete this merit badge. Scouts can arrive at any time during program to work on this drop-in merit badge. Difficulty: 1, no age restriction.

Day and Time: Drop-in sessions 1-7

Location: Handicraft



Camping MB (Partial)

Description: Learn all about the fundamental activity of the Boy Scouts.

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

Prerequisites: 4b, 5e, 7b, 8c, 8d, 9a, 9b, 9c. Use attached form.

Day and Time: Monday through Thursday, Sessions 1, 3, or 4

Location: Scoutcraft



Canoeing MB and Kayaking MB

Description: Travel down the river the same way Lewis and Clark did all those years ago. Be agile on the water by learning how to travel by kayak.

Details: Good for scouts physically able to lift a canoe (lift 40 lbs with one hand) and who have completed their BSA Swimmer Test at camp during Sunday Check-In or by appointment. A Camp Van shuttle will be available for scouts registered in these merit badges for a small fee. Scouts should not be signed up for steward duty for the meal closest to their session. Difficulty: 2,

Day and Time: Monday through Thursday, Sessions 1+2, depart from camp at 8:30 (Group 1) or 10:00 (Group 2). Return 11:00 (Group 1) or 12:30 (Group 2).

Location: Pinecrest



Citizenship in the World MB

Description: It's a big world out there. Learn about the community of nations and chill with our international staffer.

Details: Good for returning scouts. Difficulty: 2, Age Restriction: 12

Day and Time: Monday through Thursday, Sessions 4, 5, or 6.

Location: Trail to Eagle



Citizenship in the Nation MB (Partial)

Description: Learn about the principles of our great nation and how you can be a responsible citizen.

Details: Good for returning scouts. Scouts will need to visit various national places of interest before arriving in camp in order to complete this merit badge during camp. (Req.: 2a or 2b or 2c). Difficulty: 2, Age Restriction: 12

Day and Time: Monday through Thursday, Session 4, 5, or 6.

Location: Trail to Eagle



Climbing MB

Description: Learn and practice the rules of the rock to safely climb to new heights.

Details: Good for returning scouts not taking any other time-intensive merit badges. Scouts will need to qualify during a scheduled qualify climb times while at camp to complete this time-intensive merit badge. Difficulty: 3,

Day and Time: Monday through Thursday, Session 1, 2 or 3, and qualify time sessions 4, 5, or 6.

Location: Climbing Tower



Communications MB

Description: We're living in a world full of communication. Learn how to succeed in it and avoid awkward moments.

Details: Good for older scouts. Scouts will need to complete a significant amount of tent work and presentations while at camp in order to complete this merit badge. Difficulty: 3, Age Restriction: 12

Day and Time: Monday through Thursday, Session 1, 4, or 6.

Location: Trail to Eagle



Cooking MB

Description: Want to learn how to cook in the outdoors on a backpacking trip or with a big camping stove? This is the right place to learn some fundamentals of food safety and skills. Scouts are away from the dining hall for most meals.

Details: Most meals will be eaten with MB patrols in the cooking area. Difficulty: 2, Ages 13+

Day and Time: Monday through Thursday Session 1, 2, 4 or 5

Location: Scoutcraft cooking area for sessions and in-camp meals.



Cycling MB (Partial)

Description: Scouts explore the Stanislaus National Forest by bike, and learn what it takes to maintain their machine.

Details: The merit badge session is only one-hour long, but each scout in the badge is highly recommended to participate in the 3 hour bike ride that is scheduled after the session. There is too much trail mileage required for scouts to be guaranteed to complete this badge in camp, so they will likely need to work with a counselor at home or ride at camp again in the future. Difficulty: 3, Ages 13+

Day and Time: Monday through Thursday, Session 2 or 3.

Location: Excursions

**Energy MB**

Description: Cooking food, hiking trails, revving a motorcycle, and hitting a homerun. All of these things involve the use and transformation of energy! Learn about the myriad forms energy takes: how we use it and preserve it.

Prerequisite: Fill out two-week energy log of your family home. **Use attached form.**

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

Day and Time: Monday through Thursday, Session 3 or 4.

Location: Nature

**Environmental Science MB**

Description: Learn the science behind how we can properly conserve Mother nature.

Details: Good for returning scouts not taking any other time-intensive merit badges. Scouts will need to complete a significant amount of written tent work while at camp in order to complete this time-intensive merit badge. Difficulty: 3, Age Restriction: 13

Day and Time: Monday through Thursday, Session 1, 2, 3 or 5.

Location: Nature

**Exploration Merit Badge**

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

Details: Requires tent to complete. Good for scouts of all ages. Difficulty : 1

Day and Time: Monday- Thursday sessions 2 or 5

Location: Scoutcraft

**Fingerprinting MB**

Description: Start your own fingerprint database with this merit badge!

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

Day and Time: Monday through Thursday, Drop-in 1-7.

Location: Handicraft

**First Aid MB**

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

Details: Good for returning scouts who have completed their Tenderfoot, 1st and 2nd Class First Aid requirements. Scouts must complete the 1st and 2nd Class and Tenderfoot First Aid requirements and demonstrate proficiency before starting this merit badge, and bring a first aid kit they've assembled. (Req.: 1, 2d) Difficulty: 2, Age Restriction: 13

Day and Time: Monday through Thursday, Session 1, 2 or 4.

Location: Aquatics



Fish and Wildlife Management MB

Description: Discover the methods used to preserve the wildlife in our wilderness.

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

Day and Time: Monday through Thursday, Session 2, 4, 6.

Location: Nature



Forestry MB

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

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

Day and Time: Monday through Thursday, Session 1, 3 or 6.

Location: Nature



Game Design MB

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

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

Day and Time: Monday through Thursday, Sessions 2+3 or 4+5.

Location: Trail to Eagle



Geocaching MB

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

Details: Good for returning scouts. Scouts should have some experience with GPS technology. Requires time outside sessions to complete a course. Can lead to a partial if weather doesn't permit and scouts don't finish the course.

Difficulty: 2, no age restriction.

Day and Time: Monday through Thursday, Session 1 or 4.

Location: Scoutcraft



Geology MB

Description: Some are shiny, some are not. But all of them tell the story of the Earth. Who doesn't like rocks?

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

Day and Time: Monday through Thursday, Session 2 or 6.

Location: Nature



Hiking MB (Partial) and Backpacking MB (Partial)

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



Details: Good for older scouts physically able to go on multiple hikes throughout the week. Scouts will need to complete their required treks before arriving in camp in order to complete this merit badge during camp (Backpacking Req.: 9c, 8d, 9bcde, 10, 11), (Hiking Req.: 4, 5, 6, 7). Difficulty: 2,

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

Location: Excursions



Indian Lore MB

Description: Learn about the culture and the history of the Native Americans that once inhabited our valley before us.

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

Day and Time: Monday through Thursday, Session 1 or 2

Location: Foxfire



Leatherwork MB

Description: Create intricate designs with this all-natural material.

Details: Good for scouts of all ages! Scouts can arrive at any time during program to work on this drop-in merit badge. Difficulty: 1, no age restriction.

Day and Time: Drop-in sessions 1-7

Location: Handicraft



Lifesaving MB

Description: Learn the principles of rescuing other swimmers from the water.

Details: Good for older scouts able to handle physically demanding swimming and who have completed their BSA Swimmer Test at camp during Sunday Check-In or by appointment. Scouts must complete the 1st and 2nd Class swimming requirements before starting this merit badge and have previously earned the Swimming MB. (Req.: 1) Difficulty: 3, Age: 14+.

Day and Time: Monday through Thursday, Sessions 2+3 or 4+5

Location: Waterfront



Mammal Study MB

Description: Squirrel! Learn about the mammals that make life and Pixar cartoons amazing.

Details: Good for scouts of all ages! Scouts will need to complete a conservation project while at camp in order to complete this merit badge. Difficulty: 1, no age restriction.

Day and Time: Monday through Thursday, Session 2 or 6.

Location: Nature

**Metalwork MB**

Description: Spend time around the forge and see what you can make out of metal. HOT METAL!

Details: Good for returning scouts able to lift 20 lbs with one hand (Heavy Metal). Scouts will need to purchase supplies from the Trading Post, and wear long-sleeves and long pants while working at the forge in order to complete this merit badge. Difficulty: 2, no age restriction.

Day and Time: Monday through Thursday, Session 1, 2, 3, 4, or 5.

Location: Foxfire

**Music MB**

Description: Do you have the music in you? Learn to express yourself through song.

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

Day and Time: Drop-in sessions 1-7.

Location: Handicraft

**Nature MB**

Description: Walk with us into Nature to find and identify all aspects of the wilderness around us.

Details: Good for scouts of all ages! While it is possible to complete the merit badge entirely at camp, it is advised that scouts complete their field identifications before they arrive at camp in order to complete the merit badge in camp. (Req: 4) Difficulty: 1, no age restriction.

Day and Time: Monday through Thursday, Session 1 or 4.

Location: Nature

**Oceanography MB**

Description: Find out about the mysteries of the ocean, or at least how the ocean supports life.

Details: Difficulty: 1, no age restriction.

Day and Time: Monday through Thursday, Session 1.

Location: Aquatics

**Orienteering MB**

Description: After this badge, getting lost will be a distant memory.

Details: Good for returning scouts. Scouts should have some experience with maps and compasses in order to succeed in this merit badge. Requires time out of session to complete a course. Warning: can lead to a partial if weather doesn't permit and if scouts don't finish the course.

Difficulty: 2, no age restriction.

Day and Time: Monday through Thursday, Session 2, 3, or 6.

Location: Scoutcraft

**Pioneering MB**

Description: With just ropes and poles, craft your own super-form of scouting awesomeness.

Details: Good for returning scouts. Scouts will need to spend time outside of merit badge session in order to build their pioneering projects in order to complete this merit badge. Difficulty: 2, Ages 12+

Day and Time: Monday through Thursday, Session 1+2 or 5+6.

Location: Scoutcraft

**Plant Science MB**

Description: Scouts learn about the science and business of growing plants.

Details: Difficulty: 2, no age restriction.

Day and Time: Monday through Thursday, Sessions 1 or 5

Location: Nature

**Pottery MB**

Description: Spend time at the pottery wheel and fashion something amazing out of clay.

Details: Good for scouts of all ages! Scouts will need to purchase a pottery pass from the Trading Post in order to complete this merit badge. Difficulty: 2, no age restriction.

Day and Time: Monday through Thursday, Session 1, 3, 4 or 5.

Location: Handicraft

**Railroading MB**

Description: Go back to a time when the railroads were king, and Camp Hi-Sierra was a lumber mill connected to the rest of the world by rail. Build a model train and learn about how railroads and trains work.

Details: Difficulty: 2, no age restriction.

Day and Time: Monday through Thursday, Sessions 2 or 3

Location: Foxfire

**Rifle Shooting MB**

Description: Accuracy is key when you learn how to fire the smaller boom sticks: the rifle.

Details: Good for returning scouts not taking any other time-intensive merit badges. Scouts will need to bring a signed Parental Firearm Authorization Form to camp, purchase an ammunition pass from the Trading Post, and qualify during a scheduled qualify range time while at camp to complete this time-intensive merit badge. Difficulty 2, Age: 12 and up.

Day and Time: Monday through Thursday, Session 1 or 4 and qualify time sessions 5, 6 or 7.

Location: Rifle Range



Salesmanship MB and Entrepreneurship MB

Description: Sell it! Scouts in this session learn about what it takes to create and sell a product: starting out, management, marketing, record keeping, and more. Come up with a plan to build your own company from the ground up.



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

Day and Time: Monday through Thursday, Sessions 4

Location: Trail to Eagle

Search and Rescue MB

Description: Learn how the pros save lives and rescue stranded hikers in the wilderness. Marco? Marco!



Details: Good for returning scouts. Scouts will need to attend the Wilderness Survival Overnighter in order to complete this merit badge. Difficulty: 3, Age 12+

Day and Time: Monday through Thursday, Session 2+3 or 4+5.

Location: Excursions

Shotgun Shooting MB



Description: Upgrade to the bigger boom sticks in camp and fire a shotgun.

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

Day and Time: Monday through Thursday, Session 2+3

Location: Rifle Range

Signs, Signals and Codes MB



Description: Learn to communicate with others without the use of your voice!

Details: Requires ample code-work outside of session. Requirement 7 cannot be guaranteed to be completed when weather is hazardous as scouts need to create trail markers for a one mile hike, have a group hike it, and take down their markers. Difficulty: 2,

Day and Time: Monday through Thursday, Sessions 1 or 6

Location: Scoutcraft

Small Boat Sailing MB



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

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

Day and Time: Monday through Thursday, Sessions 3+4+5 or 5+6+7

Location: Pinecrest

**Soil & Water Conservation MB**

Description: Soil, water, energy, food and other things are all resources that are important to conserve. Learn about how to do so, and why it matters to society.

Details: Difficulty: 2, no age restriction.

Day and Time: Monday through Thursday, Sessions 3 or 5

Location: Nature

**Space Exploration MB**

Description: Space: the final frontier! Learn about missions to space, and some of the exciting developments in the exploration of the cosmos.

Details: Difficulty: 2, no age restriction.

Day and Time: Monday through Thursday, Sessions 1 or 5

Location: Nature

**Swimming MB**

Description: Become a better swimmer and improve your swimming techniques.

Details: Good for scouts experienced in swimming in lake water and who have completed their BSA Swimmer Test at camp during Sunday Check-In or by appointment. Scouts must complete the 1st and 2nd Class swimming requirements before starting this merit badge. (Req.: 3) Difficulty: 2, Ages 12+

Day and Time: Monday through Thursday, Sessions 3 or 4

Location: Waterfront

**Weather MB**

Description: Lightning! Clouds! Hail! Learn the inner workings of our atmosphere.

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

Day and Time: Monday through Thursday, Session 2 or 3.

Location: Nature

**Wilderness Survival MB**

Description: Could you survive being left out in the middle of nowhere?

Details: Good for returning scouts. Scouts will need to attend the Wilderness Survival Overnighter without the benefit of sleeping bags in order to complete this merit badge. Difficulty: 2, no age restriction.

Day and Time: Monday through Thursday, Session 1, 2 or 3. Overnighter departing Wednesday after dinner.

Location: Scoutcraft

**Wood Carving MB**

Description: Put that pocket knife to use and carve your idea into wood.

Details: Good for scouts of all ages! Scouts will need to purchase carving wood from the Trading Post. Difficulty: 2, no age restriction.

Prerequisite: Must have Totin' Chip

Day and Time: Monday through Thursday, Session 2 or 6.

Location: Handicraft

Evening and Overnight Programs

Astronomy Overnighter

Description: The dark, clear skies of the Sierras are our planetarium as you we explore the cosmos. Scouts in the Astronomy Merit badge, as well as other interested scouts, camp out on the ridge and spend the night watching the stars. Wilderness Survival and the SAR Overnighter happens concurrently a short distance away..

Details: The hike to the campsite is short, though relatively steep. Scouts should bring a backpack to carry their sleeping pad and sleeping bag.

Day and Time: Tuesday evening (right after dinner) until Wednesday Morning

Location: Meet at Nature

Black Powder Rifles

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

Day and Time: Monday, 7pm, Friday, 9 AM.

Location: Rifle Range

Clavey Overnighter

Description: A long-standing tradition at Camp Hi-Sierra is our weekly trip to the Clavey River. The Clavey is one of the few undammed rivers in California, and the granite pools are a source of wonder and fun.

Details: It is a strenuous hike or bike ride over, and scouts who participate miss their Thursday afternoon sessions (it is advised they warn their counselors on Monday). The Clavey Overnighter is the cornerstone of our high adventure program, and not to be missed.

Day and Time: Thursday after lunch to Friday Morning

Location: Meet at Excursions

Closing Campfire

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

Day and Time: Friday, 8:30pm

Location: Campfire Bowl

Interfaith Service

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

Day and Time: Tuesday and Thursday, 8pm

Location: Chapel

Opening Campfire

Description: Come down to the campfire bowl for our spectacular opening campfire. Meet the staff, enjoy some great skits, and sing along to some of our favorite camp songs.

Day and Time: Sunday, 8:30pm

Location: Campfire Bowl

Polar Bear Swim

Description: Take a refreshing, challenging dip in our lake, when it is extra chilly early in the morning!

Day and Time: Wednesday, 6:30 AM

Location: Waterfront

Scoutmaster vs. Staff Softball Game

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

Day and Time: Monday, 7pm

Location: Softball Diamond

Sports Games

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

Day and Time: Tuesday-Thursday, 7 PM. Depends if there is a challenge or want from scouts.

Location: Program Meadow or Blackfoot Meadow

Tribal Reviews

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

Day and Time: Friday, 7pm

Location: Trail to Eagle

Troop Campfires

Description: A great opportunity for scouts to get closer with their troop, practice skits and songs for the Friday fire, and reflect on all the fun they've had.

Day and Time: Monday and Wednesday, 8:30pm

Location: Troop Campsites

Troop Meetings

Description: Senior Patrol Leaders from each troop conduct a meeting in their campsite to schedule duties for the week.

Details: Staff Troop Guides are at the site to answer questions about the week, especially regarding evening/overnight events, troop events, the Tribe of Hi-Sierra, and camp-wide games. If the troop has not already done so, they should at this time appoint an in-camp historian and an in-camp chaplain's aide, who work over the course of the week with the Camp Historian and Camp Chaplain, respectively.

Day and Time: Sunday, 7:00-7:30pm

Location: Campsites

Wilderness Survival/SAR Overnighter

Description: Spend a night in the wild, and experience being both lost and found!

Details: Scouts in Wilderness Survival leave after dinner Tuesday night, and go out to build a shelter in which they then spend the night. At the same time, scouts from the Search & Rescue Merit Badge conduct a hasty search in the vicinity of the Wilderness Survival encampment. The Astronomy Overnighter happens concurrently a short distance away

Day and Time: Tuesday Night, depart immediately after dinner.

All groups return to camp early Thursday morning.

Location: Out of Camp

Camping Merit Badge Prerequisite Verification

Name: _____ Troop: _____

I certify that the scout listed above has completed the following requirements* for the Camping Merit Badge (please initial):

- _____ **4b** Help a patrol prepare for a campout
- _____ **5e** Pack Inspection
- _____ **7b** Pack personal & patrol gear on campout
- _____ **8c** Plan a camping trip menu
- _____ **8d** Cook meals on a camping trip
- _____ **9a** Camp 20 nights with scouts
- _____ **9b** Complete certain activities on trips
- _____ **9c** Perform a conservation project

Signed,

UNIT LEADER SIGNATURE

UNIT LEADER NAME AND POSITION

Clarification on Requirement 9a (Camping Nights)

- The requirement begins with “Camp a total of 20 nights.” That means **20 overnights**, so a weekend trip from Friday through Sunday is two nights.
- Next it says, “at designated Scouting activities or events.” This means the experiences are **held under the auspices of some level of the BSA**, and that “Scouting” happens on them. For example, an individual family or a couple of Scouts and their parents heading off into the woods doesn’t count.
- A long-term camping experience is defined as **at least five consecutive nights**. One of these experiences is allowed, and **up to six nights may count** toward the requirement. For example, Sunday through Saturday. If a Scout goes on a 10-night trek, only six of those nights count.
- If a Scout goes to summer camp twice for a total of 12 nights, only one of the summer camps will count — for up to six nights.
- The remainder of the camping nights **must be accumulated through short-term camping** — normally weekend troop campouts. The long-term camping experience must also be a “**designated Scouting activity or event**.” This could be at a council summer camp or on a troop’s own 50 miler, a Jamboree, high-adventure base, etc.
- All 20 nights **must be spent under the sky or in a tent**, so **nights in cabins don’t count**.
- If camping is done at a camp that **provides tents that are already set up, then all is good**. If tents are not already pitched, the Scout must pitch his tent. If he is sleeping in a two-man tent, then it would be reasonable the he and his buddy set the tent up together. Sleeping in a tent that Dad or the Scoutmaster, etc., pitched doesn’t count.
- I’ve heard feedback from parents with Scout in troops that don’t do very much camping. They can get in the long-term outing, but it takes a long time for their troop to get out on enough campouts to make up the other 14 nights. As a workaround they suggest they will send their son to summer camp, but then **take him home after four nights** so the experience will not count as a long-term camp. **This doesn’t fulfill the requirement**. The short-term campouts provide variety in both preparation and experience, and the Scouts are more likely to have to set up their own tent and take more responsibility for outdoor living skills. A long-term summer camp is still a long-term camp even if the Scout is there for only a portion of the time. It’s an entirely different adventure and usually doesn’t call for the same level of self-reliance required for a short term camp.

Two Week Energy Log

If any of these appliance use natural gas, put a star next to them, but still calculate hours used.

Day 1:

Appliance/Use	Hours on Today
Refrigerator	24
Oven	
Heat/AC	
Lights # ____ Bulbs on Average	____ (x bulbs) Total: _____
Shower (Water Heater)	
Stovetop	
Microwave	
Computers / TV Monitors (Add all together)	
Other:	

Day 2:

Appliance/Use	Hours on Today
Refrigerator	24
Oven	
Heat/AC	
Lights # ____ Bulbs on Average	____ (x bulbs) Total: _____
Shower (Water Heater)	
Stovetop	
Microwave	
Computers / TV Monitors (Add all together)	
Other:	

Day 3:

Appliance/Use	Hours on Today
Refrigerator	24
Oven	
Heat/AC	
Lights # ____ Bulbs on Average	____ (x bulbs) Total: _____
Shower (Water Heater)	
Stovetop	
Microwave	
Computers / TV Monitors (Add all together)	
Other:	

Day 4:

Appliance/Use	Hours on Today
Refrigerator	24
Oven	
Heat/AC	
Lights # ____ Bulbs on Average	____ (x bulbs) Total: _____
Shower (Water Heater)	
Stovetop	
Microwave	
Computers / TV Monitors (Add all together)	
Other:	

Day 5:

Appliance/Use	Hours on Today
Refrigerator	24
Oven	
Heat/AC	
Lights # ____ Bulbs on Average	____ (x bulbs) Total: _____
Shower (Water Heater)	
Stovetop	
Microwave	
Computers / TV Monitors (Add all together)	
Other:	

Day 6:

Appliance/Use	Hours on Today
Refrigerator	24
Oven	
Heat/AC	
Lights # ____ Bulbs on Average	____ (x bulbs) Total: _____
Shower (Water Heater)	
Stovetop	
Microwave	
Computers / TV Monitors (Add all together)	
Other:	

Day 7:

Appliance/Use	Hours on Today
Refrigerator	24
Oven	
Heat/AC	
Lights # ____ Bulbs on Average	____ (x bulbs) Total: _____
Shower (Water Heater)	
Stovetop	
Microwave	
Computers / TV Monitors (Add all together)	
Other:	

Day 8:

Appliance/Use	Hours on Today
Refrigerator	24
Oven	
Heat/AC	
Lights # ____ Bulbs on Average	____ (x bulbs) Total: _____
Shower (Water Heater)	
Stovetop	
Microwave	
Computers / TV Monitors (Add all together)	
Other:	

Day 9:

Appliance/Use	Hours on Today
Refrigerator	24
Oven	
Heat/AC	
Lights # ____ Bulbs on Average	____ (x bulbs) Total: _____
Shower (Water Heater)	
Stovetop	
Microwave	
Computers / TV Monitors (Add all together)	
Other:	

Day 10:

Appliance/Use	Hours on Today
Refrigerator	24
Oven	
Heat/AC	
Lights # ____ Bulbs on Average	____ (x bulbs) Total: _____
Shower (Water Heater)	
Stovetop	
Microwave	
Computers / TV Monitors (Add all together)	
Other:	

Day 11:

Appliance/Use	Hours on Today
Refrigerator	24
Oven	
Heat/AC	
Lights # ____ Bulbs on Average	____ (x bulbs) Total: _____
Shower (Water Heater)	
Stovetop	
Microwave	
Computers / TV Monitors (Add all together)	
Other:	

Day 12:

Appliance/Use	Hours on Today
Refrigerator	24
Oven	
Heat/AC	
Lights # ____ Bulbs on Average	____ (x bulbs) Total: _____
Shower (Water Heater)	
Stovetop	
Microwave	
Computers / TV Monitors (Add all together)	
Other:	

Day 13:

Appliance/Use	Hours on Today
Refrigerator	24
Oven	
Heat/AC	
Lights #____ Bulbs on Average	____ (x bulbs) Total: _____
Shower (Water Heater)	
Stovetop	
Microwave	
Computers / TV Monitors (Add all together)	
Other:	

Day 14:

Appliance/Use	Hours on Today
Refrigerator	24
Oven	
Heat/AC	
Lights #____ Bulbs on Average	____ (x bulbs) Total: _____
Shower (Water Heater)	
Stovetop	
Microwave	
Computers / TV Monitors (Add all together)	
Other:	

TOTALS:

Appliance/Use	Total Hours (for 2 weeks)	Multiply by: (average kilowatts)	Multiply by:	Result: (kWh per month)
Refrigerator		0.5	2	
Oven		2	2	
Heat/AC		4	2	
Lights #____ Bulbs on Average		0.1	2	
Shower (Water Heater)		4	2	
Stovetop		1.5	2	
Microwave		1	2	
Computers / TV Monitors (Add all together)		0.2	2	
Other:				

Add Result Column Together: _____ kWh per month

Average cost of electricity in California is 12 cents per kWh.

_____ kWh per month x .12 = _____ dollars spent on electricity on average

What do you think of this result? See if you can get your parents help comparing this number to the actual energy use from your electric meter, or the actual cost your family usually pays per month for the electric bill. Think about how you could have better conserved energy as a household these two weeks, or in the future. We will be discussing these conservation possibilities in the merit badge sessions.