

Camp Hi-Sierra Leader's Portal

Every page of the online portal, printed together

Printed copy as of **November 22, 2026 at 8:58 PM Pacific**

The online portal is always current: **camphi-sierra.notion.site**

Camp Hi-Sierra · Silicon Valley Monterey Bay Council, Scouting America

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Camp Hi-Sierra Leader's Portal

Welcome to the 2027 Camp Hi-Sierra Leader's portal - your one-stop site for all of your important Summer Camp information

About Camp Hi-Sierra

Nestled in the Sierra Nevada Mountains and surrounded on all sides by stunning National Forest, it is easy to see why so many consider Camp Hi-Sierra their home away from home. It is no surprise that Hi-Sierra has been providing life-changing experiences for over 75 years, thanks to our friendly, knowledgeable staff and unique program offerings.

2027 Reservation Form (camphi-sierra.org/chs/how-to-reserve)

Print the whole portal (PDF) (us-central1-chs-dashboard-9d763.cloudfunctions.net/portalpdf)

For a quick start, click here:

» **Summer 2027 Overview** ... page 6

Announcements

Camp Hi-Sierra is currently OPEN for off-season rentals. Please check the CHS website (camphi-sierra.org/chs/off-season-rentals) for more information and to make a reservation

Check out our **Adventure Week** (page 102) and **Eagle Week** (page 98) special programs

Want to join us this summer? For pricing and to place your reservation, please see the Camp Reservations page (camphi-sierra.org/chs/how-to-reserve). Weeks 1 and 5 are sold out.

Go to Camp Hi-Sierra Website **(camphi-sierra.org/chs)**

General info

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Pre-camp Meetings

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2026 Leaders Meeting Recording (go.svmbc.org/CHS26LeadersMeetingRecording)

2026 Leaders Meeting Presentation (go.svmbc.org/2026CHSLeaderMtgDeck)

For questions from these meetings:

New Leaders FAQ (Google Doc) (go.svmbc.org/CHS26FAQ)

Full Combined FAQ (Notion Portal) (go.svmbc.org/CHS26NotionFAQ)

2025 Leaders Meeting Powerpoint

2025 Leaders Meeting Video (youtu.be/C3CQZNCuWpk)

Blackpug Training Video (youtu.be/0wsbjekAWwk)

Blackpug Training Slides

Troop meeting Powerpoint

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Summer 2027 Overview

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Welcome to Camp Hi-Sierra

Dear Scouting Families, on behalf of Silicon Valley Monterey Bay Council and the Camp Hi-Sierra staff, we welcome your unit to what promises to be an outstanding summer camping experience. Camp Hi-Sierra offers one of the finest camping programs in the nation, and our dedicated staff works tirelessly to ensure every Scout has a week they will never forget.

About Camp Hi-Sierra

Camp Hi-Sierra sits at **5,000 feet elevation** within the beautiful **Stanislaus National Forest** in California's Sierra Nevada mountains. The **North Fork of the Tuolumne River** flows through camp, creating a stunning natural setting for Scouting adventures.

The land was originally home to the **Miwok people** and was later part of a ranch owned by **Edward Jenness**, who made his fortune during the Gold Rush hauling lumber to the mines at Columbia. The Silicon Valley Monterey Bay Council (then the Santa Clara County Council) purchased the property in **1949 for $10**, the same year Camp Hi-Sierra held its **first camp season**. For over 75 years, this legendary camp has been shaping young Scouts into leaders.

2027 Season Dates

The 2027 season offers weekly sessions from **June 20 to July 31**.

Weekly Sessions:

Week	Dates
Week 1	June 20 to June 26
Week 2	June 27 to July 1*
Week 3	July 4 to July 10
Week 4	July 11 to July 17
Week 5	July 18 to July 24
Week 6	July 25 to July 31

*Eagle Week

Weeks 1 and 5 are sold out.

Check-In & Check-Out:

Sunday Arrival: 1:00 PM to 3:00 PM (do NOT arrive before 1:00 PM). Aim for 1:00 to 2:00 PM.

Saturday Departure: Cleanup begins 8:30 AM, checkout by 10:00 AM

Early Arrival (Saturday after 2:00 PM): $25/person

2027 Pricing

Youth Pricing (Per Scout, Per Week):

Tier	In Council	Out of Council
Reserved in-camp with paid deposit	$850	$875
Reserved before November 15	$875	$900
Reserved after November 15	$900	$925

Adult Pricing:

Adult Fee: $545 per adult

Free Leaders: 1–9 Scouts -> 1 adult free (minimum 2 adults required) | 10–100 Scouts -> 2 adults free

Additional Adults: $545 each

Late Fees:

All payments are due in full **April 15**. The late fee is enforced starting **April 23**: Scouts not paid in full by April 23, and Scouts added on or after April 23, are charged an additional **$25 per Scout**. The payment schedule must be met to keep your discounted rate, otherwise the fee reverts to the highest price point.

Payment Schedule:

Due Date	Payment
At Reservation	$750 campsite deposit
January 15	$250 per youth
March 15	Additional $250 per youth ($500 total/youth)
April 15	Final balance due (youth and adults)
May (before MB sign-up day)	Roster of all participants entered; full payment required to enable online merit badge sign-up

Spring Leaders' Meetings (Zoom):

Meeting	Date and Time	Register
New Leaders Meeting (leaders new to Camp Hi-Sierra)	Thursday, March 18, 2027, 7:00 to 8:30 PM	go.svmbc.org/chs27newleaders
All Leaders Meeting (every leader)	Wednesday, March 31, 2027, 7:00 to 8:30 PM	go.svmbc.org/chs27allleaders

Cancellation & Reduction Policy

Youth Reductions (reducing your guaranteed number):

Timing	Penalty
Before March 15	$250 per youth
Before April 15	$500 per youth
After April 15	No refund / full fee

Adult Drops:

After 4/15 to 2 weeks prior to camp: $250 fee

Less than 2 weeks prior to camp: Full $545 fee

Whole-Troop Cancellations:

Timing	Penalty
Before January 15	Forfeit $750 campsite deposit
Before March 15	$750 per campsite + $250 per youth
Before April 15	$750 per campsite + $500 per youth
After April 15	No refund (includes adult registrations and no-shows)

Refunds will be issued after September 1. Written notice (not email) required. Refunds are only considered for serious illness or injury (doctor's note required), or death in the immediate family. No refunds for no-shows, schedule conflicts, weather, or behavior issues.

Reserving Your Campsite

A **$750 deposit per unit** is required with the reservation. Deposits apply to the final camp fee but are **not refundable or transferable** if the troop does not attend, regardless of cancellation date.

To guarantee not sharing a site, your troop must commit to **75% of the site's capacity**. Troops below the minimum may be asked to share or be moved at the Camp Director's discretion. Site preferences are first-come, first-reserved. Sign-ups open each Wednesday for troops in camp that week, and to every troop the next day. Troops in camp get first choice of their own site, and **Adopt-a-Campsite** troops get preference.

Campsite Capacity (Tents):

Campsite	Tents	Campsite	Tents
Apache (1-star)	13	Maidu (3-star)	16
Arapaho (2-star)	16	Miwok (4-star)	11
Blackfoot	19	Navajo	11
Chippewa	18	Nez Perce (1-star)	13
Costanoan	11	Paiute	10
Delaware	10	Saklan	10
Havasu (3-star)	8	Sioux	17
Hopi (2-star)	10	Yahi (4-star)	11

Two Scouts to a tent. 9 extension sites for bigger troops: Apache Crest (13), Blackfoot Heights (6), Chippewa Manor (6), Costanoan Overlook (8), Crossroads (8), Havasu Hills (5), Havasu Woods (4), Navajo Terrace (8), Nez Perce Landing (6).

Rules for Acceptance

All youth must be registered with Scouting America. Each unit must have at least **two adults age 21+** in camp at all times, registered with Scouting America, with current Youth Protection Training and Hazardous Weather Training (within 2 years). Registered adults from California-based units, and registered adults who live in California, must have completed **Mandated Reporter Training** and **Live Scan fingerprinting** in accordance with state law (AB 506). If any female Scouts attend, an over-21 female registered leader must also attend.

Insurance: SVMBC units do not need to provide proof of unit accident insurance. All other units must provide this with their final payment.

Key Contacts

Camping Director, SVMBC: Dylan Hendrickson — dylan.hendrickson@scouting.org (mailto:dylan.hendrickson@scouting.org)

Email: chs@svmbc.org (mailto:chs@svmbc.org)

Phone: 408-638-8312

Website: camphi-sierra.org

Council Service Center:

Silicon Valley Monterey Bay Council, Scouting America

1900 The Alameda, Suite 100

San Jose, CA 95126

Send completed reservation forms to CHS@svmbc.org (mailto:CHS@svmbc.org) or mail to the Council Service Center above.

Camp Schedule 2027

Your week at Camp Hi-Sierra from arrival to departure

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Week at a Glance (printable)

The whole week on one page, Sunday arrival to Saturday checkout (Weeks 1, 3, 4, 5 and 6). Each troop also gets a paper copy at check-in.

File: CHS_2027_Week_at_a_Glance.docx

2027 Weekly Sessions

- **Week 1**: June 20 – June 26
- **Week 2**: June 27 – July 1 (Eagle Week)
- **Week 3**: July 4 – July 10
- **Week 4**: July 11 – July 17
- **Week 5**: July 18 – July 24
- **Week 6**: July 25 – July 31

Sunday - Arrival Day

1:00 - 3:00 PM: Arrival Window (aim to arrive between 1:00 and 2:00 PM; no later than 3:00 PM)

- Stop at the "Y" and check in with the parking staff, then drive down to camp
- Park in the main lot, backed in
- Stage gear in Flag Meadow and meet your troop guide
- Check in at the camp office (sign-in, adult Wi-Fi codes)
- Health Lodge check-in at the Dining Hall (diets, table numbers, camper bands, range and target forms)
- Swim checks and area tours
- Move into your campsite
- Set up tents and gear

4:30 PM: Scoutmaster & SPL Meeting in the Dining Hall (REQUIRED)

- Meet with Camp Director and staff
- Review week schedule and procedures
- Address any questions or concerns
- Receive important information

6:20 PM: Assembly

- Troops gather at flag meadow
- Prepare for opening dinner

6:30 PM: Dinner

- First meal at dining hall
- Family-style dining
- Meet table steward responsibilities

- Your troop gets its table numbers at check-in on Sunday. Set your steward roster then and post it in your campsite all week

8:30 PM: Opening Campfire

- Welcome to camp
- Introduction of staff
- Camp traditions and songs
- Overview of the week ahead

10:00 PM: Taps

11:00 PM: Lights Out

Monday - Thursday: Typical Daily Schedule

Morning Routine

7:00 AM: Reveille

- Wake up
- Personal hygiene
- Prepare for the day

7:00 AM: Coffee/Cocoa/Tea

- Available at dining hall
- Monday, Wednesday, Friday: Commissioners available for questions

7:20 AM: Troop Morning Flag Ceremony

- Conducted in campsite
- Troop responsibility

7:30 AM: Steward Bell

- Table stewards report to dining hall
- Set tables for breakfast

7:50 AM: Camp Flag Ceremony (REQUIRED - BE ON TIME)

- ALL campers and leaders assemble
- Flag meadow
- Raising of colors
- Morning announcements

8:00 AM: Breakfast

- Family-style dining
- Table steward duties

Program Day

9:00 - 10:00 AM: Merit Badge Block 1

10:00 - 11:00 AM: Merit Badge Block 2

11:00 AM - 12:00 PM: Merit Badge Block 3

12:00 PM: Steward Bell

12:30 PM: Lunch

- Return to dining hall

- Family-style meal

1:30 - 2:30 PM: Merit Badge Block 4

2:50 - 3:50 PM: Merit Badge Block 5

4:10 - 5:10 PM: Merit Badge Block 6

1:30 - 5:00 PM: Open Program

- Areas open for free time activities
- Open swim, open climb, open shoot
- Work on unfinished requirements
- Explore camp areas
- **Thursday after lunch**: Clavey River Overnighter leaves (ages 13 and up), back Friday morning

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Evening Routine

5:30 PM: Steward Bell

5:50 PM: Evening Flag Ceremony (REQUIRED)

- ALL campers and leaders assemble
- Lowering of colors
- Evening announcements

6:00 PM: Dinner

- Family-style dining
- Table steward duties

7:00 - 8:30 PM: Evening Programs

- Various activities offered
- Open program at most areas
- Special events announced daily
- **Monday**: Scoutmaster vs Staff Game
- **Tuesday**: Astronomy and Wilderness Survival Overnighters (required for those merit badges)
- **Tuesday**: Adult Weld and the Archery Scoutmaster Shoot
- **Wednesday**: OA Cracker Barrel/Patch Trading, Dining Hall
- **Thursday**: Adult Forge at Foxfire, Night Climb

8:30 PM: Campsite Time

- Troop activities
- Patrol meetings
- Campfire programs
- Free time

10:00 PM: Taps

- Prepare for lights out
- Settle into campsites

11:00 PM: Lights Out

- Quiet hours begin
- Respect neighboring campsites

Friday - Final Day

7:00 AM: Reveille

7:50 AM: Flag Ceremony (REQUIRED)

8:00 AM: Breakfast

9:00 AM - 12:00 PM: Make-Up Time

- Complete unfinished merit badge requirements
- Open program activities
- Final skills practice

11:00 AM: Western BBQ Lunch

- Special final lunch
- Outdoor cooking
- Celebration atmosphere

1:30 PM: Camp-Wide Games

- Troop competitions
- Fun activities
- Fellowship and fun
- Everyone participates

3:00 PM: Saga of Hi-Sierra Reviews

- At Scoutcraft
- Review accomplishments
- Honor recognition

5:50 PM: Evening Flag Ceremony (REQUIRED)

6:00 PM: Dinner

8:30 PM: Closing Campfire

- Celebration of the week
- Recognition of achievements
- Camp traditions
- Farewell to staff
- **Note**: Usually runs long - plan accordingly!

~10:00 PM: Saga Ceremonies

- Rank inductions
- Bead presentations

11:00 PM: Lights Out

- Early wake-up for Saturday checkout

Saturday ... Checkout Day

7:00 AM: Reveille

- Early wake-up
- Begin packing

8:00 AM: Breakfast

- Final meal

8:30 to 10:00 AM: Campsite Cleanup & Checkout

- Clean the site (Week 6 troops also fold the tents). Tent damage: $10 per inch, $900 for a new tent
- Pack all gear
- Clean campsite thoroughly (leave it better than you found it)
- Campsite inspection by staff
- Turn in any borrowed equipment
- Return fire extinguishers ($150 fee if missing or discharged)
- The unit leader picks up the advancement printout at the camp office
- Check lost & found
- **Reserve your campsite for next summer while at camp!**

10:00 AM: Departure

- Load vehicles
- Final farewells
- Safe travels home!

Special Events & Programs

Tuesday Evening: Overnighters

- **Astronomy Overnighter** - Tuesday after dinner, meeting at Nature. Stargazing with telescopes at observatory. Part of the Astronomy merit badge.
- **Wilderness Survival Overnighter** - Scouts build emergency shelters and spend the night in them, without sleeping bags. Meet at Scoutcraft. Dress in layers and bring a full water bottle (2 liters) and a flashlight. Back in camp early Wednesday.
- Anyone not taking the Astronomy merit badge, Scouts or adults, signs up for the Astronomy Overnighter at the Kiosk

Thursday-Friday: Clavey River Overnighter (Optional)

- Overnight trip to the Clavey River: Clavey Hike or Clavey Bike
- Ages 13 and up, after a daily hike or bike ride that week
- Space is limited
- Sign up at the Kiosk
- Leaves Thursday after lunch, back Friday morning
- Scouts miss Thursday afternoon classes, so tell counselors on Monday

Open Program Times

- **Afternoon**: 1:30 - 5:00 PM
- **Evening**: 7:00 - 8:30 PM
- Most program areas open for drop-in activities
- Great for skill practice and exploration

Flag Ceremonies - IMPORTANT!

Morning Flag: 7:50 AM

- **BE ON TIME** - Ceremony starts promptly
- All Scouts and leaders MUST attend
- Class A uniform for Scouts (if available)

- Flag meadow

Evening Flag: 5:50 PM (6:20 PM on Sunday)

- All Scouts and leaders MUST attend
- Flag meadow
- Daily announcements

Why attendance matters:

- Shows respect for our nation
- Camp tradition and courtesy
- Important announcements shared
- Sets tone for the day

Dining Hall Schedule

Breakfast: 8:00 AM (after morning flags)

Lunch: 12:30 PM

Dinner: 6:00 PM (after evening flags); Sunday dinner is 6:30 PM

Friday Western BBQ: 11:00 AM (special time)

Table Steward Bell: 30 minutes prior to each meal

Dining Procedures:

- Family-style service
- Table stewards set up and clean
- Remain seated until dismissed
- Keep dining hall clean
- Respect food service staff

Campsite Duties

Daily Responsibilities:

- Morning flag ceremony at campsite (7:20 AM)
- Keep campsite clean and organized
- Rotate table steward duties
- Firewood gathering
- Evening campsite programs
- Respect quiet hours (11 PM - 7 AM)

Table Steward Duties:

- Report to dining hall 30 minutes before meals
- Set table with dishes, utensils, drinks
- Serve food to table
- Clear and clean table after meal
- Return dishes to kitchen
- One Scout per table per meal

Important Time Notes

Be Prompt For:

- Flag ceremonies (7:50 AM and 5:50 PM)
- Merit badge classes
- Scoutmaster meetings
- Meals

Flexible Times:

- Open program
- Campsite activities
- Free time exploration

Respect Quiet Hours:

- 11:00 PM - 7:00 AM
- Keep noise to minimum
- Be courteous to other troops

Week Planning Tips

For Scoutmasters:

- Attend Sunday 4:30 PM meeting ... critical information shared
- **Leaders' Meetings: Monday, Wednesday, Friday at 7:00 AM** in the dining hall (mandatory, at least one adult from each unit must attend)
- Commissioners' Coffee available M/W/F at 7:00 AM
- Review merit badge schedules with Scouts Monday morning
- Plan troop activities for evenings and free time
- Coordinate table steward rotation (one Scout per table per meal, rotates daily)
- Check in with Scouts daily about progress
- Vespers: Tuesday and Thursday, 8 PM. Optional, and encouraged.

For Scouts:

- Know your merit badge schedule
- Arrive on time to all classes
- Bring required materials to each session
- Use open program time wisely
- Complete prerequisites before class
- Ask questions if you don't understand

Common Questions

Q: What if my Scout has a schedule conflict?

A: Adjustments can be made Sunday evening or Monday morning at camp. Speak with program staff.

Q: Can Scouts miss merit badge classes?

A: Classes should not be skipped. Missing sessions may prevent badge completion.

Q: What do Scouts do during open program?

A: Open swim, open climb, open shoot, work on merit badges, explore camp, free time activities.

Q: Are flag ceremonies really mandatory?

A: Yes. This is an important part of camp tradition and Scouting values. All must attend.

Q: Can leaders stay in campsites during the day?

A: Leaders are welcome to participate in activities or remain at camp. Two-deep leadership required at all times.

A well-planned week leads to an amazing Camp Hi-Sierra experience!

Camp Policies 2027

Comprehensive camp policies

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Behavior & Conduct

All participants are expected to follow the Scout Oath and Scout Law at all times. **Hazing is strictly prohibited** with zero tolerance. Any form of bullying, harassment, or initiation rituals will result in immediate disciplinary action, up to and including dismissal from camp.

Scouting America's Youth Protection policies are enforced throughout camp. Two-deep leadership is required at all times, with no one-on-one contact between adults and youth, and separate sleeping arrangements maintained.

Dress Code

Closed-toe shoes are **required at all times** in program areas. Crocs count as closed-toe shoes. Sandals and flip-flops may only be worn in shower areas. The Scout uniform shirt (Class A) is expected for meals, campfires and flag ceremonies. Activity-appropriate clothing should be worn for all programs.

See Council Dress Code (Link) https://camphi-sierra.org/chs/wp-content/uploads/2024/05/SVMBC-Guidance-on-attire-for-scouts-and-adult-leaders-at-District-and-Council-events.pdf

Equipment & Damage Policies

Units are responsible for all camp equipment assigned to their campsite. Damage fees are as follows:

Tent Repair: $10 per inch of damage

Tent Replacement: $900

Fire Extinguisher (missing or discharged): $150

Report any pre-existing damage to camp staff immediately upon campsite setup to avoid being charged. Leave your campsite better than you found it.

Parking & Vehicles

All vehicles must be parked in the **main parking lot**. Vehicles are not permitted at campsites. The camp road is a single-lane dirt road with a **15 MPH speed limit**. Uphill traffic has the right of way.

Visitors

All visitors must **check in at the camp office** upon arrival, then proceed to the **Health Lodge** for medical screening. Visitors need a current **AB or ABC medical form** done through CampDoc. Overnight visitors must be registered Scouting America members.

Guest Meal Fees: Breakfast $20 | Lunch $25 | Dinner $30

Pets

Pets are strictly prohibited at Camp Hi-Sierra. This includes all animals. Service animals should be discussed with camp administration in advance.

Bicycles

Scouts may bring personal mountain bikes. Camp can provide a helmet, or bring your own. Helmets are **required** at all times while riding. Bikes must be secured at the campsite when not in use.

Telephone & Communication

Cell service at camp is minimal to none. The camp telephone is for **emergencies and essential communication only**.

Camp Phone (daylight hours): 209-965-3432

Emergency: 209-965-4029

Rest Hours & Quiet Time

Quiet hours: 11:00 PM to 7:00 AM

All campers and leaders must respect quiet hours. Keep noise to a minimum and be courteous to neighboring campsites. Scouts should be in their campsites by 10:00 PM (Taps) and settled for sleep by 11:00 PM (Lights Out).

Prohibited Items

The following are **NOT permitted** at Camp Hi-Sierra:

Personal firearms and ammunition of any kind, alcohol, illegal drugs, fireworks, pets, fixed-blade or sheath knives, drones (without Camp Director permission), laser pointers, and personal climbing gear (camp provides all equipment).

Tobacco: Prohibited for all youth. Adults 18+ may use tobacco only in the designated smoking area in the parking lot.

Pocket Knives: Permitted only for Scouts with a current **Totin' Chip** certification.

Fire Safety & Prevention

Camp Hi-Sierra is located in the **Stanislaus National Forest,** and fire safety is critical.

Campfire Rules: Fires only in designated fire rings. Never leave a fire unattended. Fully extinguish all fires before leaving the area. Follow all posted fire danger levels.

Chemical Fuels: Liquid fuel lanterns and stoves must be used in accordance with Scouting America guidelines. Store fuel away from tents and sleeping areas.

Fireguard Plan: Each unit should maintain fire safety awareness. Campfires only when CAL FIRE conditions allow. Don't bring firewood: gather down wood around camp.

Wildlife

Do not approach, feed, or harass any wildlife. Food can come up to campsites for troop events but can't stay overnight. Take food trash out before bed. Report any wildlife encounters to camp staff immediately. Raccoons, bears, and other animals are present in the area.

Weather & Natural Hazards

Altitude: Camp Hi-Sierra sits at 5,000 feet. Altitude can affect anyone ... stay hydrated, take it easy the first day, and watch for symptoms of altitude sickness (headache, nausea, dizziness).

Lightning and Thunder: We are in a canyon, and thunder can be heard that is 30 miles away and will echo. Camp monitors storms, and if lightning is within an 8-mile radius, all outdoor activities will be stopped immediately until no activity is within the 8-mile radius for 30 minutes. Seek shelter in a building or vehicle. Do not shelter under isolated trees. Activities resume 30 minutes after the last thunder.

Earthquakes: In the event of an earthquake, drop/cover/hold on. After shaking stops, move to open areas away from structures and trees. Follow staff instructions.

Heat: Daytime temperatures can reach 90-95°F. Sunscreen, hats, and frequent hydration are essential. Higher elevation means more intense UV rays.

Missing Persons Procedure

If a Scout or participant cannot be located, notify camp staff immediately. Camp has established missing persons procedures coordinated with local authorities. Do not initiate independent searches.

Alcohol & Drug Policy

Alcohol and illegal drugs are **strictly prohibited** for all participants, including adults. Violation will result in immediate removal from camp.

Questions about policies? Contact the camp office at chs@svmbc.org (mailto:chs@svmbc.org) or call (408) 638-8312

Health & Medical Information 2027

Complete health and medical requirements

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Medical Form Requirements

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Every participant (Scouts AND adults) must complete their health and medical information in CampDoc, the Council's secure online system. All profiles must be completed and submitted two weeks before camp.

CampDoc Login: https://app.campdoc.com/!/dn/login/

Required CampDoc Sections:

Part A – Informed Consent, Release Agreement, and Authorization (completed and signed)

Part B – General Health History (completed and signed)

Part C – Pre-Participation Physical (physical exam within 12 months of your camp end date, signed by a physician)

Tetanus vaccination must be within **10 years**

The doctor's signature is required on Part C

Upload both sides of the health insurance card

Parts A, B and C are required for anyone staying more than 72 hours. Incomplete records mean the Scout cannot attend. Kaiser's physical form can be uploaded as Part C. CampDoc help: CampDoc@svmbc.org (mailto:CampDoc@svmbc.org)

Health Lodge & Medical Staff

Camp Hi-Sierra has a **Health Lodge** staffed with trained medical personnel throughout the camp season. The Health Lodge provides:

First aid and basic medical treatment, medication administration, health screening upon arrival, emergency response coordination, and health consultations.

Sunday Check-In: After the camp office, everyone goes to Health Lodge check-in at the Dining Hall (diets, table numbers, camper bands and range and target forms). Medical forms are reviewed at this time, and refrigerated medications are collected.

Medications

All prescription medications must be brought in **original pharmacy containers** with labels intact showing the Scout's name, medication name, dosage, and administration instructions.

Medications, both prescription and over-the-counter, will be administered **by the troop. A locked medical box will be given to the troops at check-in.** The Health Lodge keeps refrigerated medications only. Some over-the-counter medications are available at the Health Lodge, if needed.

Exception: Inhalers and EpiPens may be carried by the participant if noted on the medical form and approved by the Health Lodge staff.

Emergency Procedures

In case of a medical emergency, camp staff will provide immediate first aid and arrange for emergency transport as needed.

Nearest Hospital: Sonora Regional Medical Center (approximately 34 miles from camp)

Emergency: Dial 911

Parents/guardians will be contacted immediately in the event of any medical emergency or significant health concern.

COVID-19 and Illness Protocols

Camp Hi-Sierra follows current Scouting America and public health guidelines regarding COVID-19 and other communicable diseases. If a participant shows symptoms of illness:

They will be evaluated at the Health Lodge, isolated if necessary to protect other campers, and parents/guardians will be contacted for possible pickup.

Do not send a sick Scout to camp. If a Scout develops symptoms before departure, keep them home and contact the camp office about rescheduling.

Homesickness Prevention

Homesickness is normal, especially for younger Scouts at their first camp experience. The Leaders Guide recommends:

Prepare Scouts before camp by discussing what to expect. Encourage participation in activities ... busy Scouts are happy Scouts. Leaders should check in with Scouts regularly. Give it at least 2 full days before considering early departure. Camp staff and Commissioners can assist with persistent cases.

Parent Tip: Avoid telling your Scout, "I'll pick you up if you don't like it." Instead, express confidence in their ability to have a great week.

Special Health Considerations

Altitude: Camp sits at 5,000 feet. Some participants may experience mild altitude effects (headache, fatigue, shortness of breath) the first day. Stay well hydrated and take it easy upon arrival.

Sun Exposure: Higher elevation means more intense UV radiation. Sunburn can occur quickly. Apply sunscreen frequently (SPF 30+), wear hats, and stay hydrated.

Water: Drink plenty of water throughout the day, even if not thirsty. Dehydration is a common issue at elevation.

Allergies & Dietary Needs: Enter all dietary needs in CampDoc at least two weeks before camp. For vegetarian, vegan or halal diets, or severe allergies, also email 19chs49@gmail.com (mailto:19chs49@gmail.com) two weeks before camp. The kitchen staff will accommodate needs with advance notice.

CPAP Machines: Campsites don’t have electricity for medical devices. CPAP machines must be battery-operated. Charge the battery in the locked area near the Trading Post (check out a key at the camp office).

Swim Test

All Scouts planning to participate in aquatic activities must complete a swim test upon arrival (Sunday afternoon). The swim test determines which activities a Scout may participate in.

The test follows Scouting America's Safe Swim Defense guidelines and is administered by trained aquatics staff.

What to Tell Parents

Unit leaders should communicate with parents:

Medications must be in original containers, inform the camp of any special health needs in advance, a health officer is on call 24 hours a day, and the nearest hospital is approximately 34 miles away.

Questions about medical requirements? Contact the camp office at chs@svmbc.org (mailto:chs@svmbc.org) or call (408) 638-8312

CampDoc Medical Form Registration Guide

Return to Health & Medical Page (page 21)

Important: Before starting, visit svmbc.org/campdoc for access to the CampDoc system.

Step by Step Guide is available here : https://bit.ly/CampDocStepByStep

Getting Started

1. Accept the invitation from CampDoc to create an Account
2. Navigate to your CampDoc questionnaire page at app.campdoc.com
3. Log In
4. Click **"Scouting Medical Form"**

Part A: Informed Consent, Release Agreement, and Authorization

Participant Authorization

1. Click **"A - Informed Consent, Release Agreement, and Authorization"**
2. Click the **"Your Name"** box and enter the **Participant's name**
3. Click **"Accept Authorization"**

Parent/Guardian Authorization (if participant is under 18)

First Parent/Guardian:

1. Click the **"Your Name"** box under Parent/Guardian section
2. Enter the **1st parent's name**
3. Click **"Accept Authorization"**

Second Parent/Guardian:

1. Click the **2nd "Your Name"** box under Parent/Guardian section
2. Enter the **2nd parent's name**
3. Click **"Accept Authorization"**

Range and Target Activities Permissions

1. Click **"Yes"** or **"No"** to give permission for the minor to use a BB device
2. Click **"Yes"** or **"No"** for any restrictions
3. Click the **"Your Name"** box and enter your name to sign the range and target activities form
4. Click **"Accept Authorization"**
5. Click **"Next Step"**

Part B: General Information & Emergency Contact

1. Review the information on the page and make any necessary updates
2. Click **"Yes"** or **"No"** for any adults unauthorized to take youth from the event
3. Click **"Confirm Information"**
4. Click **"Next Step"**

Health Information

Physical Information

1. Enter the participant's **height and weight**

Unit Leader Information

1. Review the Unit Leader's information
2. Click **"Confirm Information"**
3. Click **"Next Step"**

Insurance Information

1. Fill out all insurance information
2. Upload a photo of the insurance card
3. Click **"Confirm Information"**
4. Click **"Next Step"**

Health History

1. Review the Health History section
2. Click **"Confirm Information"**
3. Click **"Next Step"**

Dietary Restrictions (Part F)

Enter every dietary need and food allergy here in CampDoc at least two weeks before camp.

1. Click **"Yes"** or **"No"** for participant's dietary restrictions
2. Click **"Confirm Information"**
3. Click **"Next Step"**

Allergies

1. Review the Allergies questions
2. Click **"Confirm Information"**
3. Click **"Next Step"**

Medications

1. Review the Medications information
2. Click **"Confirm Information"**
3. Click **"Next Step"**

OTC Medication Consent

1. Click the **"Your Name"** box
2. Enter your name to consent to over-the-counter medication
3. Click **"Accept Authorization"**
4. Click **"Confirm Information"**
5. Click **"Next Step"**

Immunization Records

1. Upload a photo of the **Immunization Card**
2. Click **"Confirm Information"**
3. Click **"Next Step"**

Part C: Physical Examination

Download Physical Form

1. Click **"Download Template"** to download the physical form
2. Have the form filled out by a **certified and licensed physician**
3. Upload the completed form to CampDoc

Part D: Parent Permissions

Complete D-CHS Section

1. Click **"D - CHS"**
2. Click the text field and enter your **name and relationship** with the participant
3. Click **"Accept Authorization"**
4. Click **"Yes"** for both confirmation questions
5. Click the final text field to sign
6. Click **"Accept Authorization"**

Need Help?

For additional support or questions about the CampDoc registration process, visit svmbc.org/campdoc or email CampDoc@svmbc.org (mailto:CampDoc@svmbc.org).

This guide is provided by Silicon Valley Monterey Bay Council, Scouting America

Contact & Driving Directions

Everything you need to find Camp Hi-Sierra and reach us

Return to Portal Home Page (page 4)

Contact Information

Camp Hi-Sierra

Physical Address:

29211 Highway 108

Long Barn, CA 95335

Camp Phone (during summer season):

209-965-3432

Email: chs@svmbc.org (mailto:chs@svmbc.org)

Website: camphi-sierra.org

GPS Coordinates:

38.1797° N, 120.0847° W

Elevation: 5,000 feet

Camp Map: Camp Map (page 43) (the Spring 2026 V2 map, with Saklan and all 9 extension sites)

Key Staff Contacts

Camp Director:

Bruce Lee

Phone: 408-307-3383

Camping Director, SVMBC:

Dylan Hendrickson

Program Director:

Dani Didoszak danylo.didoszak@scouting.org (mailto:danylo.didoszak@scouting.org)

Director of Support Services, SVMBC:

Michael Wilson

Phone: 408-638-8314

Council Service Center

Silicon Valley Monterey Bay Council

1900 The Alameda, Suite 100

San Jose, CA 95126

Phone: 408-638-8300

Email: info@svmbc.org (mailto:info@svmbc.org)

Website: svmbc.org

Driving Directions from San Jose Area

Estimated Drive Time: 3.5 - 4 hours (180 miles)

Detailed Route:

1. **From San Jose:** Take I-580 East or I-680 North
2. **Merge onto I-205 East** toward Tracy/Stockton
3. **Take I-5 North** toward Sacramento
4. **Exit onto CA-120 East** (Exit 461) toward Manteca/Sonora
5. **Continue on CA-120 East** through:
   - Escalon
   - Oakdale (last major town for gas/supplies)
6. **Take CA-108 East** where it splits from CA-120 at Yosemite Junction
7. **Continue on CA-108 East** through:
   - Sonora (34 miles from camp - last grocery store)
   - Twain Harte
   - Long Barn
8. **6.4 miles past Long Barn**, look for:
   - Camp Hi-Sierra sign on RIGHT side
   - Sharp RIGHT turn onto camp road
   - Mile marker 54 on Highway 108

Camp Road Important Information

Camp Access Road Details:

Road Type: Single-lane dirt road, 2.5 miles long

CRITICAL RULES:

- **Uphill traffic has right of way** at all times
- **15 MPH speed limit** on camp road
- **5 MPH speed limit** near the parking lot
- Watch for oncoming traffic at blind curves
- Pull off to right to let uphill traffic pass
- Expect dust in dry conditions

Last Chance for Supplies

Sonora (34 miles west of camp):

- Full grocery stores
- Gas stations
- Restaurants
- Walmart
- Pharmacies
- Medical facilities

Long Barn (6.4 miles west of camp):

- Small general store

- Limited supplies
- Gas station

Oakdale (major town on route):

- Last large town before the mountain
- Full services available
- Good place to fuel up and grab lunch

Parking & Arrival

Sunday Check-In: 1:00 PM - 3:00 PM

Where to Go:

1. Stop at the 'Y' and check in with the parking staff, then drive down to camp. Don't stop at the top of the road: it backs traffic up onto Highway 108.
2. Park in the designated lot backed in
3. **A troop guide will find your troop in Flag Meadow**
4. Staff will direct you to the campsite after check-in

Unloading Procedures:

- Park vehicles in the main lot
- Gear should be moved to the Flag meadow for staging
- Use the camp's carts and wagons. Staff help move gear for anyone with a disability.

Parking Throughout Week:

- Vehicles remain in the main parking lot
- No vehicles at campsites
- Staff will assist with special needs
- Carpool: parking is very limited.
- About a week before camp, register each car that stays overnight.

Mailing Address for Scouts

Scout's Name

c/o Troop [Number] - Date

Camp Hi-Sierra

29211 Highway 108

Long Barn, CA 95335

IMPORTANT: Mail early! It can take 3-5 days for delivery to mountain areas.

FedEx or UPS for packages is a must

Communication at Camp

Cell Service:

- **Limited to NO cell service** throughout most of camp
- Some carriers may have weak signal in certain areas (AT&T and T-Mobile)
- **Do not rely on cell phones** for communication

WiFi:

- One free coupon for each registered adult (Limited data, additional purchase: **$15)**
- Limited bandwidth
- Located in specific areas of the camp

Landline:

- Camp office phone: 209-965-3432 (daylight)
- Emergency: 209-965-4029

Visitor Information

Parents Visiting Camp:

- Visitors welcome during designated times
- Check with the camp office for visiting hours
- Check in at the camp office, then the Health Lodge. Visitors need a current AB or ABC medical form in CampDoc.
- Respect program areas and activities in session
- No pets allowed at camp

Picking Up Scouts Early:

- Notify the Camp Director in advance
- Check out through the Administration Building

Weather & Altitude

Elevation: 5,000 feet

Typical Summer Weather:

- Daytime: 75-95°F (warm to hot)
- Nighttime: 40-55°F (cool to cold)
- Intense sun at elevation
- Occasional afternoon thunderstorms
- Generally dry conditions

What to Expect:

- Temperature swings of 40-50 degrees between day and night
- Strong UV rays at higher elevations
- Cool mornings and evenings
- Hot midday sun

Nearby Medical Facilities

Sonora Regional Medical Center

1000 Greenley Road

Sonora, CA 95370

Phone: 209-536-5000

Distance: ~34 miles from camp

Emergency Services:

- Dial 911 for emergencies

- Camp has trained medical staff on site
- Camp Health Lodge for minor injuries/illness

Points of Interest Near Camp

Close to Camp:

- Pinecrest Lake (about 15 minutes) - Sailing program location
- Kennedy Meadows (hiking trailhead)
- Stanislaus National Forest (surrounding camp)
- North Fork Tuolumne River (flows through camp)

Nearby Towns:

- Long Barn - 6.4 miles
- Twain Harte - 20 miles
- Sonora - 34 miles
- Yosemite National Park - 60 miles

Common Questions

Q: Is the camp road safe for all vehicles?

A: Yes, drive slowly and carefully. Buses, RVs and trailers: tell camp before you come (CHS@svmbc.org (mailto:CHS@svmbc.org)).

Q: What if we arrive late on Sunday?

A: Contact the camp office as soon as possible. Late arrivals can be accommodated, but may miss opening activities.

Q: Can we come up before Sunday to see the camp?

A: Tours may be available by appointment. Contact the camp office in advance.

Q: Is there cell service for emergencies?

A: Very limited. Camp phones are the best way to reach campers. Adults can make Wi-Fi calls with their Wi-Fi code.

Q: What if my scout has food restrictions?

A: Enter it in CampDoc Part F at least two weeks before camp. For vegetarian, vegan or halal diets, or severe allergies, also email CHS@svmbc.org (mailto:CHS@svmbc.org) one week before camp.

Pre-Camp Questions?

For any questions before camp, contact:

Camp Email: chs@svmbc.org (mailto:chs@svmbc.org)

Phone: 408-638-8312

Camp Director (Bruce Lee): 408-307-3383

Council Office Hours:

Monday-Friday, 9:00 AM - 5:00 PM

We look forward to seeing you at Camp Hi-Sierra 2027!

Pre-Camp Checklist 2027

Your complete timeline for a successful Camp Hi-Sierra experience, based on the Leaders Guide

Return to Portal Home Page (page 4)

Six Steps to Successful Camp Planning

The Camp Hi-Sierra Leaders Guide outlines these six key steps:

1. **Organize Your Unit** ... Select unit leadership, plan transportation, communicate with families
2. **Register & Pay** ... Secure your campsite with deposits on schedule
3. **Prepare Your Scouts** … complete CampDoc health forms, merit badge planning, gear readiness
4. **Sign Up for Merit Badges** ... Scoutmasters complete sign-ups (NOT parents)
5. **Arrive Prepared** ... Check-in Sunday 1:00 to 3:00 PM with all required documents
6. **Follow Up After Camp** ... Complete advancement records, plan for next year

Camp Fees & Payment Schedule

2027 Camp Fees (Per Scout, Per Week)

	Reserved in camp	Before Nov 15	After Nov 15
In Council	$850	$875	$900
Out of Council	$875	$900	$925

Late fee: Payments are due in full April 15; a $25 per Scout late fee is enforced starting April 23.

Camp T-Shirts: No free T-shirt in 2027. Pre-orders are due May 15; shirts are also sold at the Trading Post.

Adults: $545 each; 1 adult free with 1-9 Scouts (minimum 2 adults required), 2 adults free with 10 or more Scouts

Supplemental leadership: If a unit does not have sufficient adult leadership, camp may charge $125/night or send the unit home after 8 hours

Guest Meals: Breakfast $20, Lunch $25, Dinner $30

Unit Planning Timetable (from Leaders Guide)

November 2026

- Register your troop and secure your preferred week(s)
- Submit **$750 campsite deposit** to secure reservation
- Request specific campsite preferences (first come, first reserved)
- Confirm adult leadership attendance (two-deep leadership required)
- Communicate camp dates and costs to families
- **Reserve now: Weeks 1 and 5 are sold out.**
- **Sign up your SPL for SPL Week by March 15, 2027.** Space is filling fast; SPL Week 5 is open only to SPLs from Week 6 troops (see Unit Leadership page)

December 2026

- Remind families to fill out CampDoc (families complete it, not leaders).
- Begin planning troop meetings focused on camp preparation
- Identify Scouts interested in SPL Week program (free week of camp!)

January 2027

- **Submit $250 progress payment by January 15**
- Ensure Part C physical exam is within 12 months of your camp end date
- Remind families to fill out CampDoc.
- Doctor's signature required on Part C and uploaded to CampDocs
- Identify adult leaders for training opportunities (IOLS, Climb On Safely, etc.)

February 2027

- Review merit badge offerings with Scouts
- Begin merit badge interest surveys within the troop
- Remind families to fill out CampDoc.
- Apply for camperships if needed (inside BlackPug by March 31; all 2027 camperships are awarded at once on April 1; most cover 25% to 75% of a Scout's fee)

March 2027

- **Submit $250 progress payment by March 15**
- **Join a leaders' meeting on Zoom, 7:00 to 8:30 PM:** New Leaders Meeting Thursday, March 18 (register (go.svmbc.org/chs27newleaders)) or All Leaders Meeting Wednesday, March 31 (register (go.svmbc.org/chs27allleaders))
- Review merit badge prerequisites with Scouts
- Begin planning duty rosters for camp (table stewards, flag ceremony, etc.)

April 2027

- **Final payment due by April 15** (remaining balance for all registered participants; the $25 per Scout late fee is enforced starting April 23)
- Finalize roster of attending Scouts and adults
- Submit final participant count to the council
- Hold parent information meeting

May 2027 ... Merit Badge Sign-Up

- **IMPORTANT**: Scoutmasters complete merit badge sign-up (NOT parents)
- Merit badge registration opens at **7:00 PM** on designated dates:
  - **Week 1: Monday, May 17. Weeks 3 and 4: Tuesday, May 18. Weeks 5 and 6: Wednesday, May 19.**
- Pay any additional merit badge fees through BlackPug system
- Camp T-shirts: pre-order by May 15
- Review prerequisites for selected merit badges
- Make sure every Scout under 18 doing a firearm activity has a signed Firearms Authorization Form in CampDoc. Archery needs none.

June 2027

- Complete CampDoc health profiles for all participants (due two weeks before your camp week)
- Conduct final troop meeting before camp
- Distribute packing lists to all participants
- Confirm all camp doc forms are complete and up-to-date

Cancellation & Refund Policy

Reducing your guaranteed number of Scouts:

Cancellation Timing	Penalty
Before March 15	$250 per youth
Before April 15	$500 per youth
After April 15	No refund

Cancelling the whole troop:

Cancellation Timing	Penalty
Before January 15	Forfeit the $750 campsite deposit
Before March 15	$750 per campsite plus $250 per youth
Before April 15	$750 per campsite plus $500 per youth
After April 15	No refund

Important: The $750 campsite deposit is separate from per-youth fees. Written notice (not email) is required. Refunds are issued after September 1. No-shows receive no refund.

One Month Before Camp

- Verify all participants have proper gear (sleeping bags rated for mountain temps, boots, rain gear)
- Review what to bring and what NOT to bring (see What to Bring page)
- Confirm transportation arrangements
- Enter dietary needs in CampDoc (due two weeks before camp). For vegetarian, vegan or halal diets, or severe allergies, also email 19chs49@gmail.com (mailto:19chs49@gmail.com) two weeks before camp.
- Consider scheduling a "camp prep" troop meeting to practice tent setup and basic skills

Three Weeks Before Camp

- Verify camp doc forms are complete (Parts A, B, C)
- Ensure Part C physical exams are dated within 12 months of the camp end date
- Ensure tetanus shot is within 10 years
- Review Scout Oath, Scout Law, and basic Scout skills
- Practice setting up tents and camping equipment
- Confirm merit badge schedules and any conflicts

One Week Before Camp

- Double-check sleeping bags, pads, and tent assignments
- Verify Totin' Chip certification (required for pocket knives)
- Plan your campsite duty roster. Set the table steward roster at Sunday check-in, when you get your table numbers.
- Register each car that stays overnight.
- Pack troop equipment and camp supplies
- Review camp rules and behavior expectations
- Remind families: camp elevation is 5,000 feet ... bring layers and sun protection

Arrival Day (Sunday)

- **Check-in time: 1:00 to 3:00 PM** (do NOT arrive before 1:00 PM); aim for 1:00 to 2:00 PM
- **Early arrival (Saturday after 2:00 PM) costs $25/person** ... doubles to $50 if unannounced
- Bring all prescription medications in original containers with pharmacy labels
- Stop at the 'Y' and check in with the parking staff. Park in the main lot, backed in. Stage gear in Flag Meadow and meet your troop guide. Check in at the camp office, then Health Lodge check-in at the Dining Hall.
- Proceed to your assigned campsite for setup
- Attend Scoutmaster/SPL meeting at 4:30 PM in the Dining Hall
- First meal is Sunday dinner

Optional:

- Trading Post money (Scouts typically spend $75 to $100)
- Extra WiFi coupons for adults ($15)

While at Camp ... Reserve Next Summer!

During your camp week, take advantage of the opportunity to reserve your campsite for the following summer. Reserving while at camp gives you priority campsite selection and locks in the best pricing for next year.

Final Reminders

- Tetanus vaccination must be within 10 years
- Scoutmasters complete merit badge sign-up (not parents).
- Review the "What NOT to Bring" list carefully
- Solo campers will be placed in provisional troops
- Two-deep leadership is **required** at all times ... units without sufficient leadership may be charged $125/night or sent home
- Camp is at 5,000 feet elevation ... altitude affects everyone differently, stay hydrated

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Questions? Contact the camp office at chs@svmbc.org (mailto:chs@svmbc.org) or call (408) 638-8312

» **Merit Badges & Programs 2026** ... page 36

Merit Badges & Programs 2026

The complete guide to merit badges and special programs at Camp Hi-Sierra 2026

Return to Portal Home Page (page 4)

How to Read This Guide

Badges are grouped by area. Each entry notes any important details leaders and Scouts need to know before registering:

- **Eagle Required** — Counts toward Eagle Scout rank
- **Partial** — Cannot be fully completed at camp; remaining requirements must be finished at home with a merit badge counselor
- **Prerequisites** — Must complete specific requirements before arriving at camp
- **Fee** — Materials fee, paid in BlackPug at sign-up or at troop check-in.
- **Drop-in** — No registration needed; attend during open program time
- **Age/Rank Restricted** — Minimum age or rank requirement applies

Merit badge sign-up is completed by **Scoutmasters only**, not parents. Scoutmasters sign Scouts up in BlackPug, starting at 7:00 PM: Week 1 on Monday, May 17, 2027; Weeks 3 and 4 on Tuesday, May 18; Weeks 5 and 6 on Wednesday, May 19. Eagle Week Scouts pick badges when they register.

2026 Merit Badge Schedule, Fees & Prerequisites (go.svmbc.org/CHS26Schedule) | **2026 Leaders Meeting Recording** (go.svmbc.org/CHS26LeadersMeetingRecording) | **2026 Leaders Meeting Presentation** (go.svmbc.org/2026CHSLeaderMtgDeck)

Eagle-Required Merit Badges

Every regular week in 2027, Scouts can take Citizenship in the Nation, Citizenship in the World and Communication (ages 11 and up, at the Trail to Eagle area) and Emergency Preparedness (any age, at Trades). Citizenship in the Nation is a partial: Scouts finish the rest with their home counselor.

These badges count toward the Eagle Scout rank. Several are offered as partials, meaning Scouts will complete the majority of requirements at camp but must finish the remainder with their home counselor.

Merit Badge	Notes
Camping	Partial. At Excursions. Any age. Second Class recommended. Prerequisites: requirements 4b, 5e, 7b, 8c, 8d, 9a, 9b and 9c.
Citizenship in the Nation	Partial. At the Trail to Eagle area. Ages 11 and up. Requirement 7 before camp: visit at least two national places of interest.
Citizenship in the World	At the Trail to Eagle area. Ages 11 and up. Completable at camp
Communication	At the Trail to Eagle area. Ages 11 and up. Completable at camp
Cycling	Partial, at Excursions. A partial Cycling badge counts toward Eagle (one of Swimming, Hiking or Cycling).
Emergency Preparedness	At Trades. Any age. Offered all summer in 2027.
Environmental Science	Any age. Eagle needs this badge or Sustainability.
First Aid	At the Waterfront. Ages 12 and up. Two sections, and each takes two sessions in a row. No swim test needed. Scouts must put together a personal first aid kit to finish the badge at camp.
Lifesaving	Ages 12 and up. Earn the Swimming merit badge before camp.

Merit Badge	Notes
Sustainability	Any age.
Swimming	Ages 12 and up.

> **Note:** Citizenship in Society has been discontinued by Scouting America and is no longer offered.

Waterfront

All but First Aid need the swimmer level on the camp swim test, taken Sunday afternoon during check-in.

Merit Badge	Notes
Canoeing	Any age. Must be able to lift 40 lbs. with one hand.
Kayaking	Any age. Must be able to lift 40 lbs. with one hand.
Rowing	Any age. Must be able to lift 20 lbs. with one hand.
Small Boat Sailing	Ages 13 and up. At Pinecrest Lake, transportation provided. Takes two sessions in a row, so a Scout signs up for 5 merit badges, not 6. $20 fee.
Swimming	Ages 12 and up.
Lifesaving	Ages 12 and up. Earn the Swimming merit badge before camp.
Search and Rescue	At Excursions. Ages 12 and up. Takes two sessions in a row.

Range and Target Activities

Every firearm activity needs a signed **Firearms Authorization Form** in CampDoc for each Scout under 18. Archery does not.

Merit Badge / Program	Notes
Archery	Ages 12 and up. A morning class plus a separate qualifying session (book both at the same time). $15 fee.
Rifle Shooting	Ages 12 and up. A morning class plus a separate qualifying session. $45 fee.
Shotgun Shooting	Ages 13 and up. $50 fee.
Black Powder Rifles	Tuesday and Wednesday evenings, all ages. No separate sign-up. Firearms Authorization Form required.
Cowboy Action Shoot	Monday and Wednesday evenings. Ages 14 and up. Firearms Authorization Form required.
NRA First Steps Pistol	Returns in 2027, run by the council with one certified NRA pistol instructor for every shooter. Ages 14 and up. $50 fee.
Paintball	New for 2027. Paintball and chalk ball target shooting on a supervised range. An open program for anyone with Range and Target Activities permissions. No fee.
Hunter Education	New for 2027. A 10-hour course; Scouts who finish earn a hunter education certificate. All ages. Sign up for it as a class in BlackPug. No fee.
Rifle open shoot	Thursday evening.
Open shoot	Most afternoons, 1:30 to 5 PM.

Personal firearms and ammunition are not allowed at camp.

Adventure & High Adventure

Merit Badge	Notes
Climbing	At the Climbing Tower. Ages 12 and up. A morning session plus a linked afternoon qualifying session (sign up for both). Camp provides all gear. Night climb Thursday.
Geocaching	At Excursions. Any age. Some GPS experience helps. Scouts need time outside class to finish a course, and bad weather can leave a partial.
Orienteering	At Scoutcraft. Any age. Learn to use a map and compass.
Exploration	At Scoutcraft. Any age.

Cycling

> **Partial — Scouts cannot complete Cycling merit badge fully at camp.**

Camp Hi-Sierra offers the Cycling merit badge as a partial. Here is what can and cannot be completed during a camp week:

Completable at camp (4 of 7 required rides):

- The 2-mile rides completed during the week
- Two 5-mile or 8-mile rides (or the Clavey ride substitution)

Cannot be completed at camp:

- The Clavey ride is 18 miles there and 18 miles back, and it does not count for the 22-mile ride requirement
- Afternoon rides Monday through Wednesday are only 2 to 3 miles due to the 45-minute time window and significant uphill terrain at the start
- Scouts will have 4 of 7 required rides completed and must finish the remaining rides with their unit after returning home

Cycling: ages 12 and up, at Excursions. Go on every bike ride during the week. Camp can provide a helmet, or bring your own. Helmets are required at all times while riding.

Action for Scoutmasters: Plan to schedule the remaining rides with your unit before or after camp. Scouts should bring a bike or arrange transportation for at-home completion.

Nature & Conservation

Merit Badge	Notes
Astronomy	At the Ed Snyder Observatory. Scouts taking Astronomy must also go on the Tuesday Astronomy Overnighter.
Advanced Astronomy (no merit badge)	At the Ed Snyder Observatory: telescope and observatory operation, famous telescopes, spectroscopy, cosmology and astrophotography. Ages 12 and up, and Scouts must have earned Astronomy.
Environmental Science	Eagle Required — Completable at camp
Fish and Wildlife Management + Mammal Study	Completable at camp — offered as one combined class
Forestry	Completable at camp. Bring a bound notebook for field observations.
Soil and Water Conservation + Geology	Completable at camp — offered as one combined class
Space Exploration	Ages 12 and up. Completable at camp
Sustainability	Eagle Required — Completable at camp

Handicraft

Merit Badge	Notes
Art	Drop-in Thursday. Visit an art museum or exhibit before camp (requirement 8). Without it, Art is a partial.
Leatherwork	Drop-in Monday.
Metalwork	At the Foxfire coal forge. Ages 12 and up. Same 80% natural fiber clothing rule as Welding. $25 fee.
Advanced Metalwork (no merit badge)	At Foxfire. For Scouts who already earned Metalwork. Limit 8. Same 80% natural fiber clothing rule as Welding. $25 fee.
Photography	Bring your Cyber Chip. Cameras provided.
Pottery	8 Scouts a class. $25 fee.
Wood Carving	Completable at camp. Must present Totin' Chip.

Communication & Performing Arts

Merit Badge	Notes
Music	At Handicraft. Drop-in Wednesday. Go to Cantina Night at camp, or to a live performance before camp.
Theater	At Handicraft. Proposed for 2027. Any age. Skits, plays and stage directions. No fee.

Scoutcraft & Outdoor Living

Merit Badge	Notes
Cooking (Eagle Week only)	Prerequisites required before camp.
American Indian Culture	Completable at camp (Foxfire)
Foxfire Living History (No Merit Badge)	Drop-in — blacksmithing, pioneer skills, and living history demonstrations at the Foxfire area
Wilderness Survival	Any age, good for returning Scouts. Scouts must go on the Tuesday night overnighter to earn it.
Pioneering	Proposed for 2027.

Trades

Merit Badge	Notes
Welding	Ages 11 and up, for returning Scouts. Wear a long-sleeved shirt and long pants of 80% or more natural fibers (like cotton), and closed-toe shoes. $35 fee.
Nuclear Science	Any age.
Electronics	All Scouts.
Electricity	Any age.
Painting	Any age.
Plumbing	Any age.
Fire Safety	At Foxfire. Do requirement 5g before camp: a home fire-escape plan and a home fire drill. Without it, Scouts leave with a partial.

Equestrian

Merit Badge	Notes
Horsemanship	Any age. 8 Scouts a class.
Veterinary Science	Any age. 15 Scouts a class.

STEM (offered in different areas)

Merit Badge	Notes
American Heritage / Scouting Heritage	At Foxfire. Combined offering.
Archaeology	At Foxfire. Completable at camp.
Fingerprinting	At Handicraft. Drop-in Tuesday.
Game Design and Chess	At Scoutcraft. One class, two badges.
Signs, Signals, and Codes	At Scoutcraft. Completable at camp.

Personal Development & Citizenship

Merit Badge	Notes
Salesmanship / Entrepreneurship	At the Trail to Eagle area, 4:10 to 5:10 PM. Combined offering

Special Programs

These are not merit badge classes but are signature camp experiences offered throughout the week.

Trail to Eagle

For first-year and younger Scouts working on Tenderfoot, Second Class, and First Class ranks. Dedicated staff guides Scouts through rank requirements in a supportive setting. Sessions are broken into three tracks:

- **Trail to Tenderfoot** — For Scouts new to the program, working on their first rank
- **Trail to Second Class** — For Scouts working toward Second Class rank requirements
- **Trail to First Class** — For Scouts completing First Class rank requirements

Camp staff teach the skills for these requirements. We do not sign off requirements in a Scout's handbook. After camp, the Scout's unit verifies the Scout's knowledge and records completion.

Clavey Overnighter

Thursday after lunch until Friday morning, at the Clavey River. Choose the Clavey Hike or the Clavey Bike. For Scouts 13 and up who have been on a daily hike or bike ride that week. Sign up at the Kiosk. Space is limited. Scouts miss their Thursday afternoon classes, so tell counselors on Monday. The Clavey Bike is 18 miles there and 18 miles back, with no fee. It does not count for the 22-mile Cycling merit badge ride.

Astronomy Overnighter

Tuesday after dinner, meeting at Nature. Scouts taking the Astronomy merit badge go as part of the badge. Anyone else, Scouts or adults, signs up at the Kiosk. Scouts observe the night sky and sleep under the stars.

Wilderness Survival Overnighter

Tuesday night, meeting at Scoutcraft. Scouts build emergency shelters and spend the night in them, without sleeping bags. Dress in layers and bring a full water bottle (2 liters recommended) and a flashlight. Back early Wednesday morning.

Cowboy Action Shoot

Monday and Wednesday evenings. Ages 14 and up. Firearms Authorization Form required.

Black Powder Rifles

Tuesday and Wednesday evenings, all ages. No separate sign-up. Firearms Authorization Form required.

Saga of Hi-Sierra

Camp's honor society. Scouts earn beads throughout the week for service, achievement, and participation. Saga reviews are Friday at 3:00 PM at Scoutcraft. Ceremonies are Friday around 10:00 PM, after the closing campfire. See the **Saga page** (page 113) for full details.

Eagle Achievement Camp (EAC)

Eagle Week (Eagle Achievement Camp), June 27 to July 1, 2027. Scouts pick up to 5 Eagle-required merit badges, with guaranteed placement. Open to troops or individuals. Citizenship in the Community, Personal Management, Family Life, Personal Fitness and Cooking are offered only this week.

Adult Leader Programs

Adult leaders have their own program track running alongside the Scout program.

Program	When
IOLS	One four-day course, Monday to Thursday, 9 AM to noon. Required for Scoutmasters and Assistant Scoutmasters.
Scoutmaster Specific	Monday to Thursday, 4:10 to 5:10 PM. Not a drop-in.
Other courses	Other courses rotate through the week, 2:50 to 3:50 PM as posted, such as Climb On Safely, Safety Afloat and Leave No Trace. Safe Swim Defense is also offered.
Adult Weld (Trades)	Tuesday evening.
Archery Scoutmaster Shoot	Tuesday evening.
Adult Forge (Foxfire)	Thursday evening.
Leaders' Meetings	Monday, Wednesday, Friday at 7:00 AM
Vespers	Tuesday and Thursday, 8 PM.

Tips for Merit Badge Success

Before Camp:

- Complete all prerequisites for your chosen badges
- Review the requirements and bring any required materials
- Scoutmasters should review prerequisites with Scouts at troop meetings

During Camp:

- Attend every class on time — missed sessions may prevent badge completion
- Use open program time and Friday make-up time (9 AM to 12 PM) to finish requirements
- Check in with the Trail to Eagle area for rank advancement help

- Need to change a merit badge? Sunday evening or Monday morning, if space is available. Speak with program staff.
- Unit leaders: pick up your troop's advancement printout at the camp office before leaving Saturday — it is much easier to correct errors at camp than after returning home

After Camp:

- Follow up on any partials with your unit's merit badge counselor
- For Cycling: schedule the remaining rides before the season ends

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Questions? Contact the camp office at chs@svmbc.org (mailto:chs@svmbc.org) or call (408) 638-8312.

Camp Map

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File: CHS MAP Spring 2026 V2 Resized.pdf (printed at the back, page 159)

FAQs 2027

Quick answers to common Camp Hi-Sierra questions

Top 10 Most Asked Questions

These were the most frequently asked and confused topics at the 2026 Leaders Meetings. Start here.

1. How do I link BlackPug to CampDoc?

This was the #1 source of confusion. Families do NOT get CampDoc access automatically.

Step by step:

1. Log into BlackPug at scoutingevent.com/055-CHS27
2. Open each scout's record and enter their first name, last name, date of birth, gender, and email
3. Click **Update Information**
4. Find the yellow **Link to CampDoc** button mid

General Logistics

When is camp in 2027?

Weekly sessions from June 20 - July 31, 2027:

- Week 1: June 20-26
- Week 2: June 27-July 1 (Eagle Achievement Week)
- Week 3: July 4-10
- Week 4: July 11-17
- Week 5: July 18-24
- Week 6: July 25-31

Weeks 1 and 5 are sold out.

What are the 2027 camp fees?

In Council: $850 (reserved at camp in 2026 with paid deposit) / $875 (reserved before Nov. 15, 2026) / $900 (after Nov. 15, 2026)

Out of Council: $875 (reserved at camp in 2026 with paid deposit) / $900 (reserved before Nov. 15, 2026) / $925 (after Nov. 15, 2026)

Adults: $545 (1 free adult with 1-9 Scouts, 2 free with 10 or more)

Late fee: Payments are due in full April 15; a $25 per Scout late fee is enforced starting April 23.

Eagle Week has its own prices. See Eagle Week 2027.

What time do we arrive and depart?

Sunday arrival: 1:00-3:00 PM. Aim for 1:00 to 2:00 PM.

Saturday departure: 10:00 AM

Where do we park?

Park in the main lot, backed in. Cars stay in the main lot all week. No cars go to campsites.

Do we need medical forms?

Yes! All Scouts and adults must complete their health and medical information in CampDoc. Parts A, B, and C are required for anyone staying over 72 hours (all full-week attendees). Part C (physical exam) must be within 12 months of camp. Note: part-time adults staying fewer than 72 hours may complete Parts A and B only. All information must be complete and submitted two weeks before camp.

How do I submit food allergies or dietary restrictions?

Enter all dietary needs in **CampDoc** at least two weeks before camp. This includes allergies, intolerances, vegetarian/vegan diets, religious dietary requirements (Halal, etc.), and any other food-related needs. Enter them in CampDoc; don't rely on telling staff at check-in. For severe allergies or complex needs, also email 19chs49@gmail.com (mailto:19chs49@gmail.com) at least two weeks before camp.

Is there EV charging at camp?

Yes. Camp has Level 2 EV chargers ($20 a charge in 2026).

Can someone with a CPAP machine still attend?

Yes! But they need to be battery-operated.

When is the swim test?

Sunday afternoon during check-in. Required for all Scouts planning aquatics activities.

Where do we stage our gear on arrival?

> **Carpooling is strongly encouraged and parking is very limited. Please coordinate with your unit to reduce the number of vehicles before arriving.**

Stop at the 'Y' and check in with the parking staff, then drive down to camp. Park in the main lot, backed in. Stage your gear in Flag Meadow and meet your troop guide.

Is there WiFi at camp?

Yes, for adults only. Each adult receives one free WiFi code at the start of the week (one device per adult). Additional codes are available for purchase at $15 each. Limited bandwidth. Cell service is minimal to none. Campsites have no power. Scouts charge phones at the Dining Hall outlets.

What payment methods does the Trading Post accept?

Cash, credit and debit cards, Apple Pay and Google Pay are accepted.

What are the tent accommodations?

Camp provides 8x10 foot canvas tents on wood platform floors — troops do not need to bring their own tents. No cots, sleeping pads, or bedding are provided. Units may bring additional tents if needed, but flat space in campsites is very limited.

Are meals provided?

Yes! All meals from Sunday dinner through Saturday breakfast are included. Family-style dining. Special diets are accommodated with advance notice.

Do we need to bring firewood?

No. When CAL FIRE conditions allow fires, gather down wood around camp.

Merit Badges & Programs

When do merit badge sign-ups open?

All sign-ups start at 7:00 PM through BlackPug at scoutingevent.com/055-CHS27:

Camp Week	Dates	Sign-Up Opens
Week 1	June 20-26	Monday, May 17, 2027
Week 2 (Eagle Week)	June 27-July 1	Scouts pick their 5 badges when they register
Week 3	July 4-10	Tuesday, May 18, 2027
Week 4	July 11-17	Tuesday, May 18, 2027
Week 5	July 18-24	Wednesday, May 19, 2027
Week 6	July 25-31	Wednesday, May 19, 2027

How many merit badges should a Scout take?

Four merit badges plus free time is best. Five is OK. Six is too many: it leaves no time for open program, and open program is a big part of the week.

Are there age minimums for merit badges?

Yes, the following merit badges have minimum age requirements:

- Archery: 12+
- Citizenship in the Nation: 11+
- Citizenship in the World: 11+
- Climbing: 12+
- Communication: 11+
- Cowboy Action Shooting: 14+ (national standard)
- Cycling: 12+
- First Aid: 12+
- Lifesaving: 12+
- Metalwork: 12+
- Rifle Shooting: 12+
- Search and Rescue: 12+
- Shotgun Shooting: 13+
- Small Boat Sailing: 13+
- Space Exploration: 12+
- Swimming: 12+
- Welding: 11+

Which merit badges have fees?

- Archery: $15
- Rifle: $45
- Shotgun: $50
- NRA First Steps Pistol: $50
- Metalwork: $25
- Advanced Metalwork: $25
- Welding: $35

- Pottery: $25
- Sailing: $20

How do we pay merit badge fees?

Fees can be paid through BlackPug during online registration, or at troop check-in at camp.

2026 Merit Badge Schedule (the 2027 schedule is posted before sign-ups open in May 2027)
(go.svmbc.org/CHS26Schedule)

Do merit badges have prerequisites?

Some do. Check specific badge requirements. Complete homework BEFORE camp (readings, projects, tracking sheets).

2026 Merit Badge Schedule (the 2027 schedule is posted before sign-ups open in May 2027)
(go.svmbc.org/CHS26Schedule)

Are there merit badges that require special sign-up?

Yes. Several merit badges have unique scheduling rules:

Small Boat Sailing is a double-block merit badge — it takes two consecutive sessions. Scouts are transported to Pinecrest Lake (15 minutes away, transportation provided).

- Sign up for Block 4 = Sailing Blocks 4 AND 5
- Sign up for Block 5 = Sailing Blocks 5 AND 6
- You will NOT be able to sign up for 6 total merit badges if taking Small Boat Sailing. Scouts must have Swimmer Status.

Climbing, Archery, and Rifle each require a morning merit badge session AND a linked afternoon qualification session. You must sign up for both at the same time. Any morning block can be paired with any of the listed afternoon Qualify blocks — BlackPug is set up to allow any of the combinations below:

- **Archery** — Morning Block 1, 2, or 3 -> pair with Qualify Block 4, 5, or 6
- **Climbing** — Morning Block 1, 2, or 3 -> pair with Qualify Block 4, 5, or 6
- **Rifle** — Morning Block 1 or 2 (Rifle has no Block 3) -> pair with Qualify Block 3, 4, 5, or 6

Cycling: go on every bike ride during the week.

Cycling Merit Badge cannot be fully completed at camp. Only 4 of 7 required rides can be finished at camp. Scouts must complete remaining rides outside of camp.

Advanced Metalwork (no merit badge) is for Scouts who already earned Metalwork. Scouts must be able to easily lift 20 lbs and wear long sleeves and long pants of 80% or more natural fibers (like cotton).

Astronomy Advanced (no merit badge): telescope and observatory operation, famous telescopes, spectroscopy, cosmology and astrophotography. Scouts must attend the Astronomy Overnighter. Ages 12 and up, and Scouts must have earned Astronomy.

Photography requires a Cyber Chip.

Welding requires a long-sleeved shirt and long pants of 80% or more natural fibers (like cotton). Age minimum: 11+. $35 fee.

Forestry — bring a bound notebook for the Forestry Notebook requirement.

Can solo campers attend and do merit badges?

Yes! Solo campers are placed in provisional troops and have full access to all programs.

Will merit badge completions be uploaded to Scoutbook?

Yes, available upon request. Confirm with camp staff during the week.

Can we adjust the merit badge schedule at camp?

Yes, Sunday evening or Monday morning if space available. Speak with program staff.

Activities & Programs

What evening programs are available?

- Open program (7:00-8:30 PM) most nights
- Astronomy Overnighter (Tuesday after dinner, meeting at Nature. Part of the Astronomy merit badge. Anyone else, Scouts or adults, signs up at the Kiosk.)
- Wilderness Survival Overnighter (Tuesday, optional)
- Clavey River Overnighter (Thursday after lunch to Friday morning, ages 13 and up who have been on a daily hike or ride that week. Sign up at the Kiosk. The Clavey Bike is 18 miles there and 18 miles back, with no fee, and does not count for the Cycling 22-mile ride.)
- Opening Campfire (Sunday)
- Closing Campfire (Friday)

Are there daily hikes available?

Yes, various hiking opportunities during open program times and as part of merit badges.

Is there open climb/shoot/swim time?

Yes! During open program hours (1:30-5 PM and 7-8:30 PM) most days.

Can Scouts bring personal mountain bikes?

Yes. Camp can provide a helmet, or bring your own. Helmets are required at all times while riding. Secure bikes at the campsite when not in use.

Is there a patch trading area?

Yes, patch trading happens informally at campsites and dining hall. Bring patches to trade!

What programs are available for adults?

- IOLS (Introduction to Outdoor Leader Skills)
- Scoutmaster Specific Training
- Climb On Safely certification
- Open program at various areas
- Activities alongside Scouts

What to Bring

What are the essentials?

- Sleeping bag & pad (no cots provided)
- Scout uniform
- Clothes for hot days (90°F) and cold nights (40°F)
- Rain gear
- Hiking boots (broken in)

- Sunscreen and insect repellent
- Water bottle
- Flashlight
- Toiletries

Can we pre-order camp T-shirts?
There is no free T-shirt in 2027. Pre-orders are due May 15, and shirts are also sold at the Trading Post.

Are camp bikes available for general use?
Yes, camp does have bikes for general use. Speak with the Excursions Lead. Scouts may also bring personal bikes.

Can Scouts bring personal climbing gear?
No, camp provides all climbing equipment. Personal gear not permitted for safety/standardization.

Do Scouts need Firem'n Chit and Totin' Chip?
Totin' Chip required for pocket knife use. Firem'n Chit helpful but can be earned at camp.

Should we bring insect repellent?
Yes, recommended. Mosquitoes can be present, especially near water.

Photos & Memories

Will campsite photos be available?
Yes! Request by emailing chs@svmbc.org (mailto:chs@svmbc.org) with your troop number and week.

Can Scouts bring cameras?
Yes, but they're responsible for securing them. No expensive electronics recommended.

When is the group photo taken?
Sunday during check-in activities.

The Saga of Hi-Sierra

What is the Saga of Hi-Sierra?
Camp's honor society recognizing achievement, service, and participation through ranks and bead awards.

What are the ranks?
- Seeker (1 week)
- Guardian (2 weeks)
- Trailblazer (3 weeks)
- Legend (4+ weeks)
- Great Legend (special distinction)

When are Saga reviews?
Friday at 3:00 PM at Scoutcraft.

When are Saga ceremonies?
Friday around 10:00 PM after closing campfire.

Can beads be earned multiple times?
Yes, but only the first repeat counts toward elective requirements.

Weather & Environment

What's the weather like?
Elevation: 5,000 feet

Days: 75-95°F (hot, intense sun)

Nights: 40-55°F (cold)

Generally dry with occasional afternoon thunderstorms

Why is sunscreen so important?
Higher elevation = more intense UV rays. Sunburn happens quickly. Reapply frequently!

Will there be bugs?
Some mosquitoes, especially near water. Insect repellent recommended.

Communication

Is there cell service?
Minimal to none throughout most of camp. Don't rely on phones.

How can parents contact their Scout?
Call camp phone: 209-965-3432 (daylight) or 209-965-4029 (emergency)

Staff will deliver messages.

Can we send mail?
Scout's Name

c/o Troop [Number] - Date

Camp Hi-Sierra

29211 Highway 108

Long Barn, CA 95335

Mail early - takes 3-5 days!

Health & Safety

Is there medical staff at camp?
Yes, trained medical staff and Health Lodge on-site.

What if my Scout needs medication?

Bring in original pharmacy containers. The troop gives medications from the locked medical box in its campsite. The Health Lodge keeps refrigerated medications only.

What about food allergies?

Enter them in CampDoc two weeks before camp. For severe allergies, also email 19chs49@gmail.com (mailto:19chs49@gmail.com) two weeks before camp.

Where's the nearest hospital?

Sonora Regional Medical Center - 34 miles from camp. Emergency: dial 911.

Travel & Arrival

How far is camp from San Jose?

About 180 miles, 3.5-4 hours drive time.

What's the camp road like?

Single-lane dirt road, 2.5 miles long. 15 MPH limit. Uphill traffic has right of way.

Where should we stop for gas/supplies?

Oakdale (on route) or Sonora (34 miles from camp) for full services.

What if we arrive late?

Call camp at 209-965-3432. Late arrivals accommodated but may miss opening activities.

Financial

What's included in the camp fee?

- All meals Sunday dinner through Saturday breakfast
- All basic programming and merit badges
- Use of camp facilities
- Campsite with tent platforms

What costs extra?

- Fee-based merit badges (Archery, Rifle, Shotgun, NRA First Steps Pistol, Metalwork, Advanced Metalwork, Pottery, Sailing, Welding)
- Trading Post purchases ($75-100 typical)
- Extra WiFi codes ($15 each. Each adult gets one free code.)
- Camp T-shirts (pre-order by May 15, or buy at the Trading Post)

When are payments due?

$750 campsite deposit per troop when you reserve (it counts toward your total). $250 per Scout by January 15. Another $250 per Scout by March 15. Balance for Scouts and adults by April 15. The $25 per Scout late fee is enforced starting April 23.

What is the cancellation/refund policy?

Cancel in writing (not email). Before January 15: you forfeit the $750 campsite deposit. Before March 15: $750 per campsite plus $250 per youth. Before April 15: $750 per campsite plus $500 per youth. After April 15: no refund. Refunds are issued after September 1.

Are camperships available?

Campership assistance is available through SVMBC for Scouts with demonstrated financial need. Apply for camperships inside BlackPug by March 31, 2027. All 2027 camperships are awarded at once on April 1, so your troop still has time to fundraise before the April 15 balance. Most camperships cover 25% to 75% of a Scout's camp fee. Camperships aren't guaranteed. Facing a serious hardship? Call us at 408-638-8312. Questions: CHS@svmbc.org (mailto:CHS@svmbc.org).

How much do guest meals cost?

Breakfast $20, Lunch $25, Dinner $30.

Leadership & SPL Program

How many adult leaders are required?

Minimum two registered adult volunteers (21+) per troop for the entire week. Each needs current Youth Protection Training and Hazardous Weather Training (within 2 years). Adults from California-based units, and adults who live in California, also need Mandated Reporter Training and Live Scan fingerprinting. If any female Scouts attend, a registered female leader over 21 must attend too. **Two-deep leadership must be maintained at all times.** If a unit does not have sufficient adult leadership, camp may charge **$125/night** for supplemental coverage, or the unit may be sent home after 8 hours without resolution.

Do adult leaders pay?

With 1-9 Scouts, 1 adult is free (minimum 2 adults required); with 10 or more Scouts, 2 adults are free. Additional adults pay $545.

What is the SPL Week program?

The Senior Patrol Leader (SPL) Week program offers a **free week of camp** for qualified Scouts. SPL Week participants serve in camp leadership roles and gain valuable experience. SPL Week is the week before or after your troop's week. There is no SPL Week during Week 2 (Eagle Week). One SPL per unit attends free. A second SPL is $400. Sign up by March 15, 2027; space is filling fast, and SPL Week 5 is open only to SPLs from Week 6 troops. Claim your SPL's free week on the SPL Week page.

When are the 2027 leaders' meetings on Zoom?

- **New Leaders Meeting:** Thursday, March 18, 2027, 7:00 to 8:30 PM. For leaders new to Camp Hi-Sierra. Register: go.svmbc.org/chs27newleaders
- **All Leaders Meeting:** Wednesday, March 31, 2027, 7:00 to 8:30 PM. For every leader. Register: go.svmbc.org/chs27allleaders

Bring your questions. The recordings go on the Leader's Portal after each meeting.

What are the Leaders' Meetings?

Leaders' meetings are held **Monday, Wednesday, and Friday at 7:00 AM** in the dining hall. At least one adult from each unit **must attend**. Commissioners' Coffee is also available at these meetings.

What do leaders do at camp?

Supervise their unit, participate in training (IOLS, Scoutmaster Specific, Climb On Safely), attend mandatory Leaders' Meetings (M/W/F 7 AM), engage in activities with Scouts, coordinate campsite duties, and serve as role models.

Important Policies

What's NOT allowed at camp?

Personal firearms/ammunition, alcohol, illegal drugs, fireworks, pets, drones (without Camp Director permission), laser pointers. Tobacco is prohibited for youth; adults 18+ may use tobacco only in the designated smoking area in the parking lot.

What about visitors?

All visitors must check in at the camp office, then proceed to the Health Lodge. Visitors need a current AB or ABC medical form. Overnight visitors must be registered Scouting America members.

What are the damage fees?

Tent repairs: $10 per inch of damage. Tent replacement: $900. Fire extinguisher (missing or discharged): $150. Units are responsible for all equipment in their campsite.

What about early arrival?

Saturday early arrival (after 2:00 PM) costs $25/person. If you arrive early without advance notice, the fee doubles to $50/person.

What about youth protection?

All Scouting America Youth Protection policies enforced. Two-deep leadership required at all times, no one-on-one contact, separate sleeping arrangements. Hazing is zero tolerance.

Quiet hours?

11:00 PM to 7:00 AM. Respect neighboring campsites.

What about footwear?

Closed-toe shoes required at all times in program areas. Crocs count as closed-toe shoes. Sandals/flip-flops only in shower areas.

What about wildlife?

Do not approach, feed, or harass wildlife. Store food properly. Report any wildlife encounters to camp staff.

Still Have Questions?

Camp Office:

Email: chs@svmbc.org (mailto:chs@svmbc.org)

Phone: 408-638-8312

Camp Director:

Bruce Lee: 408-307-3383

Council Service Center:

1900 The Alameda, Suite 100

San Jose, CA 95126

During Camp Season:

Camp Phone: 209-965-3432

Emergency: 209-965-4029

See you at Camp Hi-Sierra 2027!

What to Bring to Camp 2027

Pack smart for an amazing week at Camp Hi-Sierra!

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Clothing

Scout Uniform:

- Scout uniform shirt (Class A) - required for meals, opening/closing campfires, and flag ceremonies

Daily Wear:

- Casual shirts/t-shirts (one per day + extras)
- Shorts (temperature can reach 90°F+)
- Long pants (evenings can be cool, 40-50°F)
- Underwear and socks (one set per day + extras)
- Sweatshirt or fleece jacket
- Light jacket or windbreaker
- Rain gear (jacket)

Footwear:

- Sturdy hiking boots or shoes (broken in!)
- Athletic/camp shoes or sneakers
- Water shoes for the waterfront
- Extra socks (wool or synthetic recommended)

Specialized Clothing:

- Swimsuit and towel
- Wide-brimmed hat or baseball cap (sun protection)
- Bandana or buff
- Welding or Metalwork: a long-sleeved shirt and long pants of 80% or more natural fibers (like cotton).

Camping Gear

Sleeping:

- **Sleeping bag** (rated for 40°F or lower)
- **Sleeping pad or air mattress** - **NO COTS PROVIDED**
- Pillow (optional but recommended)
- Extra blanket if you get cold easily

Personal Equipment:

- Flashlight or headlamp with extra batteries
- Water bottle (32 oz minimum, refillable)
- Daypack or small backpack
- Pocket knife with Totin' Chip certification
- Watch or small clock
- Notebook and pen/pencil
- Scout Handbook

- Camera (optional, keep secured)

Toilet Kit & Personal Care

- Toothbrush and toothpaste
- Soap (biodegradable recommended)
- Shampoo
- Towel(s) - quick-dry recommended
- Deodorant
- **Sunscreen (SPF 30+)** - ESSENTIAL at 5,000 ft elevation
- **Insect repellent** - Recommended
- Lip balm with SPF
- Toilet paper (backup roll)
- Hand sanitizer
- Prescription medications in original containers
- Glasses/contacts with backup pair
- Personal first aid items

Required Paperwork

CRITICAL - Cannot attend without these:

- **Completed CampDoc Health & Medical Information - Parts A, B, C, and** insurance card**(submitted digitally in CampDoc)**
  - Required for EVERY participant (Scouts AND adults)
- Scouts under 18 doing any firearm activity: a signed Firearms Authorization Form in CampDoc. Archery does not need one.

Money & Trading Post

- Cash or card for Trading Post (typically $75-100 for the week)
- The Trading Post takes cash, credit and debit cards, Apple Pay and Google Pay

Optional but Helpful Items

- Camp chair (lightweight, portable)
- Cots (not provided, tent platforms only)
- Bandana or buff (multiple uses)
- Carabiner or gear loops
- Dry bags or Ziploc bags (keep items dry)
- Playing cards or compact games
- Small musical instrument
- Duct tape (small roll)
- Paracord (25-50 feet)
- Book or journal
- Binoculars (great for astronomy programs)
- Stuff sacks for organization

- Mountain bike and helmet if you have them (camp can provide a helmet. Helmets are required at all times while riding.)

DO NOT BRING

Absolutely prohibited:

- Weapons beyond a pocket knife (no fixed-blade knives, swords, etc.)
- Fireworks or explosives of any kind
- Tobacco products (for youth)
- Alcohol or illegal drugs
- Personal firearms or ammunition
- Pets
- Drones (without Camp Director permission)
- Laser pointers
- Sheath knives or fixed-blade knives
- Expensive jewelry or valuables
- Personal climbing gear (camp provides all necessary equipment)

Packing Tips

1. **Label everything** with Scout's full name and unit number
2. Use a duffel bag or backpack (easier than hard suitcases)
3. Pack clothes in waterproof bags or ziplocs
4. Break in hiking boots BEFORE camp
5. Test your sleeping bag to ensure it's warm enough
6. Keep medications and paperwork together
7. Pack a small day bag for daily activities
8. Bring extra socks - they're worth their weight in gold!
9. Remember layers for temperature changes (90°F days, 40°F nights)

Weather Considerations

Camp Hi-Sierra Elevation: 5,000 feet

Typical Summer Weather:

- **Daytime**: 75-95°F (warm to hot, intense sun)
- **Nighttime**: 40-55°F (cool to cold)
- **Conditions**: Generally dry, occasional afternoon thunderstorms
- **Sun intensity**: High elevation = stronger UV rays

What this means:

- Sunscreen is ESSENTIAL (reapply frequently)
- Layer clothing for temperature swings
- Rain gear for surprise storms
- Warm sleeping bag for cold nights

Mailing Address for Camp

Scout's Name

c/o Troop [Number] - Date

Camp Hi-Sierra

29211 Highway 108

Long Barn, CA 95335

Mail early - it can take several days to arrive

FedEx or UPS is preferred for Packages

Questions?

Contact the camp office:

Email: chs@svmbc.org (mailto:chs@svmbc.org)

Phone: 408-638-8312

Camp Phone (in season): 209-965-3432

Remember: Adult volunteers, the Camp, Camp Staff, and Silicon Valley Monterey Bay Council are NOT responsible for lost, stolen, or damaged personal property. Label everything!

Unit Leadership at Camp 2027

Everything leaders need to know about their role at Camp Hi-Sierra

Return to Portal Page (page 4)

Scoutmaster Requirements

Every unit attending Camp Hi-Sierra must have a minimum of **two registered adult leaders (age 21+)** present at all times throughout the week. This is a Scouting America requirement and is strictly enforced.

Two-Deep Leadership is mandatory. If a unit does not have sufficient adult leadership at any point during the week, camp will attempt to provide supplemental coverage at a fee of **$125/night**. If the leadership gap cannot be resolved within 8 hours, the unit may be sent home.

All adult leaders need current Safeguarding Youth training and Hazardous Weather Training (within 2 years). Adults from California-based units, and adults who live in California, also need Mandated Reporter Training and an AB 506 Live Scan. If any female Scouts attend, a registered female leader over 21 must attend too. Every adult staying the week needs a complete CampDoc health form (Parts A, B and C). This must be completed before arriving at camp.

SPL Week Program

The **Senior Patrol Leader (SPL) Week** program is a unique opportunity for qualified Scouts to attend a **free week of camp** while developing leadership skills.

How It Works:

SPL Week participants learn about how the camp works and discuss leadership with other SPLs present in camp. This is an outstanding leadership development experience.

Requirements:

Your SPL attends the week before or after your troop's week. There is no SPL Week during Week 2 (Eagle Week). One SPL per unit is free. A second SPL is $400.

Sign up by March 15, 2027.

Space is filling fast: SPL Week 5 is open only to SPLs from Week 6 troops. This is a free week of camp and an incredible resume builder.

Patrol Leaders' Council (PLC)

The PLC operates at camp just as it does in your home troop. Scoutmasters should encourage their SPL and Patrol Leaders to:

Take ownership of their patrol's campsite duties, coordinate table steward rotations (one Scout per table per meal, rotates daily), plan evening campsite activities, represent their patrol at troop meetings, and lead by example in attendance and participation. Your troop gets its table numbers at check-in on Sunday. Set your steward roster then and post it in your campsite all week.

Leaders' Meetings (Mandatory)

Schedule: Monday, Wednesday, and Friday at **7:00 AM** in the dining hall

At least one adult from each unit **must attend** every Leaders' Meeting. These meetings cover important camp business, schedule changes, safety updates, and program information.

Commissioners' Coffee is served at these meetings. Camp Commissioners are experienced Scouters who serve as your resource for any camp-related questions or issues throughout the week.

Adult Training Opportunities

Camp Hi-Sierra offers several adult training programs during the camp week:

Introduction to Outdoor Leader Skills (IOLS) ... One four-day course, Monday to Thursday, 9 AM to noon. Required for Scoutmasters and Assistant Scoutmasters.

Scoutmaster Specific Training ... Monday to Thursday, 4:10 to 5:10 PM. Not a drop-in.

Other courses rotate through the week, 2:50 to 3:50 PM as posted, such as Climb On Safely, Safety Afloat and Leave No Trace.

Adult evenings: Tuesday, the Archery Scoutmaster Shoot and Adult Weld. Thursday, Adult Forge at Foxfire.

See the Adult Education page (camphi-sierra.org/chs/adult-education) for details.

Ask about available training at the Sunday 4:30 PM Scoutmaster meeting or at any Leaders' Meeting.

Vespers & Spiritual Programs

Vespers (worship service) is offered during the camp week. Vespers is Tuesday and Thursday at 8 PM. Attendance is optional but encouraged.

Commissioner Resources

Camp Commissioners are your go-to resource for:

Campsite issues, program questions, schedule conflicts, Scout behavior concerns, equipment needs, advancement questions, and general camp information.

Commissioners visit campsites regularly and are available at the M/W/F Leaders' Meetings.

Key Sunday Activities for Leaders

1:00 to 3:00 PM ... Stop at the 'Y' and check in with the parking staff, park in the main lot (backed in), stage gear in Flag Meadow, then check in at the camp office and the Health Lodge.

2:00 to 4:00 PM ... Set up campsite, camp tour

4:30 PM ... **Scoutmaster/SPL Meeting** (REQUIRED) ... Meet with Camp Director and staff, review the week ahead

6:20 PM ... Evening flag ceremony (all attend)

6:30 PM ... Dinner

8:30 PM ... Opening Campfire

Campsite Leadership Responsibilities

Daily Duties:

Conduct morning flag ceremony at campsite (7:20 AM), manage table steward rotation, ensure Scouts attend all required activities on time, maintain campsite cleanliness, enforce quiet hours (11 PM to 7 AM), and monitor Scout health and well-being.

Saturday:

Cleanup starts at 8:30 AM. Clean the site (Week 6 troops also fold the tents), then staff inspection. Checkout by 10:00 AM.

Equipment Care:

Units are responsible for all camp equipment in their campsite. Damage fees apply: tent repairs at $10/inch, tent replacement at $900, fire extinguisher replacement at $150.

Questions? Contact the camp office at chs@svmbc.org (mailto:chs@svmbc.org) or call (408) 638-8312

» **Campsite Duty Roster** ... page 62
» **Steward Duty Roster** ... page 63
» **The Perfect Campsite** ... page 64

Campsite Duty Roster

Printable duty roster for daily campsite chores — leave posted until end of week

Duties tracked: Lt. Latrine, Rt. Latrine, Sink, Campfire, Raking, Litter, Trash Can, AM Flag, PM Flag, and Supply Refiller (twice weekly from commissioners' shed).

Shower/Bathroom Cleaning: Each troop is strongly encouraged to take a shower cleaning day as voluntary service (counts toward a basic hour service project). No inspection points are deducted for not participating.

> **Download and print the PDF below to post at your campsite**

File: Campsite Duty Roster.pdf (printed at the back, page 160)

Steward Duty Roster

Printable meal steward rotation for the week — leave posted until end of week

Schedule: Assign one Scout per table for each meal (Breakfast, Lunch, Dinner), rotating daily from Monday through Saturday. Your troop gets its table numbers at check-in on Sunday. Fill in the roster then and post it in your campsite all week.

Notes:

- **Sunday:** Camp has not started (breakfast/lunch) — dinner stewards needed for arrival day
- **Friday lunch:** No stewards needed
- **Saturday:** Departure day — breakfast stewards only

> **Download and print the PDF below to post at your campsite**

File: Steward Duty Roster.pdf (printed at the back, page 161)

The Perfect Campsite

Campsite inspection scoring guide — do not remove from campsite bulletin board

This guide lists every item scored during daily campsite inspections, totaling **100 points**. Use it to make sure your troop earns top marks all week.

Scoring breakdown:

- **10 pts each:** Duff raked 15 ft. from fire, Latrine clean/lids down/doors open, Grounds free of litter
- **5 pts each:** Fire tools on rack, Fire bucket filled, Fire guard chart posted & signed, Areas around tents & latrine clear of duff, Paper/urinal screens/Lavex bags restocked, Wash rack clean, Tent platforms litter free, Inside of tents orderly, All tent flaps tied back, Duty roster & schedules posted, Flag raised, Trash can less than half full, No food stored in campsite

> **Download and print the PDF below to post at your campsite**

File: The Perfect Campsite.pdf (printed at the back, page 163)

Attire Guidelines for Scouts and Adults

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District Events, Council Events, Summer Camp, and SVMBC Properties

The Silicon Valley Monterey Bay Council works to provide a safe, welcoming environment where Scouts and leaders can learn, collaborate, and participate in outdoor activities. Clothing at council events and properties should support safety, comfort, and respect for others.

Attire should always be appropriate for the activity and in good repair. Safety remains the top priority during all programs and activities.

Scouting America Troops Clothing Policy

Fillable PDF for you to create your own policy

General Clothing Requirements

All clothing worn at council events, camps, and properties should be:

- In acceptable repair and appearance
- Neat and clean
- Appropriate for the activity being conducted

While attending events or camp, Scouts and adult leaders must wear:

Top

• Shirt, tank top, or similar upper garment

Bottom

- Pants
- Shorts
- Sweatpants
- Skirts or dresses
- Leggings

Shoes

- Closed-toe and closed-heel shoes are required for safety
- Crocs count as closed-toe shoes
- Athletic or hiking shoes are recommended
- Water shoes may be worn only in aquatics area
- Crocs and flip-flops are not appropriate water shoes

Clothing requirements should also respect the diverse needs of Scouts and leaders. Religious headwear may be worn in accordance with a person's faith.

Activity-Specific Clothing Requirements

Some activities require additional safety clothing.

Examples include:

Climbing

- Helmets must be worn at all times
- Long hair must be securely tied back

Welding and Metalwork (forge)

- A long-sleeved shirt and long pants of 80% or more natural fibers (like cotton)
- Closed-toe shoes

Outdoor programs such as hiking or biking

- Appropriate clothing and footwear for the activity
- Biking: a helmet at all times while riding (camp can provide one, or bring your own).

These requirements help reduce risk and support safe participation in program areas.

Clothing That Is Not Allowed

The following clothing is prohibited at SVMBC events or properties.

Clothing with inappropriate messaging

Items displaying:

- Profanity
- Violence
- Tobacco, alcohol, or drug promotion
- Sexual content
- Messages that promote a hostile environment

Clothing that exposes undergarments or excessive skin

This includes:

- Bare midriffs
- Bare chests
- Transparent clothing
- **Crop tops intentionally exposing the abdomen**
- Visible undergarments

Bra straps that are visible are **not considered a violation**.

Minimal exposure during normal movement is not considered a violation.

Aquatics Attire

Swimwear must be designed for aquatic activity and appropriate for use in the water.

Acceptable swimwear must be:

- Clean and in good repair
- Designed as swimwear
- Appropriate for the activity
- Secure enough to remain in place while swimming

Acceptable examples include:

- Athletic swimwear
- Bikinis
- Swim shorts
- Muslim swimwear

Additional layers such as a T-shirt may be worn if they do not interfere with swimming ability.

Not permitted

- String swimsuits
- Thong swimsuits
- Crochet swimsuits

These restrictions apply at all SVMBC aquatic areas and events.

Addressing Concerns

Any concerns about Scout or leader attire should be handled respectfully and confidentially.

Please bring concerns directly to camp or council staff so they can be addressed appropriately.

Parent Portal (BlackPug)

> **Want to enable Parent Portal for your unit?** Email us at CHS@svmbc.org (mailto:CHS@svmbc.org) to request access. It can be turned on for any registered unit.

What is Parent Portal?

Parent Portal allows unit registration contacts to shift individual Scout data entry to parents, while keeping each parent's view limited to only their own Scout's information. This protects the privacy of all Scouts in your unit while reducing the data entry burden on the unit leader.

As the registration contact, you retain full access to the registration at all times, with or without Parent Portal enabled.

Frequently Asked Questions

Jump to a topic:

- Getting Started
- Managing Attendees & Cards
- Merit Badge Selection
- Payments & Fees
- Monitoring Activity

Getting Started

Why should I use Parent Portal?

When registering a full unit for Summer Camp, the council requires certain information for each youth (such as name, rank, and dietary requirements). Without Parent Portal, you have two options: enter all the information yourself, or give each parent your registration number and email address, which creates privacy concerns since every parent can then see all other Scouts' information.

Parent Portal lets you shift data entry to parents while ensuring each parent can only see their own Scout's information.

Will I still be able to access the registration if I use Parent Portal?

Yes. Your access is identical whether you use Parent Portal or not. You can still access the registration and make changes to attendees or add new attendees at any time.

Do I need to create passwords for parents? How do I generate access cards?

This is all handled automatically. Click the **"Parent Portal Credentials"** button and a PDF is generated that prints 8 cards per sheet. Cut the sheet into cards and distribute them to parents.

The PDF is formatted for Avery 5395 label stock. If printing to Avery labels, make sure your printer is **not** set to "Fit to Page," as this will alter the formatting.

Managing Attendees & Cards

Can a parent add an attendee through Parent Portal?

No. Parents cannot add new attendees to the registration. Only the registration contact can add new attendees. If a parent wants to add additional attendees, you will need to provide them one access card per attendee. If you have run out of cards, you can add new attendees to the registration and then regenerate the access cards.

What if a Scout is no longer attending and I need to reassign their card?

At the bottom of your Parent Portal screen, there is a **"Reset Parent Portal credentials"** section. Each attendee is listed with their name, password, and a "Clear data-entry and reset password" button. Click this button to clear the attendee's information and reset the password, then print a new access card by clicking the **"Parent Portal Credentials"** button.

> **Note:** Class schedule is not cleared when you reset an attendee. See below for why.

Why isn't class schedule cleared when I reset an attendee?

At many camps, popular merit badges fill up quickly. If a Scout has already reserved a spot in a full merit badge, clearing their class schedule would open that spot to any other unit. By preserving the schedule, you retain the ability to transfer those merit badge spots to another Scout in your unit, or keep them on the same attendee once a new parent claims the card.

What if a parent has multiple Scouts? Can they use a single card?

You must provide one card per Scout. However, once a parent accesses the system for their first Scout, they can link additional Scouts using their other cards. Once linked, any of their cards will show all of their Scouts on one screen.

Can adults attending camp also be managed through Parent Portal?

Yes. Parent Portal works for adults as well as youth. For example, if a family has a dad, two Scouts, and a non-Scouting sibling all attending, the registration contact would provide one Adult card, two Scout cards, and one Sibling card.

Merit Badge Selection

Can I prevent Scouts from picking their own merit badges while still using Parent Portal?

Yes. You have three options:

Option	How to set it	What parents see
Scoutmaster selects only	Leave "Allow Parent Portal class selection" **unchecked**	Can view selections, cannot change them
Scouts select, Scoutmaster reviews	**Check** "Allow Parent Portal class selection" + enable email alerts	Can view and change selections
Scouts can view but not edit	Leave class selection unchecked	See your selections, no editing

How does "Email me when classes are changed through Parent Portal" work?

When this option is checked, you receive a single email approximately one hour after a parent makes class changes. The one-hour delay allows parents to complete all of their changes before the notification is sent. This notification is triggered by class additions and changes, but not by removals only.

Payments & Fees

Why would I want to prevent parents from making payment or seeing registration fees?

Some units add a camp surcharge to cover miscellaneous costs, such as a unit shirt included in the camp fee or a special dinner event. In these cases, the unit may prefer to collect payment separately and hide the fee breakdown from parents within the portal.

Monitoring Activity

How do I know if parents are using their access cards?

Enable at least one day under the **"Send me a registration summary"** section. You will receive an email on those days showing each attendee's payment status and a summary of required data fields that have not yet been completed.

When a parent applies a payment, they receive an email confirmation and you automatically receive a copy as well.

2026 Unit Verification Form

2027: The 2027 Unit Verification Form is not out yet. This page will link it when it is.

Complete your unit's 2026 Camp Hi-Sierra verification to confirm adult attendance, Safeguarding Youth, Registration Status, AB506 and Hazardous Weather Training

Click here to access the 2026 Unit Verification Form **(go.svmbc.org/CHS26Verfication)**

Please submit your verification form by the two weeks prior to your arrival at camp to AB506Summer@svmbc.org (mailto:AB506Summer@svmbc.org) to ensure a smooth check-in

Camp T-Shirts 2026

Two designs for 2026 — one free for qualifying Scouts, one available to everyone as a paid pre-order.

Return to Portal Home Page (page 4)

Free Youth T-Shirt — Blue "Rappeller" Design



Who gets one (no extra cost):

- Youth Members who paid the **in-council rate**, **OR**
- Youth Members who registered **before November 15, 2025** (early-bird rate)

How to claim the size:

1. Log into BlackPug
2. Open **Update Information** for each eligible Scout
3. Select a T-shirt size

Deadline: May 17, 2026

> If the free T-shirt size field does not appear for a Scout in BlackPug, that Scout did not qualify for the promotion.

Think of this one as the **"go-home, clean shirt"** — fresh design at the end of the week.

Optional Purchase T-Shirt — Green "Legend" Design

Available to everyone — Scouts, adults, families, alumni.





Pricing

Item	Price
Base price (pre-order)	$19.95
Regular Trading Post price	$21.95
2X upcharge	+$1.75
3X upcharge	+$2.75
4X upcharge	+$3.75

Available styles

- Cotton tees
- Polyester tees
- Long sleeve tees
- Hooded sweatshirts

Minimum order: 8 items per order

Order deadline: May 18, 2026

Order online: go.svmbc.org/chs-tshirts26

Limited stock will also be available at camp check-in.

Think of this one as the **"take-a-picture-at-camp shirt."**

Quick Reference

	Free Shirt (Blue)	Purchase Shirt (Green)
Cost	Included	$19.95 (sizes 2X+ extra)
Who qualifies	Youth with In Camp or By November 15th registration	Open to anyone
Deadline	May 17, 2026 (size in BlackPug)	May 18, 2026 (pre-order)
Where	BlackPug -> Update Information	go.svmbc.org/chs-tshirts26

Questions? Contact the camp office at chs@svmbc.org (mailto:chs@svmbc.org) or call (408) 638-8312

Last updated: April 26, 2026

Top 10 Most Asked Questions — 2026 Leaders Meetings

2026 Leaders Meeting Recording (go.svmbc.org/CHS26LeadersMeetingRecording) | **2026 Leaders Meeting Presentation** (go.svmbc.org/2026CHSLeaderMtgDeck)

The most frequently asked and confused topics from the 2026 All Leaders and New Leaders Meetings. Start here before diving into the full FAQ.

1. How do I link BlackPug to CampDoc?

This was the #1 source of confusion. Families do NOT get CampDoc access automatically — a troop leader must complete the link first.

Step by step:

1. Log into BlackPug at scoutingevent.com/055-CHS27
2. Open each scout's record and confirm first name, last name, date of birth, gender, and email are entered
3. Click **Update Information**
4. Find the yellow **Link to CampDoc** button midway down the page
5. This creates the CampDoc profile and sends the invite link to the family

Tip: Use the **Autofill** button in BlackPug to pull in council membership data and save time.

Full guide: go.svmbc.org/LinkBlackPugToCampDoc | Support: CampDoc@svmbc.org (mailto:CampDoc@svmbc.org)

Step-by-step medical form guide -> (go.svmbc.org/CampDocGuide)**go.svmbc.org/CampDocGuide**

Unit leader completion report guide -> (go.svmbc.org/CampDocReports)**go.svmbc.org/CampDocReports**

Filter CampDoc results guide -> (bit.ly/CampDocFilter)**bit.ly/CampDocFilter**

2. How many merit badges can a scout sign up for?

One merit badge per session. Scouts have 6 sessions total (3 morning, 3 afternoon, Monday through Thursday).

- Maximum possible: 6 merit badges
- Recommended maximum: 5 (3 morning + 2 afternoon)
- Quality over quantity — scouts who sign up for 6 often don't have a great time
- Some badges take 2 sessions in a row (Small Boat Sailing, Search and Rescue and First Aid)
- Friday morning is a **makeup day** for incomplete requirements, not a new session

Sign-up opens at 7:00 PM through BlackPug at scoutingevent.com/055-CHS27. Eagle Week Scouts pick badges when they register.

Camp Week	Dates	Sign-Up Opens
Week 1	June 20-26	Monday, May 17, 2027
Week 2 (Eagle)	June 27-July 1	Badges picked at registration
Week 3	July 4-10	Tuesday, May 18, 2027
Week 4	July 11-17	Tuesday, May 18, 2027
Week 5	July 18-24	Wednesday, May 19, 2027
Week 6	July 25-31	Wednesday, May 19, 2027

3. What is the CampDoc completion deadline?

Two weeks before the start of your camp week. CampDoc closes at that point — incomplete records mean the scout cannot attend.

Camp Week	Dates	CampDoc Deadline
Week 1	June 20-26	June 6
Week 2 (Eagle)	June 27-July 1	June 13
Week 3	July 4-10	June 20
Week 4	July 11-17	June 27
Week 5	July 18-24	July 4
Week 6	July 25-31	July 11

Upload what you have now and update as new information becomes available. Do not wait.

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4. What is AB 506 / DOJ fingerprinting — is this something extra?

No, it is not an additional step if you already completed your Scouting America registration background check via Live Scan fingerprinting. AB 506 IS that fingerprinting requirement.

- AB 506 is a California law (effective 2022) requiring all registered California adults to complete DOJ Live Scan fingerprinting
- It runs continuous background checks — if an adult volunteer is arrested, the council is notified the next day
- Required for all California-resident adult leaders at camp, including overnight visitors
- **Does NOT apply to out-of-state adults** (Nevada, etc.)
- A verification form will be provided at check-in to confirm compliance

Questions? Contact CHS@svmbc.org (mailto:CHS@svmbc.org)

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5. When are swim checks — and who needs one?

Sunday afternoon during check-in. Required for Scouts taking Swimming, Lifesaving, Canoeing, Kayaking, Rowing or Small Boat Sailing.

- All other scouts and adults may take a swim test **throughout the week** during afternoon open program hours to access swimming areas beyond the non-swimmer area
- Swim checks **cannot be done before arriving** — the aquatics area is a snow melt river, not a pool, and requires an on-site safety assessment
- Scouts who do not take a water merit badge still benefit from passing a swim check for recreational swim access

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6. Is Hazardous Weather Training required — and where do I complete it?

Yes. Required for all adults attending camp.

- Online course at my.scouting.org
- Takes approximately 30 to 35 minutes
- Valid for two years once completed
- Will be verified at camp check-in alongside AB 506 compliance

Step-by-step enrollment guide -> (go.svmbc.org/Hazardous)**go.svmbc.org/Hazardous**

Complete this now — do not wait until the week of camp.

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7. What medical forms are required — do we need Part C, and how do I submit food allergies?

It depends on how long you are staying.

Stay Duration	Parts Required
Under 72 hours	Parts A and B
Over 72 hours (full week)	Parts A, B, and C
Part-time adults under 72 hours	Parts A and B only

- Part C (physical exam) must be dated within 12 months of camp
- Immunization records are required — check Tetanus (DTaP, valid 10 years)
- Kaiser Part C forms are accepted
- Upload both front and back of insurance cards
- All forms go into CampDoc. Paper forms are not accepted.

Food allergies and dietary restrictions are entered in **CampDoc Part F** (F is for Food):

- Enter all dietary needs at least two weeks before camp
- Covers allergies, intolerances, vegetarian/vegan, religious requirements (Halal), and any other food needs
- Do NOT rely on telling staff at check-in — it must be in CampDoc
- For severe allergies or complex needs, also contact CHS@svmbc.org (mailto:CHS@svmbc.org) at least one week before camp to speak with the camp director and food service manager directly

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8. Where do I find merit badge prerequisites?

The **merit badge schedule spreadsheet** has everything:

- **Tab 1:** Full schedule by area and time
- **Tab 2 (INFO tab):** Prerequisites listed by requirement number for every badge

The 2027 schedule, with prerequisites, is posted before sign-ups open in May 2027. Until then, the 2026 schedule shows last year's: go.svmbc.org/CHS26Schedule

Also available through the Leaders Resource Portal at camphi-sierra.notion.site

Complete prerequisites BEFORE camp. Scouts who arrive without prereqs completed may not be able to finish the badge during the week.

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9. What are the payment deadlines and late fees?

Deadline	Amount Due
When you reserve	$750 campsite deposit per troop. It counts toward your total.
January 15	$250 per youth
March 15	Additional $250 per youth (total $500 paid)
April 15	Final balance — all fees, youth and adults. All rosters complete in BlackPug.

Late fee: Payments are due in full April 15; a $25 per Scout late fee is enforced starting April 23 (for 2027).

Cancellation policy:

- Cancel in writing (not email)
- Before January 15: you forfeit the $750 campsite deposit
- Before March 15: $750 per campsite plus $250 per youth
- Before April 15: $750 per campsite plus $500 per youth
- After April 15: no refund

- Refunds are issued after September 1

Questions: CHS@svmbc.org (mailto:CHS@svmbc.org) | (408) 638-8312

10. What time do we arrive, and what is the parking and check-in process?

Arrival begins at 1:00 PM on Sunday. Arrive between 1:00 and 3:00 PM (1:00 to 2:00 is best).

> **Parking is very limited. Carpooling is strongly encouraged — please coordinate with your unit before arriving.**

Staging location: Stop at the **'Y'** and check in with the parking staff, then drive down to camp. Park in the main lot, backed in.

Check-in order:

1. Stage gear in Flag Meadow and meet your troop guide
2. Camp office check-in (Wi-Fi codes, sign-in, confirm BlackPug)
3. Health Lodge check-in at dining hall (dietary needs, table assignments, camper bands)
4. Swim checks for aquatics scouts
5. Area tours
6. Campsite move-in
7. SPL and Scoutmaster meeting at 4:30 PM, flags at 5:50 PM

First meal provided is **Sunday dinner** — lunch is not provided on arrival day.

*For the full FAQ, see **FAQs 2027** (page 44).*

Questions? CHS@SVMBC.ORG (mailto:CHS@svmbc.org) | (408) 638-8312

Camp Hi-Sierra 2026 — Combined FAQ (All Leaders + New Leaders)

2026 Leaders Meeting Recording (go.svmbc.org/CHS26LeadersMeetingRecording) | **2026 Leaders Meeting Presentation** (go.svmbc.org/2026CHSLeaderMtgDeck)

Compiled from the All Leaders Meeting and New Leaders Meeting | March 19 & April 2, 2026

Hosted by Michael Wilson (Director of Support Services, SVMBC) and Camp Director Bruce Lee

Quick Reference

Camp Director	Bruce Lee
Program Director	Dani (Danylo) Didoszak — danylo.didoszak@scouting.org (mailto:danylo.didoszak@scouting.org)
Asst. Program Director	MJ Winter
Head Commissioner	Peter McGinnis
Camping Director	Dylan Hendrickson (reservations and logistics)
Main Contact	CHS@svmbc.org (mailto:CHS@svmbc.org)
CampDoc Support	CampDoc@svmbc.org (mailto:CampDoc@svmbc.org)
Elevation	5,000 feet
Arrival	Starting at 1:00 PM Sunday — first meal is dinner
CampDoc Deadline	Two weeks before your camp week
MB Sign-Up Dates	7:00 PM in BlackPug: Week 1 on Monday, May 17, 2027; Weeks 3 and 4 on Tuesday, May 18; Weeks 5 and 6 on Wednesday, May 19. Eagle Week badges are picked at registration.
Free T-Shirt Sizing Deadline	May 17 — submit in BlackPug under Update Information
Purchase T-Shirt Pre-Order	May 18 — approximately $19.95
SPL Week	SPL Week is the week before or after your troop's week. In 2027 it runs in Week 1 (waitlisted) and Weeks 3 to 6, never during Eagle Week. One SPL free per troop. A 2nd SPL is $400.
Adopt-a-Campsite	Memorial Day weekend (May 28-30, 2027) — meals provided
OA Ordeal	May 31 to June 2 — separate registration required
Leaders Resource Portal	camphi-sierra.notion.site
BlackPug Registration	scoutingevent.com/055-CHS27
SPL Application	go.svmbc.org/spl-apply
Link BlackPug to CampDoc	go.svmbc.org/LinkBlackPugToCampDoc

Arrival & Check-In

What time does camp start on arrival day?

Arrival begins at 1:00 PM on Sunday. Lunch is not provided on arrival day — the first meal is dinner. You should arrive by 3:00 PM to allow adequate time for processing.

What is the check-in process?

1. Stop at the 'Y' and check in with the parking staff, then drive down to camp. Park in the main lot, backed in. Cars stay there all week.
2. Stage your gear in Flag Meadow and meet your troop guide
3. Camp office check-in (Wi-Fi codes, sign-in, confirm BlackPug)
4. Health Lodge check-in at dining hall (dietary restrictions, stewarding overview, table assignments, camper bands, range and target forms)
5. Swim checks (required at camp, must be done in the camp river — scouts needing a swim track go directly to aquatics)
6. Area tours
7. Campsite move-in
8. SPL and Scoutmaster meeting at 4:30 PM, flags at 5:50 PM

What is the parking situation?

> **Parking is very limited. Carpooling is strongly encouraged — please coordinate with your unit to reduce the number of vehicles before arriving.**

Stop at the 'Y' and check in with the parking staff, then drive down to camp. Park in the main lot, backed in. Cars stay there all week. Stage your gear in Flag Meadow. No cars are permitted at campsites. Hand carts are available for gear. Staff will assist with gear transport for anyone with a disability. Please notify camp in advance if bringing a bus.

Will we need to register our vehicles?

Yes. About one week before camp you will receive a link to register each vehicle including make, model, color, troop number, and number of seats. This is used for emergency evacuation planning.

Can we arrive on Saturday?

Saturday arrivals must be discussed case by case with Bruce Lee. Contact CHS@svmbc.org (mailto:CHS@svmbc.org) to coordinate. Even if you registered for Saturday arrival, you still need to email to confirm arrangements. Early arrival costs $25 per person. Arriving early without advance notice doubles the fee to $50 per person.

Campsites & Facilities

What do the campsites look like?

Campsites have A-frame canvas tents (approximately 8x10 feet) on raised wooden platforms with metal bases, about four inches off the ground. No cots or bedding are provided — bring a sleeping pad and sleeping bag. Units may bring additional tents if needed, but flat space in campsites is very limited.

What facilities are at each campsite?

- 2 flushing toilets (latrine)
- Flagpole and American flag
- Picnic table with rain fly
- Handwashing station, water fountain, and hose
- Campfire ring with broom, shovel, and rake

- Patrol box for supplies
- Bulletin board with fire chart and duty roster
- Locking medicine box (or bring your own)
- No electricity in campsites

How many new tent platforms in 2026?

56 new tent platforms have been added across various campsites.

Are fires allowed?

Fires are subject to environmental conditions and Cal Fire restrictions. Campfires only when CAL FIRE conditions allow. There is plenty of down wood available in camp for gathering.

Where can scouts and adults shower?

There are two shower buildings, one on the north and one on the south side of camp. All stalls are individual. Adults may also use the showers near the dining hall, but scouts should not, as staff share that facility. Restrooms in the dining hall are available to everyone at any time.

Are all campsites at the same elevation as the program area?

No. All campsites are uphill from the program area. Lower sites like Blackfoot Heights are a short walk. Upper sites like Havasu can be 10 to 15 minutes uphill on a dirt road. Be prepared for hills and elevation.

How far is the walk between program areas?

Program areas are flat and close together along the river — no more than 5 minutes apart. Campsites are hilly. Depending on your campsite, expect an average of a quarter to a half mile maximum. Elevation gain can be challenging, particularly on day one, before scouts have acclimated. **Pack light** — scouts carry gear uphill to campsites.

What are the prescription medication rules?

Camp provides a locking medicine box for each campsite. Prescriptions must be in original pharmacy bottles. Adult medications should also be locked up. Troops can leave their own lock boxes at home if preferred. The troop gives medications from that box. The Health Lodge keeps refrigerated medications only.

CampDoc & Medical Forms

Is CampDoc mandatory?

Yes. All health forms go in CampDoc. No paper forms are accepted.

Who fills out CampDoc — the family or troop leadership?

CampDoc is filled out by the scout's family, not troop leadership. Troop leaders can monitor completion through the reporting links.

How do scouts get access to CampDoc?

Once scouts are added to your BlackPug registration AND linked by the troop inside BlackPug, they will receive CampDoc invite links via email. See go.svmbc.org/LinkBlackPugToCampDoc for details. This is the most commonly missed step.

How do I link BlackPug to CampDoc?

1. Add your scout in BlackPug with complete information (first name, last name, date of birth, gender, email)
2. Click the 'Update Information' button
3. Find the yellow 'Link to CampDoc' button midway down the page
4. This creates the CampDoc profile and sends the invite link

Tip: Use the Autofill button in BlackPug to pull in council membership data and save data entry time.

Step-by-step medical form guide -> (go.svmbc.org/CampDocGuide)**go.svmbc.org/CampDocGuide**

When must CampDoc be completed?

Two weeks before camp. CampDoc must be completed to attend camp — incomplete records mean the scout cannot attend.

What medical forms are required?

- Parts A & B for stays under 72 hours
- Parts A, B & C for stays over 72 hours (required for the full week, including all adults staying the week)
- Note: part-time adults staying fewer than 72 hours may complete Parts A and B only
- Immunization records required — check Tetanus expiration (listed as DTaP, expires every 10 years)
- Part C (physical exam) must be within 12 months of camp

Can I upload incomplete forms now and update later?

YES. Upload what you have now and update as new information becomes available. Do not upload an expired Part C — if the appointment falls outside the two-week window, email the council directly and a note will be added to that record.

Will Kaiser Part C be accepted?

YES. Kaiser's 5 to 8 page physical form can be uploaded to CampDoc as your Part C. Any physician-completed physical can be uploaded as a scanned PDF or a clear photo.

Does CampDoc carry over from other events?

YES. CampDoc is council-based. Camporee information carries over. However, Part C will still be required for stays over 72 hours if not already uploaded.

Can unit leaders see CampDoc completion status?

YES. Unit leaders can see the completion status for their specific unit. If you need provider access view, email CampDoc@svmbc.org (mailto:CampDoc@svmbc.org).

Completion report guide -> (go.svmbc.org/CampDocReports)**go.svmbc.org/CampDocReports**

Filter results guide -> (bit.ly/CampDocFilter)**bit.ly/CampDocFilter**

Do we need to upload both sides of the insurance cards?

YES. Scan and upload both front and back.

Are range and target activities forms in CampDoc?

Yes, all range and target activities forms are in CampDoc.

What is the most commonly missed item on health forms?

Tetanus. Make sure it is current and within the last 10 years. CampDoc also requires families to confirm permission for specific over-the-counter medications, which was frequently missed on paper forms.

What if CampDoc shows the wrong council for our troop?

Contact the council office to have it corrected. This has affected some units due to council mergers.

If we did CampDoc last year, do we have to start over?

No. Returning families will find much of their information pre-filled. The process takes approximately a third of the time compared to first-time entry, roughly 5 to 7 minutes.

What happens with medical form pre-screening?

All CampDoc forms are pre-screened by council office staff. If there are problems, you will be notified before camp so you can fix them.

Where do I get CampDoc support?

Email CampDoc@svmbc.org (mailto:CampDoc@svmbc.org) or visit svmbc.org/campdoc for links to the CampDoc filter and reporting tools.

Adult Requirements & Training

What are adult requirements to attend camp?

- Must be a registered adult in Scouting America
- California unit leaders must be AB 506 compliant (DOJ/Live Scan fingerprinting), including visitors spending the night
- Safeguarding Youth Training (formerly YPT) must be current
- Hazardous Weather Training is required for all adults (about 30 to 35 minutes online, valid for two years). See the step-by-step enrollment guide (go.svmbc.org/Hazardous).
- At least two registered adults age 21 or older with the troop at all times
- If any female Scouts attend, a registered female leader over 21 must attend too
- California leaders also need Mandated Reporter Training

Does AB 506 apply to out-of-state adults?

No. AB 506 is a California law and only applies to California residents. Leaders from Nevada or other states are not required to comply.

What is AB 506?

AB 506 is California law (effective 2022) requiring all registered California adults to complete DOJ Live Scan fingerprinting. It runs continuous background checks. This is your initial Scouting America background check, not an additional form.

Is IOLS required for all adults?

No. IOLS is required for Scoutmasters and Assistant Scoutmasters only, not for general adult leaders. It can be completed at camp — Monday through Thursday (4-day course, not daily repeats). Scoutmaster Specific Training is offered in the afternoons. Other rotating trainings such as Climb On Safely and Safety Afloat are also offered.

When should adults complete Safeguarding Youth training?

Before camp. Make sure it stays current through your camp week. Don't wait until the last day.

What do leaders do at camp?

Supervise their unit, participate in training, attend mandatory Leaders' Meetings (Monday, Wednesday, and Friday at 7:00 AM in the dining hall — at least one adult per unit must attend), engage in activities with Scouts, coordinate campsite duties, and serve as role models. Adults can also audit merit badge classes, join open program activities, or use the Scoutmaster grotto, an adults-only semi-private area.

Merit Badges & Programs

When do merit badge sign-ups open?

All sign-ups start at 7:00 PM through BlackPug at scoutingevent.com/055-CHS27:

Camp Week	Dates	Sign-Up Opens
Week 1	June 20-26	Monday, May 17, 2027
Week 2 (Eagle Week)	June 27-July 1	Scouts pick their 5 badges when they register
Week 3	July 4-10	Tuesday, May 18, 2027
Week 4	July 11-17	Tuesday, May 18, 2027
Week 5	July 18-24	Wednesday, May 19, 2027
Week 6	July 25-31	Wednesday, May 19, 2027

Who handles merit badge registration?

Each troop decides who handles sign-up — it does not have to be the Scoutmaster. Designate a single point of contact for your troop.

Do health forms need to be completed before signing up for merit badges?

No. CampDoc health forms do not need to be completed before merit badge sign-up.

How many merit badges can a scout sign up for?

One merit badge per block, up to 6 for the week, running Monday to Thursday. 3 in the morning and 2 in the afternoon is the recommended maximum. Quality over quantity — 5 is a good goal.

What is Friday for?

Friday morning is a makeup day for scouts to finish any incomplete requirements from earlier in the week.

What are the merit badge fees?

Paid through BlackPug during online registration, or at troop check-in at camp. See the full fee list in the schedule:

2026 Merit Badge Schedule & Fees (go.svmbc.org/CHS26Schedule)

2027 fees. The 2027 schedule is posted before sign-ups open in May 2027.

- Archery: $15
- Rifle: $45
- Shotgun: $50
- NRA First Steps Pistol: $50
- Pottery: $25
- Welding: $35
- Metalwork: $25

- Advanced Metalwork: $25
- Small Boat Sailing: $20

Which merit badges fill up quickly?

Metalwork and Welding are very popular. Eagle-required badges like Communications and Citizenship in the Nation can fill quickly. Rifle, Shotgun, and Archery also fill fast. Register as soon as your sign-up window opens.

Are there rank requirements for merit badges?

No, only age restrictions apply.

What are the age minimums for merit badges?

- Archery: 12+
- Citizenship in the Nation: 11+
- Citizenship in the World: 11+
- Climbing: 12+
- Communications: 11+
- Cowboy Action (evening program, not a merit badge): 14+
- Cycling: 12+
- First Aid: 12+
- Lifesaving: 12+
- Metalwork: 12+
- Rifle Shooting: 12+
- Search and Rescue: 12+
- Shotgun Shooting: 13+
- Small Boat Sailing: 13+
- Space Exploration: 12+
- Swimming: 12+
- Welding: 11+

What was new in 2026?

- Electronics (Trades area)
- Nuclear Science (Trades area)
- Fire Safety at Foxfire — Pre-req: Req. 5g (conduct a home fire drill)
- Advanced Astronomy: for scouts who have already completed the Astronomy merit badge. Uses the Ed Snyder Observatory. Focused on astrophotography. Ages 12 and up.

Where can I find the prerequisites for all merit badges?

The merit badge schedule spreadsheet has two tabs: Tab 1 is the schedule by area and time, Tab 2 (INFO tab) lists all prerequisites by requirement number.

2026 Merit Badge Schedule & Prerequisites (go.svmbc.org/CHS26Schedule)

The 2027 schedule is posted before sign-ups open in May 2027.

Are there merit badges that require special sign-up?

Yes. Several have unique scheduling rules:

Small Boat Sailing is a double-block merit badge — it takes two consecutive sessions. Scouts are transported to Pinecrest Lake (15 minutes away, transportation provided). Scouts must have Swimmer Status.

- Sign up for Block 4 = Sailing Blocks 4 AND 5

- Sign up for Block 5 = Sailing Blocks 5 AND 6
- You will NOT be able to sign up for 6 total merit badges if taking Small Boat Sailing

Climbing, Archery, and Rifle each require a morning merit badge session AND a linked afternoon qualification session. You must sign up for both at the same time. Any morning block can be paired with any of the listed afternoon Qualify blocks — BlackPug is set up to allow any of the combinations below:

- **Archery** — Morning Block 1, 2, or 3 -> pair with Qualify Block 4, 5, or 6
- **Climbing** — Morning Block 1, 2, or 3 -> pair with Qualify Block 4, 5, or 6
- **Rifle** — Morning Block 1 or 2 (Rifle has no Block 3) -> pair with Qualify Block 3, 4, 5, or 6

Cycling Merit Badge cannot be fully completed at camp. Only 4 of 7 required rides can be finished. Scouts must complete remaining rides outside of camp.

Photography requires a Cyber Chip.

Welding requires a long-sleeved shirt and long pants of 80% or more natural fibers (like cotton).

Metalwork Advanced (no merit badge) requires previously earned Metalwork MB. Scouts must be able to easily lift 20 lbs and wear a long-sleeved shirt and long pants of 80% or more natural fibers (like cotton). Classes are limited to 8 Scouts and carry a $25 fee.

Forestry — bring a bound notebook for the Forestry Notebook requirement.

Since there are no blue cards, how do scouts keep records?

Blue card information is updated directly in Scoutbook for SVMBC units. Reports are provided for all other councils through BlackPug.

Will merit badge completions be uploaded to Scoutbook?

Yes, available upon request. Confirm with camp staff during the week.

Swim Checks & Aquatics

When are swim checks done?

- Sunday afternoon: required for Scouts taking Swimming, Lifesaving, Canoeing, Kayaking, Rowing or Small Boat Sailing
- Throughout the week: afternoon opportunities for ALL scouts and adults for rank advancement or recreational swimming

Can scouts do a swim check before arriving?

No. Swim checks must be conducted on-site by camp staff. The aquatics area is a snow melt river — very different from a pool — and requires an on-site safety assessment.

Can scouts complete rank swimming requirements?

Yes. Discuss with the Aquatics Director when you arrive. If staff is available in the afternoon, they may be able to help with swim tests and rank requirements.

Dietary Requirements & Dining

How does dining work?

Family-style eating in the dining hall, with seating inside and outside. Troops provide stewards for tables (set table, provide food, clean tables). Table numbers are assigned at Health Lodge check-in.

Are meals provided?

Yes — all meals from Sunday dinner through Saturday breakfast are included. Lunch is NOT provided on Sunday.

Is a vegetarian option available?

Yes, a vegetarian option is available for every meal. The number needed must be submitted before camp in CampDoc Part F.

How do I submit dietary requirements?

Enter all dietary needs in CampDoc Part F (F is for Food) at least two weeks before camp. This includes allergies, intolerances, vegetarian/vegan diets, religious requirements (Halal), and any other food-related needs. Part F must be completed in CampDoc — do not rely on telling staff at check-in.

How do I communicate special dietary needs (vegetarian, vegan, Halal, severe allergies)?

List in CampDoc Part F and contact the camp director AND food service manager one week before camp to discuss. Chef Victor is the food service manager (confirmed for Week 6 and several years running). CHS@SVMBC.org (mailto:CHS@svmbc.org) or 209-965-3432 during camp.

Are snacks allowed at campsites?

No snacks at campsites. Scouts may eat snacks at the trading post area or at the nearby picnic tables. Snacks can be stored in cars, or if refrigeration is needed, in the camper refrigerator in the dining hall. Food needed for a medical reason can stay in the campsite if it's approved at check-in.

Camp Amenities

Is there Wi-Fi at camp?

Yes, for adults only. Each adult receives one free Wi-Fi code at the start of the week (one device per adult, approximately 500 MB — sufficient for email, photos, and voice calls). Additional codes are available for purchase at $15 each at the camp office. Cell service is minimal to none throughout most of camp.

Is there EV charging available?

Yes. Camp has Level 2 EV chargers ($20 a charge in 2026).

Where can adults and scouts charge electronics?

Scouts charge phones at the Dining Hall outlets. Campsites have no power. Adults can also use the outlets in the Scoutmaster grotto. For CPAP machines, bring your battery or power pack and charge it in the designated locked area near the trading post by checking out a key at the camp office. CPAP machines must be battery-operated.

What other amenities are available?

- 2 shower houses with individual stalls
- Trading post (snacks and souvenirs)
- Washing machines (emergency use)
- 24-hour health officer
- 24-hour coffee availability
- Scoutmaster grotto (adults-only semi-private area)

SPL Week & Staff Opportunities

What is the SPL Week program?

SPL Week offers a free week of camp for qualified Scouts. SPL Week participants serve in camp leadership roles, work on personal advancement, and become familiar with Camp Hi-Sierra before their troop arrives. Ideally the Scout attends the week before their troop's scheduled week. Every troop may send their SPL for free. We are still accepting applications — spots are limited, so apply at go.svmbc.org/spl-apply soon.

When does SPL Week occur?

SPL Week is the week before or after your troop's week. In 2027 it runs in Week 1 (waitlisted) and Weeks 3 to 6, never during Eagle Week. One SPL free per troop. A 2nd SPL is $400. If your troop is coming Week 1, the SPL would attend the following week (since there is no prior week).

Can SPLs stay at camp between their SPL Week and the troop's week?

Yes. SPLs may remain at camp between weeks. They must stay in camp unless an adult comes to take them out for the day.

What staff opportunities are available?

- CIT Program: Counselor-in-Training from age 14. Apply on the How to Join Staff page.
- Camp Staff: Youth are welcome to apply for the 2027 season. Must be age 16 or older. Staff is NCAP trained and certified.

Registration & Payment

When are the payment deadlines?

- When you reserve: $750 campsite deposit per troop (it counts toward your total).
- January 15: $250 per youth initial payment
- March 15: Additional $250 per youth (total $500 paid)
- April 15: Final payment for ALL fees (youth and adults). All rosters must be complete in BlackPug by this date.

What are the late fees?

Payments are due in full April 15; a $25 per Scout late fee is enforced starting April 23 (for 2027).

Are camperships available?

Yes. Apply for camperships inside BlackPug. Applications are reviewed monthly, first-come first-served. Contact CHS@svmbc.org (mailto:CHS@svmbc.org) with questions.

What is the cancellation/refund policy?

Cancel in writing (not email). Before January 15: you forfeit the $750 campsite deposit. Before March 15: $750 per campsite plus $250 per youth. Before April 15: $750 per campsite plus $500 per youth. After April 15: no refund. Refunds are issued after September 1.

How do we add scouts (including new AOL crossovers) to our camp registration?

Contact CHS@SVMBC.org (mailto:CHS@svmbc.org) to add scouts to your reservation.

Does the Scoutmaster have to handle merit badge registration?

No. Each troop decides who handles sign-up as a single point of contact.

How do we qualify for the free t-shirts?

Free T-shirts are included for Youth Members who paid the in-council rate OR registered before November 15, 2025 (early-bird rate). The free T-shirt has a different design from the optional purchase T-shirt available through the camp store — think of the free shirt as the "go-home, clean shirt" and the purchase shirt as the "take-a-picture-at-camp shirt." To claim the free shirt, log into BlackPug, open **Update Information** for each eligible Scout, and select a T-shirt size. **Sizes are due by May 17, 2026.** If the free T-shirt size field does not appear for a Scout in BlackPug, that Scout did not qualify for the promotion.

See both shirt designs and full ordering details (page 72)

What are the 2026 t-shirt pre-order details?

- Deadline: May 18, 2026
- Base price: $19.95 (regular Trading Post price $21.95)
- 2X: +$1.75 | 3X: +$2.75 | 4X: +$3.75
- Minimum order: 8 items
- Styles: cotton tees, polyester tees, long sleeve tees, hooded sweatshirts
- Order at: https://go.svmbc.org/chs-tshirts26 (also available at camp check-in)

See both shirt designs side-by-side (page 72)

How does early campsite re-registration work?

Reserve next year's site while you're at camp. Sign-ups open each Wednesday for troops in camp that week, and to every troop the next day. Troops in camp get first choice of their own site. Reserving at camp gets the lowest rate.

Activities & Programs

What activities are available during open time?

Open program activities run daily and include gold panning, board games at the trading post, and science experiments. These are drop-in activities ranging from 15 minutes to a full hour. Scouts can also audit merit badge classes or engage informally with program areas.

What evening programs are available?

- Open program (7:00-8:30 PM) most nights
- Astronomy Overnighter (Tuesday after dinner, meeting at Nature. Part of the Astronomy merit badge. Anyone else, Scouts or adults, signs up at the Kiosk.)
- Wilderness Survival Overnighter (Tuesday, at Scoutcraft. Required for that merit badge.)
- Clavey River Overnighter (Thursday after lunch to Friday morning, ages 13 and up who have been on a daily hike or ride that week. Sign up at the Kiosk. The Clavey Bike is 18 miles there and 18 miles back, with no fee, and does not count for the Cycling 22-mile ride.)
- Opening Campfire (Sunday)
- Closing Campfire (Friday)

Is fishing allowed at camp?

Scouts may fish only from the Uncovered Bridge, with an adult present, using barbless hooks. The river is no longer stocked due to an endangered frog species downstream. Catch and release only.

Can scouts bring personal mountain bikes?

Yes. Camp can provide a helmet, or bring your own. Helmets are required at all times while riding. Bikes must be secured at the campsite when not in use. Camp also has bikes for general use: ask the Excursions Lead.

Can scouts bring personal climbing gear?

No. Camp provides all climbing equipment. Personal gear is not permitted for safety and standardization reasons.

Do scouts need Firem'n Chit and Totin' Chip?

Totin' Chip is required for pocket knife use. Firem'n Chit is helpful but can be earned at camp.

Are Crocs considered closed-toe shoes?

Yes. Crocs are considered closed-toe footwear at camp. Closed-toe shoes are required at all times in program areas. Sandals and flip-flops are only permitted in shower areas.

Safety & Health

Is there medical staff at camp?

Yes. A health officer is on call 24 hours a day. If not in the health lodge, there is a radio on the door to reach them at any time.

What should we do if a scout is not feeling well before camp?

Do not send a sick scout on the first day. Wait until they feel well enough to be an active participant at 5,000 feet of elevation. Sick scouts can attend the same summer as provisional campers once they recover.

What are the weather and air quality conditions like?

Daytime highs can reach the 80s and 90s, with overnight lows in the 40s and 50s. The camp sits in a decomposed granite bowl that can be dusty and aggravate allergies. Camp is in a wildfire-prone area and has experienced smoke in past years. Drink water consistently.

What is NOT allowed at camp?

Personal firearms and ammunition, fixed-blade or sheath knives, alcohol, illegal drugs, fireworks, pets, drones (without Camp Director permission) and laser pointers. Tobacco is prohibited for youth. Adults 18+ may use tobacco only in the designated smoking area in the parking lot.

What about visitors?

All visitors must check in at the camp office, then proceed to the Health Lodge. Visitors need a current AB or ABC medical form done through CampDoc. Overnight visitors must be registered Scouting America members.

What about youth protection?

All Scouting America Youth Protection policies are enforced. Two-deep leadership is required at all times. No one-on-one contact. Separate sleeping arrangements. Hazing is zero tolerance.

What are quiet hours?

11:00 PM to 7:00 AM.

The Saga of Hi-Sierra

What is the Saga of Hi-Sierra?

The Saga of Hi-Sierra is the camp's service and achievement organization. Scouts earn ranks from Seeker through Guardian, Trailblazer, Legend, and Great Legend, represented by bead necklaces. Ranks from other camps can transfer. Details are in the Leader's Guide.

What are the ranks?

- Seeker (1 week)
- Guardian (2 weeks)
- Trailblazer (3 weeks)
- Legend (4+ weeks)
- Great Legend (special distinction)

When are Saga reviews and ceremonies?

- Reviews: Friday at 3:00 PM at Scoutcraft
- Ceremonies: Friday around 10:00 PM after closing campfire

Special Events

What is Adopt-a-Campsite?

Over Memorial Day weekend (Friday, May 28 - Sunday, May 30, 2027), troops are invited to come to camp and help set up for the summer by pitching tents and preparing campsites. All meals from Saturday breakfast through Sunday lunch are included. It is also a great chance to see camp before your week. Youth: $20 through Feb. 28, 2027, $30 from March 1, $35 from May 1. Adults: $20 through May 7, $30 from May 8, $35 from May 15. Registration closes May 25. Register at https://scoutingevent.com/055-adopt27. Submit special project plans by May 1 to chs@svmbc.org (mailto:chs@svmbc.org).

What is the OA Ordeal?

May 31 to June 2, 2026. OA members must register separately.

What is Scout-O-Rama?

May 9, 2026, History Park San Jose, 10 AM to 4 PM. Visit the Camp Hi-Sierra booth and complete a bingo card to win a prize. See https://svmbc.org/activities/sor/

Resources & Communication

How can parents contact their Scout during camp?

Call the camp phone: 209-965-3432 (daylight) or 209-965-4029 (emergency). Staff will deliver messages. Cell service is minimal to none throughout most of camp.

Can we send mail to camp?

Yes. Mail early — it can take 3-5 days. Send packages by FedEx or UPS.

> **Scout's Name**

> c/o Troop [Number] - Date

> Camp Hi-Sierra
>
> 29211 Highway 108
>
> Long Barn, CA 95335

Where is the nearest hospital?

Sonora Regional Medical Center — 34 miles from camp.

Where can we find the Leaders Resource Portal?

camphi-sierra.notion.site — includes the Leader's Guide, Saga of CHS, Camp Primer, webinar recording, 2026 Course Offerings, merit badge schedule, health info, pre-camp checklists, camp map, FAQs, policies, and contact info.

Where do we find the BlackPug Parent Portal?

https://go.svmbc.org/BP-ParentPortal — protects scout privacy, shifts data entry to parents, and registration contact retains control. Email CHS@svmbc.org (mailto:CHS@svmbc.org) to enable.

Main contact

CHS@SVMBC.ORG (mailto:CHS@svmbc.org) | (408) 638-8312

Last updated: November 16, 2026

Questions? CHS@SVMBC.ORG (mailto:CHS@svmbc.org)

Advancement Programs 2026

Return to Portal Home Page (page 4)

2026 Leaders Meeting Recording (go.svmbc.org/CHS26LeadersMeetingRecording) | **2026 Leaders Meeting Presentation** (go.svmbc.org/2026CHSLeaderMtgDeck)

Trail to Eagle Program

Camp Hi-Sierra is committed to helping every Scout advance on their Trail to Eagle. With over **50 merit badges** available and a **low Scout-to-instructor ratio**, our programs provide personalized attention to help Scouts succeed.

The Trail to Eagle area at camp is a central hub for advancement, where Scouts can work on rank requirements, get help with merit badge partials, and participate in advancement reviews.

Trail to First Class — Rank Requirements Taught at Camp

The Trail to First Class area helps new and younger Scouts make steady progress toward their First Class rank. Instruction is organized into three tracks — **Trail to Tenderfoot**, **Trail to Second Class**, and **Trail to First Class** — each covering the specific rank requirements listed below.

> **How sign-off works:** Camp Hi-Sierra staff **teach the skills** for the requirements listed below. We do **not** sign off requirements in a Scout's handbook. After camp, the Scout's **unit verifies the Scout's knowledge** and records completion in the handbook and advancement records. Scoutmasters should plan to review and confirm these requirements with each Scout when the troop returns home.

Requirement wording below is condensed from the current Scouting America *Scouts BSA Rank Requirements* (December 2025 edition). Always confirm against the official requirements before recording advancement.

Trail to Tenderfoot

Requirements taught: 1c, 2c, 3a–3d, 4a–4c, 5b–5d, 7a, 8

Req.	What we teach
1c	Explain how you demonstrated the Outdoor Code and Leave No Trace on campouts or outings.
2c	Explain the importance of eating together as a patrol.
3a	Demonstrate a practical use of the square knot.
3b	Demonstrate a practical use of two half-hitches.
3c	Demonstrate a practical use of the taut-line hitch.
3d	Demonstrate proper care, sharpening, and use of the knife, saw, and ax, and describe when each should be used.
4a	Show first aid for: simple cuts and scrapes; blisters on the hand and foot; minor (first-degree) burns or scalds; insect and tick bites or stings; venomous snakebite; nosebleed; frostbite and sunburn; and choking.
4b	Describe common poisonous or hazardous plants, identify any that grow in the local area or campsite, and tell how to treat exposure to them.
4c	Tell what you can do on a campout or outdoor activity to prevent or reduce the injuries or exposure listed in Tenderfoot 4a and 4b.
5b	Describe what to do if you become lost on a hike or campout.

Req.	What we teach
5c	Explain the rules of safe and responsible hiking — on the highway and cross-country, during the day and at night.
5d	Explain why it is important to hike on trails or other durable surfaces, and give examples of durable surfaces.
7a	Demonstrate how to display, raise, lower, and fold the U.S. flag.
8	Describe the steps in Scouting's Teaching EDGE method, and use it to teach another person how to tie the square knot.

Trail to Second Class

Requirements taught: 1b, 2a–2d, 2f–2g, 3a, 3d, 5a, 5c–5d, 6a–6e, 8a–8b, 9a–9b

Req.	What we teach
1b	Recite the principles of Leave No Trace from memory, and explain how you follow them on all outings.
2a	Explain when it is appropriate to use a fire for cooking or other purposes — and when it would not be.
2b	Use a pocketknife, and a saw or axe if needed, to prepare tinder, kindling, and fuel wood for a cooking fire.
2c	Using a minimum-impact method at an approved location, build a fire with that tinder, kindling, and fuel wood; light it (unless prohibited), let it burn safely at least two minutes, then safely extinguish it and dispose of the ashes and charred remains.
2d	Explain when to use a lightweight stove versus a propane stove. Set one up, light it (unless prohibited), and describe the safety procedures for these stoves.
2f	Demonstrate tying the sheet bend knot, and describe a situation in which you would use it.
2g	Demonstrate tying the bowline knot, and describe a situation in which you would use it.
3a	Demonstrate how a compass works and how to orient a map. Use a map to point out and explain five map symbols.
3d	Demonstrate how to find directions during the day and at night without a compass or an electronic device.
5a	Tell what precautions must be taken for a safe swim.
5c	Demonstrate water rescue methods by reaching with an arm or leg, reaching with a suitable object, and throwing lines and objects.
5d	Explain why swimming rescues should not be attempted when a reaching or throwing rescue is possible, and why and how a rescue swimmer should avoid contact with the victim.
6a	Demonstrate first aid for: object in the eye; bite of a warm-blooded animal; puncture wounds from a splinter, nail, and fishhook; serious (second-degree) burns; heat exhaustion; shock; and heatstroke, dehydration, hypothermia, and hyperventilation.
6b	Show what to do for "hurry" cases of stopped breathing, stroke, severe bleeding, and ingested poisoning.
6c	Tell what you can do on a campout or hike to prevent or reduce the injuries listed in Second Class 6a and 6b.
6d	Explain what to do for accidents requiring emergency response at home and in the backcountry — what constitutes an emergency and what information to give a responder.
6e	Tell how you should respond if you come upon the scene of a vehicular accident.
8a	Participate in a flag ceremony for a school, religious institution, chartered organization, community, or Scouting activity.

Req.	What we teach
8b	Explain what respect is due the flag of the United States.
9a	Explain the three R's of personal safety and protection.
9b	Describe bullying, and tell the appropriate response to someone bullying you or another person.

Trail to First Class

Requirements taught: 1b, 3a–3d, 4b, 5a–5d, 6b–6e, 7a–7d, 7f

Req.	What we teach
1b	Explain the potential impacts of camping on the environment and on other outdoor users, and why the Outdoor Code and Leave No Trace principles matter for protecting the outdoors.
3a	Discuss when you should and should not use lashings.
3b	Demonstrate tying the timber hitch and clove hitch.
3c	Demonstrate tying the square, shear, and diagonal lashings by joining two or more poles or staves together.
3d	Use lashings to make a useful camp gadget or structure.
4b	Demonstrate how to use a handheld GPS unit, GPS app, or other electronic navigation system to find your current location, a chosen destination, and the route — then follow that route to the destination.
5a	Identify or show evidence of at least 10 kinds of native plants found in the local area or campsite location.
5b	Identify two ways to obtain a weather forecast for an upcoming activity, and explain why forecasts matter when planning an event.
5c	Describe at least three natural indicators of impending hazardous weather, the dangers that might result, and the appropriate actions to take.
5d	Describe extreme weather conditions you might encounter locally, and discuss how to assess the risk ahead of time, plan alternatives, and prepare for and respond to them.
6b	Tell what precautions must be taken for a safe trip afloat.
6c	Identify the basic parts of a canoe, kayak, or other boat, and the parts of a paddle or an oar.
6d	Describe proper body positioning in a watercraft by type and size of vessel, and explain why proper position matters.
6e	With a helper and a practice victim, show a line rescue both as tender and as rescuer (victim about 30 feet from shore in deep water).
7a	Demonstrate bandages for a sprained ankle and for injuries on the head, the upper arm, and the collarbone.
7b	By yourself and with a partner, show how to transport a person from a smoke-filled room and transport a person with a sprained ankle at least 25 yards.
7c	Tell the five most common signals of a heart attack, and explain the steps of cardiopulmonary resuscitation (CPR).
7d	Tell what utility services exist in your home or meeting place, describe potential hazards, and tell how to respond in emergencies.
7f	Explain how to obtain potable water in an emergency.

Official Scouts BSA Rank Requirements — Scouting America (Dec 2025)

Merit Badge Registration

Merit badge sign-up is completed by **Scoutmasters, NOT parents**. This is a Scouting America policy and ensures the Scoutmaster is involved in guiding each Scout's advancement path.

2027 sign-up: 7:00 PM in BlackPug: Week 1 on Monday, May 17, 2027; Weeks 3 and 4 on Tuesday, May 18; Weeks 5 and 6 on Wednesday, May 19. Eagle Week Scouts pick badges when they register.

Registration is done through the **BlackPug system**. Additional merit badge fees are also paid through BlackPug.

Digital Advancement Tracking

Camp Hi-Sierra uses the BlackPug system for tracking advancement, making camp **digitally tracked.** Scouts and leaders can access advancement records through the system.

The unit leader picks up the advancement printout at the camp office before leaving Saturday.

Merit Badge Prerequisites

Many merit badges have prerequisites that must be completed **before arriving at camp**. These may include readings, projects, tracking sheets, or pre-camp assignments. Check specific badge requirements well in advance and ensure Scouts come prepared.

Scoutmasters should:

Review prerequisites with Scouts at troop meetings before camp, ensure Scouts bring any required materials to camp, and communicate with camp staff about any questions.

2026 Merit Badge Schedule & Prerequisites (go.svmbc.org/CHS26Schedule)

The 2027 schedule is posted before sign-ups open in May 2027.

Merit Badge Schedule at Camp

The daily schedule includes **six merit badge periods**:

Period	Time
Block 1	9:00 to 10:00 AM
Block 2	10:00 to 11:00 AM
Block 3	11:00 AM to 12:00 PM
Block 4	1:30 to 2:30 PM
Block 5	2:50 to 3:50 PM
Block 6	4:10 to 5:10 PM

Friday Make-Up Time: 9:00 AM to 12:00 PM for completing unfinished requirements.

Fee-Based Merit Badges

Some merit badges require additional materials fees:

Merit Badge	2027 Fee
Archery	$15
Rifle Shooting	$45
Shotgun Shooting	$50
NRA First Steps Pistol (no merit badge)	$50

Merit Badge	2027 Fee
Welding	$35
Metalwork	$25
Advanced Metalwork (no merit badge)	$25
Pottery	$25
Small Boat Sailing	$20

Fees are paid through the BlackPug system during merit badge registration, or at troop check-in at camp.

2026 Merit Badge Schedule & Fees (go.svmbc.org/CHS26Schedule)

Firearms Authorization

Every firearm activity (Rifle, Shotgun, Black Powder, Cowboy Action) needs a signed **Firearms Authorization Form** in CampDoc for every Scout under 18. Archery does not.

Adults do not need firearms authorization forms but must follow all range safety rules.

Eagle-Required Merit Badges at Camp

Camp Hi-Sierra offers several Eagle-required merit badges, including:

Every regular week in 2027: Citizenship in the Nation (a partial), Citizenship in the World and Communication (Trail to Eagle); Emergency Preparedness (Trades); Environmental Science and Sustainability (Nature); Swimming, Lifesaving and First Aid (Waterfront); Camping and Cycling, both partials (Excursions). Personal Fitness, Personal Management, Family Life, Citizenship in the Community and Cooking are Eagle Week only.

The full 2027 merit badge list is posted before sign-ups open in May 2027.

Partials & Incomplete Badges

If a Scout does not complete all requirements during the week, they will receive a **partial completion** record. Partials can be completed at home with their unit's merit badge counselor, at a future camp session, or during Friday make-up time.

Important: Merit badge classes should NOT be skipped. Missing sessions may prevent badge completion and waste a spot that another Scout could have used.

Advancement Tips for Success

Before Camp: Complete all prerequisites, review badge requirements, and bring necessary materials.

During Camp: Attend every class on time, ask questions, use open program time to work on requirements, and take advantage of Friday make-up sessions.

After Camp: Follow up on any partials with your unit's merit badge counselor.

Questions about advancement? Contact the camp office at chs@svmbc.org (mailto:chs@svmbc.org) or call (408) 638-8312

Eagle Week (Eagle Achievement Camp 2027)

A specialized camp experience for older Scouts pursuing the Eagle Scout rank

Return to Portal Home Page (page 4)
Register for Eagle Achievement Camp -> scoutingevent.com/055-2027CHSEagle
(scoutingevent.com/055-2027CHSEagle) | **2027 Merit Badge Prerequisites (PDF) ->**

What Is Eagle Week?

Eagle Achievement Camp (EAC) is a dedicated one-week program at Camp Hi-Sierra designed for Scouts on the path to Eagle. Unlike a traditional camp week, EAC operates as a structured, counselor-led merit badge intensive. Each Scout chooses 5 merit badge sessions at registration, and placement in all 5 is guaranteed with no waitlists. Class sizes are small by design, with a 4:1 Scout-to-instructor ratio, giving each participant focused, personalized instruction.

Scouts can register on their own, with friends, or with their troop. Everyone is placed in a provisional troop of 30 to 40 Scouts. Boys and girls are in separate troops, and Scouts from the same home troop stay together.

2027 Program Details

Dates	Sunday, June 27 - Thursday, July 1, 2027 (Week 2)
Location	Camp Hi-Sierra, near Pinecrest Lake (29211 Hwy 108, Long Barn, CA 95335)
Cost	$725 per Scout (in council) / $750 (out of council) if paid in full by Dec. 1, 2026. Dec. 2, 2026 to March 29, 2027: $825 / $850. From March 30, 2027: $900 / $925. All-inclusive.
Adults	$425 per adult; supervisory adult role $275
Bus transportation	+$75 roundtrip from SVMBC San Jose office
Capacity	175 Scouts maximum
Leaders' meeting	Eagle Achievement Week leaders' meeting: Wednesday, March 24, 2027, 7:00 to 8:30 PM
Scout-to-instructor ratio	4:1
Registration	scoutingevent.com/055-2027CHSEagle

Who Should Attend

EAC is designed for Scouts on the path to Eagle who need one or more Eagle-required merit badges. It is best suited for older Scouts who can work independently in a structured class environment.

Scouts must meet **one** of the following to attend:

- Age 14 or older
- First Class rank or higher
- 2nd year camper at Second Class rank, with Scoutmaster approval

All Scouts should complete their merit badge prerequisites before arriving at camp.

Note: Scouts choose 5 merit badge sessions when they register. Placement in all 5 is guaranteed, with no waitlists.

Merit Badges Offered

Scouts may take up to 5 merit badge sessions during the week. EAC focuses on Eagle-required badges, with a selection of additional offerings.

Merit Badge	Notes
Archery	Included in camp fee
Astronomy	Includes Tuesday night overnighter
Camping	Partial - some requirements completed outside camp
Citizenship in the Community	Prerequisites required
Citizenship in the Nation	Partial - prerequisites required
Citizenship in the World	Prerequisites required
Climbing	Completable at camp (2 sessions)
Communication	Prerequisites required
Cooking	Prerequisites required
Cycling	Partial - most rides completed after camp
Electronics	
Emergency Preparedness	Prerequisites required
Environmental Science	Completable at camp
Family Life	Partial - 90-day tracking must be started by April 1
First Aid	Prerequisites required (2 sessions)
Hiking and Backpacking	Partial
Lifesaving	Requires Swimming merit badge first
Metalwork	Included in camp fee
Personal Fitness	Partial - 90-day tracking must be started by April 1
Personal Management	Partial - 90-day tracking must be started by April 1
Rifle Shooting	Included in camp fee
Shotgun Shooting	Included in camp fee
Sustainability	Completable at camp
Swimming	Completable at camp
Welding	Included in camp fee
Wildland Fire Management	

Prerequisites

Many merit badges offered at EAC have requirements that must be started or completed before arriving at camp. Scouts who arrive without completed prerequisites may be unable to finish the badge during the week.

The full prerequisite list for all EAC merit badges is here: **2027 EAC Merit Badge Prerequisites (PDF) ->**

All Scouts must also bring:

- The merit badge book(s) for each badge they plan to take, read before arriving

Critical - badges with 90-day minimums: Family Life, Personal Management, and Personal Fitness each require a 90-day tracking period. Scouts must start these requirements by March 28 to be ready for the June 27 camp start. The clock cannot be started at camp.

Schedule Format

Scouts choose their 5 merit badge sessions when they register, and placement is guaranteed. Sessions run in these blocks:

Block	Time
Block 1	9:00 - 10:00 AM
Block 2	10:00 - 11:00 AM
Block 3	11:00 AM - 12:00 PM
Block 4	1:30 - 2:30 PM
Block 5	2:30 - 3:30 PM

Classes run Monday through Wednesday. Open program runs 3:30 to 5:00 PM. Climbing and First Aid take two sessions each.

What to Bring

EAC Scouts should refer to the **What to Bring to Camp 2027** (page 55) page for the standard packing list. In addition, bring:

- Merit badge book(s) for each scheduled badge, read in advance
- Completed prerequisite tracking sheets, logs, or workbooks already in progress (Personal Management budget, Personal Fitness log, Family Life records, etc.)
- Scoutbook login information so counselors can verify completed partials
- Any specific materials listed in the prerequisite document

Health Forms

All EAC participants must have a current Annual Health and Medical Record (Parts A, B, and C) in CampDoc at least two weeks before camp. Part C is the physical exam. Kaiser physical forms are accepted. Paper forms are not. Health form submission is the responsibility of the parent or guardian.

More information: **Health & Medical Information 2027** (page 21)

Registration and Cost

Registration	scoutingevent.com/055-2027CHSEagle
Fee	Per Scout (in council / out of council): $725 / $750 if paid in full by Dec. 1, 2026. $825 / $850 from Dec. 2, 2026 to March 29, 2027. $900 / $925 starting March 30, 2027. Adults $425. Supervisory adult $275.
Payment plan	$250 due Feb. 1, $250 due March 31, balance due April 30, 2027.
Registration closes	Wednesday, June 23, 2027 at 11:59 PM.
Bus transportation	+$75 roundtrip from SVMBC San Jose office
Campership assistance	Available through SVMBC for Scouts with demonstrated financial need

Frequently Asked Questions

How does advancement tracking work at Eagle Achievement Camp?

Camp Hi-Sierra uses BlackPug for digital advancement tracking. At the end of the week, camp staff can generate a report of all requirements each scout completed for their merit badges. Troops using outside systems such as TroopMaster can use this report to manually enter advancement records. Camp can also generate printable blue cards inside of BlackPug in the report section.

Can scouts work on prerequisites before camp without a merit badge counselor?

Yes, scouts can work on most prerequisites independently before arriving at camp. However, any requirement that specifically states “with your counselor” must be completed with a counselor — this applies in particular to the tracking requirements for Personal Fitness, Personal Management, and Family Life.

Scouts must bring evidence that prerequisites were completed. Acceptable evidence includes a written record or log, a Scoutmaster's signature, or a started blue card verifying the requirement was done. Camp staff will review prerequisite assignments at camp.

Can scouts use drop-in time to finish a partial merit badge from a previous event?

Generally no. Open program time in the afternoon is intended for enjoying camp activities and working on assignments for the current week’s merit badge sessions. It is not structured as a catch-up period for partials earned at other events.

If a scout is signed up for that merit badge as one of their EAC sessions, they should be able to complete it during the week. Scouts with specific questions about a partial should contact chs@svmbc.org (mailto:chs@svmbc.org) before camp.

Can Scouts stay over from Week 1?

Yes. Two-deep adult leadership must stay with them. The cost is $25 per person. Send names to chs@svmbc.org (mailto:chs@svmbc.org).

Is there a bus?

Yes. The bus leaves 1900 The Alameda Sunday morning and comes back Thursday afternoon.

Which Eagle-required badges are offered only this week?

Citizenship in the Community, Personal Management, Family Life, Personal Fitness and Cooking.

Questions

Contact the Camp Hi-Sierra program office at chs@svmbc.org (mailto:chs@svmbc.org) or call (408) 638-8312.

Adventure Week 2027

A high-adventure camp experience for older Scouts seeking advanced outdoor skills and adventure

Return to Portal Home Page (page 4)

Register for Adventure Week -> scoutingevent.com/055-Venturing27CHS (scoutingevent.com/055-Venturing27CHS)

What Is Adventure Week?

Adventure Week is a specialized high-adventure program at Camp Hi-Sierra designed for older Scouts seeking advanced outdoor experiences, leadership opportunities, and hands-on skill development.

Unlike a traditional summer camp week, Adventure Week focuses on older youth through small-group, instructor-led activities with a strong emphasis on adventure, challenge, and youth leadership. Participants build a personalized experience through advanced program offerings while exploring Camp Hi-Sierra and the surrounding Sierra Nevada.

Scouts may attend individually or with friends. Participants are grouped with other Venturing-age Scouts to create a collaborative and engaging experience.

2027 Program Details

Dates	Sunday, June 27 (check-in 1:00 to 3:00 PM) – Saturday, July 3, 2027 (departure 9:00 AM)
Location	Camp Hi-Sierra, near Pinecrest Lake in the Sierra Nevada mountains just north of Yosemite
Cost	Youth: $800 if paid in full by April 14, 2027. $850 through May 13, 2027. $900 starting May 14, 2027. With bus: $850 / $900 / $950. Adults $450.
Transportation	Round-trip bus from the San Jose Scout office (1900 The Alameda) adds $50.
Capacity	Extremely limited space
Group Size	Small crews of fewer than 10
Registration	scoutingevent.com/055-Venturing27CHS

Who Should Attend

Adventure Week is designed for older Scouts looking for a more advanced camp experience with challenging outdoor activities and leadership-focused programming.

This program is ideal for Scouts who:

- Want a camp experience beyond a traditional class schedule
- Enjoy outdoor adventure and challenge
- Want advanced instruction in climbing, range and target activities, and outdoor skills
- Prefer a smaller, more hands-on learning environment
- Are excited to help plan activities and participate in youth-led adventures

Eligibility Requirements

Scouts must:

- Be a **registered Scout or Venturer**
- Be **13* through 20 years old**
- Be prepared for an active, outdoor-focused week

Adventure Week is open to individuals or groups. You do not need to attend with your troop or crew.

Epic Activities

Adventure Week features advanced, hands-on activities built specifically for older youth.

Horseback riding and Wilderness Survival are part of the week, included in the price.

Evenings are still regular camp: campfires, observatory nights, black powder shooting and board games.

Advanced Range and Target Activities

Take your skills to the next level with expanded shooting opportunities, including:

- Rifle shooting
- Shotgun shooting
- Archery
- Cowboy Action Shooting

Specialty shooting activities are based on range availability.

Climbing

Challenge yourself on the climbing tower with advanced climbing experiences and skill development.

Pinecrest Adventure

Midweek, crews can plan their own **Pinecrest adventure** within staff guidelines: build the plan, pitch it, and carry it out.

After Eagle Week heads home Thursday, crews have camp to themselves until Saturday morning.

Mountain Biking

Explore trails and enjoy outdoor adventure through guided mountain biking opportunities.

Foxfire Skills

Learn traditional outdoor and hands-on skills through the Foxfire program area.

Observatory Stargazing

Take advantage of Camp Hi-Sierra’s mountain skies with observatory-based astronomy and stargazing experiences.

Small Group Format

One of the biggest advantages of Adventure Week is the **small-group experience**.

Scouts are organized into small crews of fewer than 10, so you are with people who want to do similar activities together. With three Scouts per instructor, participants receive:

- More individual attention
- More hands-on instruction
- More time actively participating

- Greater flexibility in activities and skill progression

This creates a more personal, high-quality experience than traditional large camp classes.

What to Bring

Adventure Week participants should refer to the standard Camp Hi-Sierra packing list.

Because this is a more active and adventure-focused week, Scouts are strongly encouraged to bring:

- Comfortable hiking clothes
- Layers for changing mountain temperatures
- Closed-toe shoes and sturdy footwear
- Water bottle or hydration system
- Daypack
- Appropriate gear for active outdoor participation

Additional activity-specific recommendations may be provided before camp.

What to Bring to Camp 2027 -> (page 55)

Health Forms

All participants must have a current **Annual Health and Medical Record (Parts A, B, and C)** in CampDoc at least two weeks before camp. Paper forms are not accepted.

Health documentation requirements follow standard Camp Hi-Sierra procedures.

Health & Medical Information 2027 -> (page 21)

Registration and Cost

Registration	scoutingevent.com/055-Venturing27CHS
Fee	Youth: $800 if paid in full by April 14, 2027. $850 through May 13, 2027. $900 starting May 14, 2027. With bus: $850 / $900 / $950. Adults $450.
Payment schedule	$250 by Feb. 15, $250 by April 14, balance by May 14.
Transportation	Round-trip bus from the San Jose Scout office (1900 The Alameda) adds $50.
Campership Assistance	Available through SVMBC for Scouts with demonstrated financial need

Space Is Extremely Limited

Adventure Week intentionally keeps enrollment small to keep the experience personal and high quality.

Early registration is strongly recommended.

Register for Adventure Week -> scoutingevent.com/055-Venturing27CHS

Frequently Asked Questions

Can I attend without my troop or crew?

Yes. Scouts may attend individually or with friends.

How big are the groups?

Small crews of fewer than 10, organized so you are with people who want to do similar activities together.

Can I work on advancement?

Yes. Adventure Week emphasizes **high adventure, advanced skills, and outdoor experiences** over a class schedule, but Scouts can work on the trail to Ranger and Summit if they want to.

Is transportation included?

Round-trip bus from the San Jose Scout office (1900 The Alameda) adds $50.

What ages can attend?

Registered Scouts and Venturers **ages 13* through 20**. You don't need to be in a Venturing crew.

Are spots limited?

Yes. Enrollment is intentionally limited to provide a high-quality, small-group experience.

Questions

Contact the Camp Hi-Sierra program office at chs@svmbc.org (mailto:chs@svmbc.org) or call (408) 638-8312.

**13-year-olds must have finished the 8th grade.*

History & Traditions

From ancient dwelling sites to 75+ years of Scouting excellence

Return to Portal Home Page (page 4)

The Tuolumne Band of Mi-wuk

Thousands of Years of History

Long before Camp Hi-Sierra existed, the land was home to the Tuolumne Band of Mi-wuk (also spelled Miwok) people.

Traditional Life:

- Seasonal dwelling in the valley for thousands of years
- Grinding holes visible in rocks throughout camp
- Hunted deer, elk, and small game
- Gathered acorns, pine nuts, berries, and roots
- Fished in the North Fork Tuolumne River
- Practiced controlled burns for forest management

Village Life:

- Lived in villages with umachas (roundhouses)
- Built chakkas (acorn granaries)
- Used hangi (sweat lodges)
- Rich cultural and spiritual traditions
- Deep connection to the land

Impact of the Gold Rush (1848)

The California Gold Rush devastated indigenous populations:

- Pre-1848: Estimated 10,000+ Mi-wuk people
- By 1910: Only 679 remained
- Disease, violence, and displacement nearly destroyed the culture

Today

The Mi-wuk people endure:

- **3,500+ individuals** identify as Mi-wuk descendants
- ~400 enrolled members of the **Tuolumne Mi-wuk Tribe** (federally recognized sovereign nation)
- **2023**: Tribal members visited camp to share culture, history, and traditions
- Camp respects this heritage through education and acknowledgment

Land Acknowledgment: Camp Hi-Sierra recognizes this land as the ancestral territory of the Tuolumne Band of Me-wuk people.

The Jenness Family Homesteading Era

1865-1879: Pioneering Settlers

Thomas Jenness and Family homesteaded the valley:

- Claimed land under the Homestead Act
- Built a family home in the valley
- Became lumbermen
- Met Homestead Act requirements through logging operations
- Established the family presence that would span generations

The Jenness family name would remain connected to this land for over 80 years.

The Cold Springs Mill Era

1903-1913: Industrial Logging

1903: Sonora Lumber Company

- Built sawmill northwest of current Archery Range
- Named "Cold Springs Mill"
- Operational by 1904

1905: Ownership Change

- Sonora Lumber Company sold to **Standard Lumber Company**

1906: Timber Rights Sale

- Jenness brothers sold timber rights for **$1,000**
- Valley was systematically clear-cut
- Lumber operations intensified

Peak Production:

- Mill produced up to **140,000 board feet per day**
- One of the most productive mills in the region
- Sawdust accumulated in massive piles
- **Today**: That sawdust pile is the backstop for the Archery Range!

1908: Disaster Strikes

- The mill was destroyed by fire
- Rebuilt in 1909
- Operations continued

1913: End of an Era

- Mill dismantled
- Lumber operations ceased
- **Only concrete foundations remain** (visible in camp today)

Camp Hi-Sierra is Born

1949: From Private Land to Scout Camp

Edward Jenness (descendant of original homesteaders):

- Sold **100 acres** to the Santa Clara County Council
- Sale price: **$10** plus other considerations
- Valley would become home to thousands of Scouts

First Summer (1949):

- **3 weeks** of programming
- **6 staff members**
- Outdoor meal preparation
- Simple Cook Shack
- Basic facilities
- Small but enthusiastic operation

The 1950s: Building Camp Infrastructure

The decade of development:

Major Construction Projects:

- Wooden dining hall built
- Health Lodge established
- Shower facilities installed
- Tent platforms constructed
- Water system developed
- A dam was built on the North Fork Tuolumne River
- Program areas established

Honor Society Evolution:

- Early program reflected sawmill heritage
- Recognition system developed
- Camp traditions established

Evolution of the Honor Society

Early Years: Sawmill Theme

- Reflected Cold Springs Mill's history
- Lumber industry terminology
- Recognized camp's industrial past

Mid-Years: Tribe Program

- Honored indigenous heritage
- Used Native American terminology and imagery
- Well-intentioned but problematic

2021: The Saga of Hi-Sierra

- Renamed to avoid cultural appropriation
- Maintains honor and tradition
- Respects indigenous culture
- Focuses on Scout achievement and service
- Inclusive for all participants

This evolution shows camp's commitment to growth, respect, and appropriate recognition.

Major Facility Updates

2017-2019: Comprehensive Renovation

After the 2017 season, camp replaced most buildings on the west side of the river, including the Dining Hall, Staff Quarters and Health Lodge. The Valley Foundation Dining Hall opened in 2019.

New Facilities:

- **New Dining Hall** - Modern, spacious facility
- **New Staff Quarters** - Improved housing for summer staff
- **New Health Lodge** - Enhanced medical facilities
- Infrastructure improvements throughout camp

2026: Observatory and Rifle Range

- **Observatory** - Dark skies astronomy facility
- **New Rifle Range**

Camp Hi-Sierra Today

75+ Years of Continuous Operation (since 1949)

Property:

- Privately owned by Silicon Valley Monterey Bay Council
- Located in Stanislaus National Forest
- 5,000 feet elevation
- The North Fork Tuolumne River flows through the camp
- 100+ acres of pristine mountain wilderness

Annual Operation:

- 6 weeks of summer programming
- Hundreds of Scouts each summer
- 50+ merit badges offered
- Nationally accredited
- Off-season rental opportunities

Signature Programs:

- 50' Climbing Tower
- Range and Target Activities (Archery, Rifle, Shotgun, Black Powder, Cowboy Action)
- Aquatics (Swimming, Boating, Sailing)
- Nature and Environmental Science
- Foxfire (Blacksmithing)
- Trail to Eagle
- Observatory
- Saga of Hi-Sierra

Camp Traditions

Opening Campfire
Sunday evening tradition welcoming Scouts to camp

Flag Ceremonies
Daily morning (7:50 AM) and evening (5:50 PM) ceremonies honoring our nation

Western BBQ
Friday's special outdoor lunch celebration

Saga Reviews & Ceremonies
Saga reviews are Friday at 3:00 PM at Scoutcraft. Saga ceremonies are Friday around 10:00 PM, after the closing campfire.

Closing Campfire
Friday night celebration of the week's accomplishments

Family-Style Dining
Shared meals build community and fellowship

Table Steward Rotation
Scouts learn service through dining hall responsibilities

Camp Songs
Passed down through generations of campers

Multi-Generational Attendance
Grandparents, parents, and children have all attended Hi-Sierra

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The Hi-Sierra Family

Generational Legacy:

Many families have three or even four generations who have attended Camp Hi-Sierra:

- Grandparents who came in the 1950s-60s
- Parents who attended in the 1980s-90s
- Current Scouts continuing the tradition
- Some grandchildren of original campers now serve as staff!

Why Families Return:

- Beautiful location in Stanislaus National Forest
- Friendly, knowledgeable staff
- Unique program offerings
- Strong traditions and community
- Memories that last a lifetime
- The magic of Hi-Sierra

Foxfire Area History

One of camp's most distinctive program areas:

Programs:

- **Traditional**: Forging, Blacksmithing
- Hands-on craftsmanship
- Skills that last a lifetime

Natural Features

North Fork Tuolumne River:

- Flows through camp year-round
- "Endlessly enjoyable soundtrack"
- Swimming, wading, exploration
- Wildlife habitat

Stanislaus National Forest:

- Camp surrounded on all sides
- Pine, cedar, and oak forests
- Diverse wildlife
- Pristine mountain environment

Elevation & Climate:

- 5,000 feet elevation
- Four-season access
- Summer: Hot days (90°F), cool nights (40°F)
- Dark skies are perfect for astronomy

Historic Sites:

- Grinding holes (Me-wuk)
- Mill foundations (Cold Springs Mill)
- Original structures (1906 Cook Shack)
- Sawdust pile (now Archery Range backstop)

The Hi-Sierra Experience

What Makes Camp Special:

"*Nestled in the Sierra Nevada Mountains and surrounded on all sides by stunning National Forest, it is easy to see why so many consider Camp Hi-Sierra their home away from home.*"

- **Natural Beauty** - Pristine mountain wilderness
- **Rich History** - Layers of human story
- **Quality Programming** - 50+ merit badges, a 1:5 staff-to-Scout ratio
- **Caring Staff** - Experienced, knowledgeable, enthusiastic
- **Strong Traditions** - 75+ years of Scouting excellence
- **Inclusive Community** - Welcoming to all
- **Life-Changing Experiences** - Memories and skills for a lifetime

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For Those Who Want to Learn More

Resources:

- Camp Hi-Sierra website: camphi-sierra.org
- Silicon Valley Monterey Bay Council: svmbc.org
- Tuolumne Mi-wuk Tribe:
- Stanislaus National Forest: fs.usda.gov/stanislaus

On-Site:

- Camp archives and photos
- Historic sites throughout the camp
- Staff knowledge and stories
- Physical remnants of the mill era

Looking Forward

Camp Hi-Sierra continues to evolve:

Recent Additions:

- 2026 Observatory
- New Rifle Range
- Enhanced facilities

Commitment to:

- Environmental stewardship
- Cultural respect
- Program excellence
- Youth development
- Scouting values
- Continuous improvement

Future Generations:

Camp Hi-Sierra will continue to provide life-changing experiences for Scouts, building on 75+ years of tradition while adapting to serve future generations.

From ancient Mi-wuk dwelling sites to pioneering homesteaders to industrial logging to 75+ years of Scouting - Camp Hi-Sierra's land has served humanity for thousands of years. Today, it continues that legacy by developing young leaders and creating memories that last a lifetime.

The Saga of Hi-Sierra

Camp Hi-Sierra's Honor Society - Recognizing Achievement, Service, and Dedication

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What is the Saga?

The **Saga of Hi-Sierra** is a camp service organization dedicated to improving the Camp Hi-Sierra experience. It encourages Scouts and Scouters to grow through service, outdoor stewardship, and participation in camp life.

Why Participate in Saga?

Recognition - Acknowledge your achievements and growth

Service - Give back to the camp community

Leadership - Develop skills that last a lifetime

Tradition - Become part of camp history

Fellowship - Connect with other dedicated Scouts

Memories - Create meaningful camp experiences

Character - Live the Scout Oath and Law

Participation throughout the week allows Scouts and leaders to earn **beads representing achievements**. These beads are worn on a Saga necklace and contribute toward advancement within the Saga.

Information about the program is available at the **Camp Office** or from your **Camp Commissioner**.

Tips for Success

1. **Start Early** - Begin thinking about beads on Sunday
2. **Track Your Progress** - Keep notes on activities completed
3. **Ask Questions** - Staff can explain requirements
4. **Serve Others** - Service beads are meaningful and fulfilling
5. **Be Present** - Engagement in camp life leads to natural bead opportunities
6. **Document Everything** - Have merit badge counselors sign off
7. **Plan for Friday** - Saga reviews are Friday at 3:00 PM at Scoutcraft. Know what you've earned before then.
8. **Enjoy the Process** - Saga enhances your camp experience

History of the Saga

The Saga of Hi-Sierra has evolved over decades:

Early Years: Sawmill theme reflecting camp's lumber industry history

Mid-Era: Tribe Program honoring indigenous heritage

2021: Renamed "Saga of Hi-Sierra" to avoid cultural appropriation while maintaining the honor and tradition

Today's Saga respects camp history while creating an inclusive recognition program for all Scouts.

Membership and Advancement

Ranks in the Saga of Hi-Sierra are open to:

- Registered Scouts attending Camp Hi-Sierra
- Registered adult leaders attending Camp Hi-Sierra

The **Council of Legends** may grant credit for:

- Bead awards earned at other summer camps
- Prior service or achievements at Camp Hi-Sierra

It is best to ask about this **early in the week**.

Adult Participation

For adults, some beads cannot be earned directly. Instead they may be earned by:

- Coaching Scouts
- Teaching or assisting with merit badges
- Helping Scouts complete advancement activities

Example: assisting with a merit badge class during the week.

The Saga Bead system

The **Saga Bead system** is how Scouts and leaders track participation and service at Camp Hi-Sierra. Each bead represents a specific activity, good turn, or contribution to camp life. Beads may be earned through things like service projects, helping with camp programs, participating in outdoor activities, demonstrating Scout spirit, or supporting the camp community. The bead tracking sheet below will help your scouts keep track of their progress.

Download a copy of the 2026 Bead Tracking Sheet

Bead Rules

Most beads may be earned more than once.

Exceptions:

- **Fountain Bead** may only be earned once in a Scout’s time at camp
- **Treasure Bead** only one per year

Repeat beads:

- The **first repeat** may count toward elective bead requirements
- Additional repeats do not count toward advancement

Elective beads encourage Scouts to **try many different activities around camp**.

Some beads are intentionally difficult to earn:

- Footprint
- Crescent Moon
- Three Stripes
- Honor Patrol

Displaying Your Beads

As soon as a Scout earns a bead it may be worn on their **Saga necklace**, even if they have not yet earned a Saga rank.

Some Scouts may collect beads simply for fun, including the **annual challenge bead**.

Saga Ranks

Seeker

Requirements:

- Show active interest in Scouting
- Complete **one week in camp**

Required beads:

- Lily **or** Arrowhead
- Moccasin
- Spade
- Sun
- Tent
- Kettle
- Clover

Additional requirements:

- Earn **3 elective beads**, each with a unique name
- Pass a **Friday review**

Guardian

Requirements:

- Complete **two weeks of summer resident camp**
- Earn the **Seeker** rank

Required beads:

- Two Oak Leaves
- Pine Tree
- Waterfall
- Log Cabin
- Numeral XII
- Owl

Total beads required through this level: **17**

Additional requirement:

- Pass a **Friday review**

Trailblazer

Requirements:

- Complete **three weeks of summer resident camp**
- Earn the **Guardian** rank

Required beads:

- Ember
- Axe
- Match
- Hammer
- Herb

Total beads required through this level: **22**

Additional requirement:

- Pass a **Friday review**

Legend

Requirements:

- Complete **four weeks of summer resident camp**
- Earn the **Trailblazer** rank

Required beads:

- Campfire
- Piton
- Scroll

Additional requirements:

- Earn **3 elective beads**, each with a unique name
- Pass a **Friday review**

Total beads required: **28**

Great Legend

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

- Earned **Legend** in a previous year
- Served at Camp Hi-Sierra in a long-standing role such as long-term staff or volunteer
- Maintained a continuing interest in the Saga program
- Been approved by the **Camp Director** and nominated by the **Great Legends** as someone who reflects the qualities expected of a leader and Great Legend at camp

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Bead Reference

Download a copy of the 2026 Bead Tracking Sheet

White Beads

Bead	Type	How It Is Earned	Awarded By
Campfire	Required for Legend	Meritorious good turn to camp, usually a physical project	Camp Director or Camp Ranger
Moccasin	Required for Seeker	Demonstrates the first point of the Scout Law during the week	Unit Leader
Numeral XII	Required for Guardian	Leads grace at meals or attends Vespers	Unit Leader
Spade	Required for Seeker	Demonstrates the fifth point of the Scout Law	Unit Leader or Staff
Sun	Required for Seeker	Demonstrates the eleventh point of the Scout Law and good health practices	Unit Leader
Ram’s Horn	Elective	Participation in a Scoutcraft, Handicraft, or Trail to Eagle skill of the day	Area Director or Area Lead

Brown Beads

Bead	Type	How It Is Earned	Awarded By
Axe	Required for Trailblazer	Four hours of work on an approved camp service project	Camp Director or Camp Ranger
Clover	Required for Seeker	One hour of work on a project approved by staff	Staff or Unit Leader
Ember	Required for Trailblazer	Preparing or maintaining a campfire area	Fire Coordinator or Commissioner
Flint and Steel	Elective	Completion of a Commissioner skill of the day	Camp Commissioner
Hammer	Required for Trailblazer	Participation in camp maintenance project	Camp Director or Ranger
Herb	Required for Trailblazer	Service project cleaning a camp building	Staff
Kettle	Required for Seeker	Kitchen or dining hall service	Head Steward or Unit Leader
Pine Tree	Required for Guardian	Participation in conservation project	Nature Lead

Red Beads

Bead	Type	How It Is Earned	Awarded By
Bullseye	Elective	Participation in rifle, shotgun, or archery activities	Range and Target Activities Director
Match	Required for Trailblazer	Helps organize a campfire program or skit	Unit Leader or Staff
Log Cabin	Required for Guardian	Participation in campfire program	Unit Leader
Quill	Elective	Tells a story of at least seven minutes	Unit Leader or Staff

Yellow Beads

Bead	Type	How It Is Earned	Awarded By
Arrowhead	Required option for Seeker	Completes four requirements toward First Class or completes a merit badge	Unit Leader
Buffalo Horn	Elective	Provides music at camp events or campfires	Unit Leader or Staff
Crescent Moon	Elective	Member of troop finishing top three in camp games	Unit Leader
Footprint	Elective	Member of table winning the Table Award	Unit Leader
Lily	Required option for Seeker	Advances a rank during camp	Unit Leader
Rope	Elective	Participation in climbing or Foxfire skill of the day	Area Director or Area Lead

Blue Beads

Bead	Type	How It Is Earned	Awarded By
Life Preserver	Elective	Serves as lifeguard, lookout, or buddy board helper	Aquatics Director
Seal	Elective	Take the swim check: 1 bead for trying, 2 for passing	Aquatics Director
Shark	Elective	Aquatics skill of the day	Aquatics Director

Green Beads

Bead	Type	How It Is Earned	Awarded By
Flower	Elective	Participation in nature skill of the day	Nature Lead
Oak Leaf	Required for Guardian	Participation in any skill of the day	Staff
Owl	Required for Guardian	Returning to camp or completing another week of camp	Unit Leader
Pup Tent	Elective	Participation in an overnighter event	Staff
Tent	Required for Seeker	Campsite earns 90 percent or higher inspection	Unit Leader
Piton	Required for Legend	Participation in high adventure excursion	Excursions Lead
Waterfall	Required for Guardian	Hike, nature walk, or camp excursion	Staff or Unit Leader
Book	Elective	Helps teach a merit badge	Staff
Scroll	Required for Legend	Reflective conversation on camp history with a Legend	Legend

Unique Beads

Bead	Type	How It Is Earned	Awarded By
Honor Patrol	Unique	Granted by staff at end of week	Staff
Crystal	Unique	Participation in Adopt-a-Campsite work weekend or similar service	Camp Staff
Three Stripes	Unique	Exemplary service or action	Program Director
Fountain	Unique	Drink from each public water source and evaluate them	Camp Office
Treasure	Unique yearly bead	Complete the yearly challenge bead tasks	Camp Office

Important Note

Common Questions

Q: Do I have to participate in Saga?

A: No, it's completely optional. Many Scouts enjoy it, but it's not required.

Q: Can I earn beads I missed from previous years?

A: Focus on current week. Some beads may have opportunities for retroactive credit with documentation.

Q: When are Saga reviews and ceremonies?

A: Saga reviews are Friday at 3:00 PM at Scoutcraft. Saga ceremonies are Friday around 10:00 PM, after the closing campfire.

Q: What if I can't attend Friday ceremonies?

A: See Saga leaders before you leave. Arrangements can usually be made.

Q: Do beads cost money?

A: No, beads are provided as part of camp program.

Q: Can adults earn Saga beads?

A: Yes. Adults can earn beads by supporting Scouts in activities like merit badge classes.

Bead requirements may change depending on camp circumstances or program availability. Scouts should confirm details with their Camp Commissioner or the Camp Office during the week.

Six Steps to Successful Camp Planning

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Six Steps to Successful Camp Planning

1. **Find out what your Scouts want to do**
   Well before camp, schedule a few minutes at troop meetings to talk about camp. If most of your Scouts are first-year campers, you may choose to show pictures or slides of camp; or some of the awesome videos of camp you can find online at our website. Develop a list of each Scout's personal camp goals. It is highly recommended that at least some of these goals involve non-merit badge programs.
2. **Meet with the Patrol Leaders**
   Ask the Patrol Leaders to discuss with their patrol members what they would like to do at camp. Some options could be patrol hikes, earning special troop merit badges, patrol swims, troop shoots, fishing, inter-troop activities, patrol challenges, service projects, etc. (Remember that events using camp facilities like troop swims or shoots will require prior arrangement.) Make sure that the Patrol Leaders have their Patrol Flags, patrol yells, skits, and skills ready for camp.
3. **Meet with your Senior Patrol Leader**
   The Senior Patrol Leader should be planning to attend camp. If they are not, the troop should appoint or elect a Camp Senior Patrol Leader. Include them and your troop Senior Patrol Leader in all your camp planning meetings. Also, plan to have them attend SPL Week (see SPL Week: camphi-sierra.org/chs/spl/).
4. **Have a serious planning session with yourself and other adult leaders**
   Your camp goal should be to meet the needs of the Scouts you serve. Review the input from the Scouts and share this with the troop committee. The committee needs to be involved in summer camp planning. It is their responsibility to help the troop have a successful summer camp experience (and take some of the planning load from the Scoutmaster). Schedule a committee meeting to discuss transportation, equipment, finances, and adult leadership.
5. **Plan for fun and success**
   Scouts need to know what to bring. They also need to know the program, advancement opportunities, and activities that are available. Troop leaders need to focus on the advancement and activity goals set by their Patrol Leaders' Council and plan their participation accordingly.
   Parents need to know when camp is, where it is, how to send mail, how much it costs, and how to get in touch with someone in case of an emergency. Parents also need to know their Scout's plans. Remind parents early to complete the Annual Health and Medical Record (Parts A, B and C) in CampDoc at least two weeks before camp, so they can schedule the physical. Part C must be within 12 months of camp. Tetanus must be within 10 years. Paper forms are not accepted.
6. **Meet with the parents of the new Scouts (recently graduated Webelos) coming into your troop**
   All Scouts deserve the opportunity to come to camp. Give the parents of new Scouts every opportunity to plan early for the expense of Scout camp. Waiting too long may cost a Scout the opportunity to attend. Parents of new Scouts may be reluctant to allow their Scouts to come to camp. They need to be assured that you're attending a well-run camp, how good the food is, and how troop leadership and camp will care for the well-being of each Scout. It is hard to be successful as a Scout without attending camp. Help parents alleviate their fears. Invite the Order of the Arrow to participate in a camp promotion presentation for your troop.

Camp Hi Sierra Weather

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Embedded content: ambientweather.net/devices/public/593581e5125e17861c201112d1333a54?embed=true

BearPaw Winter Camping Training

BearPaw 2027 (36th annual): #1 Feb. 19 to 21 or #2 March 5 to 7, 2027. Friday noon to Sunday 11:00 AM. Details and sign-up: camphi-sierra.org/chs/weekend-events/bearpaw/

Welcome to the **BearPaw Winter Camping Training** resource library. This comprehensive training program has been developed by the SVMBC High Adventure Training Team, originally founded in 1986 as "Hi-Sierra Deep Freeze" by Raimo Vahamaki.

> *"In wilderness, it is far easier to stay warm to begin with than to try to get yourself warm again after becoming cold."*

Snow camping can be incredibly fun when you're prepared with proper knowledge of gear, clothing, shelters, cooking, navigation, and safety. The BearPaw program teaches Scouts and leaders everything they need for a safe and enjoyable winter camping experience.

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Training Resources

The curriculum covers the following topics. Each section contains detailed guidance from the BearPaw Training Manual.

» **Orienteering & Navigation** ... page 124

Topographic maps, compass use, and GPS techniques

» **Snow Shelters** ... page 125

4-season tents, trench shelters, snow caves, igloos, and quinzees

» **How to Dress for Snow Camping** ... page 127

Layering systems, fabric selection, thermal equilibrium, and accessories

» **Menus & Cooking in Snow** ... page 129

Nutrition needs, food types, cooking equipment, and water purification

» **What & How to Pack for Snow Camping** ... page 130

Backpacks, sleeping bags, pads, and equipment checklists

» **Traveling on Snow: Skis & Snowshoes** ... page 132

Snowshoe types, cross-country skis, and DIY snowshoe construction

» **Traveling on Snow: Sleds vs. Backpacks** ... page 134

Sled options, pulling techniques, and weight distribution

» **Winter Emergency Care** ... page 135

Hypothermia, frostbite, dehydration, altitude sickness, and emergency transport

» **Avalanche Safety** ... page 137

Avalanche types, risk factors, precautions, and burial response

» **Leave No Trace in Snow** ... page 139

Winter-specific low-impact camping principles

» **Driving in Snow Country** ... page 140

Vehicle preparation, tire chains, and winter driving techniques

Source Documents & Downloads

This training content is drawn from two comprehensive resources. Download the full documents below:

BearPaw Snow Camping Training Manual (2023)

148-page reference manual compiled by Raimo Vahamaki, Craig Bassett, George Denise, Mark Montrose, and Monte Crawford. The complete written guide covering all training topics in detail.

Download Training Manual (PDF)

Winter Camping CHS Slide Show (2024)

147-slide visual presentation covering all training topics with diagrams, photos, and illustrations. Perfect for troop training sessions.

Download Slide Show (PDF)

> **Leaders:** These documents are excellent resources for pre-trip training meetings. The slide show works great for group presentations, while the manual serves as a detailed reference guide.

Program History

The BearPaw Winter Camping Training program has been serving the Silicon Valley Monterey Bay Council since 1986.

Event Directors:

- Raimo Vahamaki (1986–1995) — Founded as "Hi-Sierra Deep Freeze"
- Craig Bassett (1996–2001)
- George Denise (2002–2006)
- Mark Montrose (Event Director, Retired)
- Monte Crawford (current Event Director), with Dylan as staff adviser

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Orienteering & Navigation

Winter navigation requires additional skills beyond summer hiking. Snow covers trails, landmarks change appearance, and whiteout conditions can be disorienting. Proficiency with map, compass, and GPS is essential for safe winter travel.

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Topographic Maps

USGS topographic maps are the standard for backcountry navigation. They show elevation contours, terrain features, water sources, roads, and trails. In winter, understanding contour lines becomes even more critical since trails may be invisible under snow.

Key map reading skills: Interpreting contour intervals, identifying ridges and valleys, estimating distance and elevation gain, and orienting the map to the terrain.

Compass Navigation

A baseplate compass is the essential navigation tool. Key techniques include taking bearings, following bearings in the field, triangulation to determine position, and declination adjustment (the difference between true north and magnetic north).

Winter-Specific Tips: Metal objects and electronics can affect compass readings. Cold temperatures can slow the needle. Keep the compass accessible rather than buried in a pack.

GPS Navigation

GPS devices use satellite trilateration to determine position. Modern GPS units and smartphone apps provide accurate positioning, but should never be relied upon as the sole navigation method.

Winter GPS Considerations: Cold drains batteries quickly — carry extras and keep them warm. Touchscreens can be difficult with gloves. Heavy cloud cover or dense forest canopy can reduce satellite signal. Always carry map and compass as backup.

Putting It All Together

The best approach combines all three tools. Use GPS for position confirmation, map for route planning and terrain awareness, and compass for maintaining direction of travel, especially in low-visibility conditions like snowstorms or whiteouts.

Snow Shelters

Shelters are a critical consideration for any cold-weather outing. Your first winter campout should be in a cabin or other fixed shelter. With experience, you can progress to tents, then thermal snow shelters.

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Types of Shelters

Cabins

Your first cold-weather camping should be at a location where cabins are available. Camp Hi-Sierra has heated cabins for rent year-round. During BearPaw, cabins are limited: email chs@svmbc.org (mailto:chs@svmbc.org), and still register for the event. Yosemite's Curry Village tent cabins are perfect for first-timers.

Four-Season Tents

A good winter tent will have strong poles to handle wind and snow loading, guy ropes for additional strength in high winds, a rain fly that extends to the ground, and vestibules for an entryway out of the wind where boots can be removed.

Bring clothing and boots into the tent at night and keep them next to you to stay warm, or they will freeze and become very difficult to put on in the morning.

Tent Styles:

A-Frame Tents — A Scouting America design developed by the Northern Tier National High Adventure Program. Double entrances work well for weather protection. Accommodates four campers with room to dress inside and store gear in tunnel doors.

Dome Tents — More stable in wind and heavy snow than A-frames. Rounded sides provide more room alongside each camper for gear.

Modified Dome Tents — Lower profiles allow them to slip wind more easily, standing up better to winter storms.

Anchoring Tents in Snow

Regular tent pins do not work well in snow. Use special **snow stakes** — typically 1-foot long, 2-inch wide aluminum sheet metal stakes, slightly curved. They can be pushed into snow at an angle, or buried sideways with the cord attached at the middle. Packed snow congeals and firms up within an hour (below freezing), securing the tent.

Frost Liners

In extremely low temperatures, water vapor from breathing and perspiration collects inside the tent and freezes. A frost liner — a lightweight inner tent of porous material suspended with about 2 inches of space from the tent walls — provides insulation and catches frost that can be removed each morning.

CAUTION: Open flames should never be used in any tent. Carbon monoxide is colorless, odorless, and deadly.

Natural and Emergency Shelters

As your group gains experience, natural shelters become an option. Always follow low-impact camping policies.

Emergency Shelter — Can be constructed using skis and a poncho in urgent situations.

Lean-to — Built using a tarp and trees for quick protection from wind and snow.

Tree Hollow — The natural hollow at the base of large trees can provide emergency shelter.

Thermal Shelters

A thermal shelter uses the earth's heat (12–16°F) plus snow's insulating properties to stay warmer than the outside air. Snow has insulating value comparable to wood.

Trench Shelters

The simplest thermal shelter. Dig a trench in the snow, cover with a tarp or snow blocks, and insulate the floor with a ground pad. Best for situations where snow depth is limited.

Snow Caves

Dug into a hillside or deep snowdrift. The entrance should be lower than the sleeping platform so cold air sinks out. Poke a ventilation hole through the roof. The interior can maintain temperatures near 32°F even when outside temps are well below zero.

Igloos

Built from blocks of packed snow ("sintered" snow) arranged in a spiral. Requires snow that packs well, which is why igloos work better in certain climates. Each block leans slightly inward, creating the dome shape.

Modified Igloos

A hybrid approach combining snow-block walls with a tarp or poncho roof, easier to construct than a full igloo.

Quinzees

A mound of loose snow piled up and allowed to sinter (consolidate) for several hours, then hollowed out. Sticks inserted through the mound before hollowing help maintain uniform wall thickness (about 12 inches). Works in any type of snow, unlike igloos.

Tools for Digging Snow Shelters

A compact snow shovel is essential. Lightweight aluminum or polycarbonate shovels designed for backcountry use work well. A snow saw is helpful for cutting blocks for igloos and modified shelters.

How to Dress for Snow Camping

The key to staying comfortable in snow camping is not keeping the cold out, but keeping your body heat in. The goal is to maintain **thermal equilibrium** — not too cold, not too hot.

> *"In wilderness, it is far easier to stay warm to begin with than to try to get yourself warm again after becoming cold."*

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Conserve Body Heat

In cold weather camping, there is no "inside" other than your tent or snow cave. You have limited changes of clothes, and wet clothes taken off at night will freeze. The goal is to keep your own body heat in, not to keep cold out.

Maintain Thermal Equilibrium

You don't want to become too cold or too hot. Overheating causes perspiration, which makes clothing absorb moisture and conduct heat away faster. This will make you colder later when activity decreases and temperatures drop after sunset.

Protect the Head and Trunk

The head and trunk (body core) are the priority. When the core is warm, blood circulates to extremities better. If the core is cool, it's very difficult to warm externally. Keeping the core warm and dry with insulating clothing, warm high-energy foods and liquids, and balancing exercise with rest works best.

Remember: If your feet are cold, put on a hat! You lose about one-third of your body heat through your head.

The Layering System

The best approach is layering clothing for maximum versatility.

First Layer — Wicking

Long underwear made of polyester, polypropylene, wool-poly blend, or silk. These wick moisture away from the body. Polypropylene absorbs less than 0.1% of its weight in water.

Second Layer — Insulating

Synthetic fiber pile (fleece), wool, or wool blend. Fleece is rated as 100 (light), 200 (medium), and 300 (heavy weight). Fleece retains loft even when wet.

Outer Layer — Water and Wind Repellant

Gore-Tex or similar breathable waterproof shells are best. They allow water vapor to escape while keeping rain and melted snow out. Should include a hood.

Rain Layer

A rain suit or poncho for heavy snow and rain conditions.

Fabric Guide

Synthetics (Best for Winter): Polypropylene and polyester have very low water absorption. They wick moisture away from the body to outer layers.

Fleece/Fiber Pile: Mostly polyester. Maintains loft for trapping air. You can dip it in water, wring it out, and it still keeps you reasonably warm.

Wool: Absorbs moisture but retains much of its loft and insulating ability when wet.

Cotton (Avoid!): The least desirable material for winter camping. Absorbs water readily and loses virtually all insulating ability when wet.

Down: Excellent insulator when dry, maintains greater loft per weight than any other material. However, it mats down when wet and loses almost all insulating ability.

Gore-Tex: Thin flexible Teflon membrane with 9 billion pores per square inch. Each pore is 20,000 times smaller than a water drop but 200 times larger than a water molecule.

The Ideal Outfit

Polyester long underwear with half-turtle neck, 200-rated polyester pile pants and jacket, Gore-Tex parka with hood, Gore-Tex shell pants, polyester pile face mask, knit wool or fleece cap, sunglasses or ski goggles, polyester glove liners with Gore-Tex outer gloves, polyester sock liners with wool-blend outer socks, and rubber-coated leather boots or galoshes.

Budget-Friendly Alternatives

Long underwear in any synthetic or wool blend, wool trousers or army surplus pants (avoid jeans!), synthetic turtlenecks, wool shirts or sweaters, and a water-repellant heavy jacket. Check army surplus stores, REI, and outdoor shops for affordable options.

Thermal Barriers and Plastic Bags

A plastic bag between your inner sock/glove and outer sock/glove creates a waterproof thermal barrier. The inner layer wicks moisture from skin, the plastic keeps snow melt away and holds in body heat, and the outer layer insulates and protects.

Always bring half a dozen heavy-duty trash bags (30 gallon) for improvised waterproof skirts, leggings, vests, and hat covers.

Nighttime Tips

Wear a wool or fleece cap to bed to retain heat. Keep your head warm but don't put your face inside the sleeping bag — your breath moisture will reduce the bag's insulating ability.

Menus & Cooking in Snow

Cooking and eating well in winter camping is essential. Your body burns significantly more calories in cold weather, and proper nutrition keeps you warm and energized throughout the trip.

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Nutrition in Cold Weather

Your body needs more fuel in cold conditions. Increased calorie intake — especially fats and carbohydrates — is necessary to maintain body heat. Plan for approximately 3,500 to 4,500 calories per person per day in winter camping, compared to 2,000–2,500 in summer.

Warm, high-energy foods and hot liquids are especially important for maintaining body core temperature. Eat and drink frequently throughout the day, not just at mealtimes.

Types of Camp Food

Freeze-Dried Foods — Lightest option, long shelf life, but requires hot water to rehydrate. Mountain House and similar brands offer complete meals.

Retort Pouches — Pre-cooked meals sealed in foil pouches. Heavier than freeze-dried but can be eaten after simply heating in hot water.

Dehydrated Foods — Lighter than retort pouches, require cooking with water. Soups, stews, pasta dishes, and rice meals work well.

Fresh/Frozen Foods — In winter, food naturally stays cold or frozen. Cheese, hard salami, bagels, and tortillas travel well and don't freeze solid easily.

Cooking Equipment

Backpacking stoves are the primary cooking method. In cold weather, stoves can be less efficient due to lower fuel pressure and heat loss to wind.

Stove Tips for Cold Weather:

Keep fuel canisters warm (sleep with them in your sleeping bag or keep in a jacket pocket). Use a windscreen. Place the stove on an insulating surface (piece of plywood or foam pad) to prevent it from melting into the snow. Allow extra time for water to boil at altitude.

Essential Cooking Gear: Backpacking stove with extra fuel, lightweight pot with lid, insulated mug, spork or long-handled spoon, pot gripper, lighter (keep multiple, store warm), and a small cutting board.

Water in Winter

Staying hydrated is critical in cold weather. You may not feel as thirsty, but dehydration is a serious risk. Cold, dry air pulls moisture from your body with every breath.

Water Sources: Melting snow is often the primary water source. It takes significant fuel and time — start with a small amount of water in the pot before adding snow to speed the process. Pack the snow into the pot rather than adding it loosely.

Keep Water from Freezing: Insulate water bottles, store them upside down (ice forms at the top, so the cap stays clear), or sleep with them in your sleeping bag. Nalgene wide-mouth bottles work best in winter. CamelBak hydration systems can freeze in their tubes.

What & How to Pack for Snow Camping

Packing for snow camping follows the same principle as summer camping — be sure you have everything you need while keeping weight manageable. Winter gear is bulkier and heavier, so thoughtful packing is essential.

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Backpacks

For snow camping, you typically need a larger pack than summer trips. Internal frame packs in the 60–80 liter range work well. The pack should ride comfortably on your hips, with shoulder straps adjusted so weight transfers to the hip belt.

Sizing: The torso length (not overall height) determines pack fit. Measure from the base of the neck to the top of the hip bones. Most packs come in small, medium, and large torso sizes.

Loading: Heavy items go close to your back and centered between shoulders and hips. Sleeping bag at the bottom, clothing and food in the middle, frequently needed items on top and in outside pockets.

Sleeping Bags

Your sleeping bag is your most critical piece of winter equipment. Temperature ratings indicate the lowest temperature at which the bag will keep an average sleeper warm.

For BearPaw winter camping: A bag rated to at least 0°F to +15°F is recommended. Mummy-style bags are most efficient for warmth-to-weight ratio. Synthetic fill is preferred over down for winter camping since it retains insulating ability when damp.

Tips: Use a sleeping bag liner for extra warmth and to keep the bag clean. Store the bag uncompressed at home to maintain loft.

Sleeping Pads

A good sleeping pad is essential in winter. It provides insulation from the frozen ground or snow, which will conduct heat away from your body all night. The R-value measures insulating effectiveness.

Winter R-value recommendation: R-5 or higher. Closed-cell foam pads (like the classic "blue pad") are reliable and never fail, but thinner. Self-inflating or inflatable pads offer more comfort and higher R-values but can puncture.

Pro tip: Use two pads stacked — a closed-cell foam pad underneath an inflatable pad for maximum insulation and puncture insurance.

Ground Cloth

A ground cloth or footprint under your tent or sleeping area protects the tent floor and adds a moisture barrier. In snow, this is especially important to prevent snow melt from seeping through.

Equipment Checklist

Essentials: Backpack, sleeping bag (0°F rated), sleeping pad (R-5+), ground cloth, tent or shelter materials, stove and fuel, cook kit, water bottles, food, headlamp with extra batteries, first aid kit, fire starters, knife, map and compass, whistle, sunscreen and lip balm, sunglasses or goggles

Clothing: Full layering system (wicking, insulating, outer shell), extra socks and gloves, warm hat, balaclava, gaiters, waterproof boots

Tools and Extras: Snow shovel, snow saw (if building shelters), trekking poles, repair kit, duct tape, paracord, trash bags, toilet supplies with WAG bags

Traveling on Snow: Skis & Snowshoes

Getting around in deep snow requires some form of flotation — snowshoes or skis. Without them, you'll "post-hole" through the snow with every step, exhausting yourself quickly.

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Snowshoes

Snowshoes distribute your weight over a larger area, preventing you from sinking deep into snow. They are easier to learn than skiing and work well in varied terrain.

Types of Snowshoes

Bearpaw — A wide, rounded design that's short and maneuverable. Works well in thick brush and tight spaces. The shape that gives the BearPaw program its name.

Modified Bearpaw — Slightly elongated with a tail, offering better tracking in a straight line while keeping some maneuverability.

Alaskan (Yukon) — Long and narrow with a prominent tail. Best for open terrain and breaking trail in deep powder. The most efficient design for straight-line travel.

Modern Recreational — Aluminum frame with synthetic decking. Lighter, more durable, and easier to use than traditional designs. Many include built-in crampons for icy terrain.

Snowshoe Tips

Walk with a slightly wider stance than normal. Lift your feet to clear the snow rather than dragging. Use trekking poles for balance and to reduce strain on knees.

Cross-Country Skis

Skis allow faster travel on flat and rolling terrain, but require more skill than snowshoes.

Cross-Country (Nordic) Skis — Light, narrow skis for groomed or packed trails. Fastest option on prepared surfaces.

Backcountry/Mountaineering Skis — Wider and sturdier than Nordic skis, with metal edges for control on varied terrain. Better for off-trail travel in unpacked snow.

Boots and Bindings

Ski boots should be insulated and waterproof for winter camping use. Three-pin bindings (Telemark style) or modern NNN-BC bindings work for backcountry travel.

Poles and Gaiters

Poles — Use poles with snow baskets (large circular discs near the tip) to prevent them from plunging into deep snow. Adjustable trekking poles with snow baskets are versatile for both snowshoeing and skiing.

Gaiters — Cover the gap between boot tops and pant legs to keep snow out. Essential for deep snow travel. Full-length gaiters that extend to below the knee offer the best protection.

Making Your Own Snowshoes

The manual includes several methods for DIY snowshoe construction using tree branches, saplings, electrical conduit with diaphragm material, and PVC pipe. These improvised designs can serve in an emergency or as a fun Scout project.

Traveling on Snow: Sleds vs. Backpacks

When you need to transport heavy gear across snow, you have two main options: carry it on your back or pull it on a sled. Each has advantages depending on terrain and conditions.

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Backpacks

Backpacks are the traditional method and work best on varied terrain with hills, tight trails, and areas where maneuverability is needed. Your hands stay free for balance, pole use, and navigation.

Advantages: Better on uneven terrain, uphills and downhills, tight trails through trees, and when you need maximum maneuverability.

Disadvantages: Limited capacity, all weight on your body, more fatiguing over long distances with heavy loads.

Sleds

Sleds allow you to haul significantly more weight with less physical strain. They work best on flat to gently rolling terrain with adequate snow cover.

Commercial Sleds

Purpose-built pulk sleds have rigid poles that attach to a hip belt or harness, allowing you to control the sled on downhills. They track well and are designed for backcountry use.

Homemade Sleds

A children's plastic sled or toboggan can be adapted with a rope harness for hauling gear. While not as refined as commercial pulks, they can be very effective and much less expensive.

DIY Sled Tips: Use a sturdy plastic sled (not a flimsy snow saucer). Drill holes in the front for rope attachment. Create a simple harness that connects to your waist belt. Load heavy items low and toward the front. Secure everything with a cargo net or straps — you don't want gear scattered if the sled tips.

Pulling Techniques

Lean slightly forward and use a steady pace. On downhills, rigid poles help prevent the sled from running into you. On uphills, shorter steps maintain traction. Wide turns prevent the sled from cutting corners and going off-trail.

Weight Distribution

Whether using a pack or sled, keep weight centered and balanced. In a sled, heavy items should be low and forward. In a pack, heavy items go close to your back between shoulders and hips. Consider splitting your load between a lighter daypack and a sled for the best of both approaches.

Winter Emergency Care

Winter emergencies can escalate quickly in cold conditions. Understanding the signs, prevention, and treatment of cold-weather medical issues is essential for every winter camper.

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Dehydration

Dehydration is one of the most common and underappreciated winter hazards. Cold, dry air pulls moisture from your body with every breath. You may not feel thirsty, but you're losing water constantly. Symptoms include headache, fatigue, dark urine, dizziness, and decreased coordination.

Prevention: Drink frequently throughout the day. Warm liquids help maintain core temperature and encourage drinking. Avoid caffeine and alcohol, which promote fluid loss.

Heat Exposure and Overheating

Yes, overheating is a winter risk. Vigorous activity like snowshoeing uphill in full winter gear can cause excessive sweating. Wet clothing then conducts heat away from the body rapidly when you stop moving.

Prevention: Ventilate by opening zippers, removing hat, and adjusting layers before you start sweating. It's easier to prevent overheating than to deal with wet clothing later.

Hypothermia

Hypothermia occurs when body core temperature drops below 95°F (35°C). It is the most serious cold-weather emergency.

Stages of Hypothermia

Mild (90–95°F): Shivering, poor coordination, slurred speech, poor judgment, apathy. The person may not recognize their own symptoms.

Moderate (82–90°F): Violent shivering that may stop, muscle rigidity, confusion, drowsiness, slow pulse and breathing.

Severe (below 82°F): No shivering, unconsciousness, very slow or irregular pulse, may appear dead. This is a life-threatening emergency.

Treatment

Remove from cold/wind/wet. Replace wet clothing with dry. Insulate from ground. Provide warm (not hot) drinks if conscious. Apply heat to core areas (neck, armpits, groin). Handle gently — rough handling can cause cardiac arrest in severe cases. Seek medical help immediately for moderate or severe hypothermia.

Wind Chill

Wind dramatically increases the rate of heat loss. A temperature of 20°F with a 20 mph wind feels like -10°F on exposed skin. Always factor wind chill into trip planning and monitor exposed skin regularly.

Frostbite

Frostbite is the freezing of skin and underlying tissue, most commonly affecting fingers, toes, nose, ears, and cheeks.

Signs: Numbness, white or grayish-yellow skin, skin feels waxy or hard.

Treatment: Get to warmth. Warm the affected area gradually with body heat (place hands in armpits, for example). Do NOT rub frostbitten skin. Do NOT use direct heat sources. Do NOT thaw if there's a chance of refreezing — thawing and refreezing causes far worse damage.

Other Winter Hazards

Immersion Foot (Trench Foot) — Caused by prolonged exposure to cold, wet conditions (not necessarily freezing). Feet become numb, swollen, and discolored. Prevention: Keep feet dry, change socks regularly.

Snow Blindness — Sunburn of the corneas from UV reflection off snow. Extremely painful. Prevention: Always wear sunglasses or goggles, even on cloudy days.

Altitude Sickness — Can occur at elevations above 5,000–8,000 feet. Symptoms include headache, nausea, fatigue, and dizziness. Ascend gradually and stay hydrated.

Emergency Transport

If someone is injured and cannot walk, improvise a sled/litter using skis, poles, tarps, or sleeping pads. Keep the patient insulated from the ground and protected from wind. Send for help with a clear description of location, condition, and number of people in the group.

Avalanche Safety

Avalanche awareness is critical for anyone traveling in snow-covered mountainous terrain. Understanding the types of avalanches, the conditions that cause them, and proper precautions can be lifesaving.

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Types of Avalanches

Loose Snow Avalanches

Start at a single point and fan out as they descend, creating a triangular shape. Usually smaller and less dangerous than slab avalanches, but they can still be deadly, especially if they carry a person over a cliff or into an obstacle.

Slab Avalanches

The most dangerous type. A cohesive layer of snow fractures and slides as a unit on top of a weaker layer beneath. Slab avalanches can be triggered by the weight of a single person and involve enormous volumes of snow moving at high speed.

Ingredients for an Avalanche

Avalanches require three key ingredients:

Terrain — Slopes between 25° and 60° are most prone (with 35°–45° being the danger zone). Convex slopes are more dangerous than concave. Open slopes without anchors (trees, rocks) are higher risk.

Snowpack — Layers of different density and bonding within the snowpack. Weak layers (hoar frost, faceted crystals, depth hoar) beneath stronger layers create the conditions for slab release.

Trigger — Additional weight (a person, new snowfall), temperature changes (rapid warming), wind loading, or vibration.

Proper Precautions

Check avalanche forecasts before heading into the backcountry. Learn to read terrain — avoid steep open slopes, cornices, and gullies. Travel one at a time across suspect slopes. Keep visual contact with each other. Watch for warning signs: recent avalanche activity, "whumpfing" sounds, shooting cracks in the snow, and heavy recent snowfall or wind loading.

If Caught in an Avalanche

Try to move to the side of the flow. If swept off your feet, try to "swim" to stay near the surface. As the avalanche slows, create an air space in front of your face. Try to push a hand toward the surface.

If Someone Is Buried

Time is critical — most avalanche deaths are from suffocation. Mark the last seen point. Search visually and listen. Use avalanche beacons, probes, and shovels if available. Dig quickly. Once found, clear the airway immediately and treat for hypothermia. Call for professional rescue.

Avalanche Safety Equipment

Avalanche Beacon (Transceiver) — Worn on the body, transmits a signal that rescuers can search for. Everyone in the group should have one and know how to use it.

Probe — A collapsible pole used to pinpoint a buried person's location after narrowing the search area with a beacon.

Shovel — A compact, sturdy shovel for digging out buried victims quickly. Regular camping shovels are inadequate for avalanche rescue.

Leave No Trace in Snow

Leave No Trace principles apply year-round, but winter camping presents unique considerations. Snow cover changes how we interact with the environment, and our impact can be different from summer camping.

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Plan Ahead and Prepare

Proper planning is even more critical in winter. Know the regulations for your area, check weather and avalanche conditions, carry adequate equipment, and plan realistic distances for shorter winter days. Poor preparation leads to emergency situations that can cause greater environmental damage.

Travel on Durable Surfaces

Deep snow actually protects vegetation underneath, so winter travel can have less impact on fragile ground cover than summer hiking. However, once spring arrives, compacted snow trails melt out last, potentially damaging plants. Travel on established routes when possible.

Dispose of Waste Properly

Human Waste: In winter, the ground is frozen and digging cat holes may be impossible. Use WAG bags (waste alleviation and gelling bags) or pack out all human waste. In deep snow areas, some land managers allow burial in snow, but this waste will be exposed during spring melt. Pack it out when possible.

Trash: Pack out all trash, including food waste. Leftover food attracts wildlife and does not decompose in frozen conditions. What you bring in, you bring out.

Dishwater: Strain food particles and pack them out. Scatter dishwater at least 200 feet from water sources. In winter, pour dishwater into a sump hole in the snow.

Leave What You Find

Avoid damaging trees and vegetation for shelter construction. Use dead and downed wood if fires are permitted. Do not cut branches from living trees for shelter building or bedding.

Minimize Campfire Impacts

In many winter camping areas, campfires are restricted or impractical. Use a camp stove for all cooking. If fires are permitted, use existing fire rings, keep fires small, and burn all wood to ash. Clean the fire area completely.

Respect Wildlife

Winter is a stressful time for wildlife. Animals conserve energy to survive cold conditions, and being startled or chased by humans can be fatal. Observe from a distance, never approach or feed wildlife, and store food securely.

Be Considerate of Others

Keep noise levels reasonable. Yield the trail to other users. Camp out of sight of trails when possible. Leave the area better than you found it.

Driving in Snow Country

Getting to and from the trailhead safely is an important part of winter camping preparation. Mountain driving in winter conditions requires preparation, the right equipment, and careful technique.

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Winterizing Your Vehicle

Before heading to snow country, ensure your vehicle is ready for winter conditions.

Essentials: Check antifreeze levels (should be rated to well below zero). Verify battery condition — cold reduces battery capacity. Ensure windshield washer fluid is winter-rated (won't freeze). Check tire condition and pressure. Inspect wiper blades. Fill the gas tank before entering mountain areas.

Tires: All-season tires are the minimum. Snow tires or chains provide much better traction. Many mountain roads require chains or snow tires during winter — check CalTrans (or equivalent) road conditions before departure.

Tire Chains

Know the chain requirements for your route. California requires chains on many Sierra Nevada roads during storms.

Practice installing chains at home before your trip. Installing chains in a parking lot in daylight is very different from doing it on the shoulder of a snowy highway at night in a storm.

Installation Tips: Pull completely off the road to a safe, flat area. Lay chains flat next to the drive wheels. Drive onto the chains, then connect them. Tighten after driving a short distance. Remove chains when road conditions improve to avoid damage to chains and road surface.

Driving Techniques on Snow and Ice

Reduce speed significantly. Stopping distances on ice can be 10 times longer than on dry pavement.

Increase following distance. Leave at least 4–6 seconds between you and the vehicle ahead.

Brake gently. Apply steady, gentle pressure. If you have ABS, press firmly and let the system work. If you don't have ABS, pump the brakes gently to avoid lockup.

Steer smoothly. Avoid sudden turns. If you begin to skid, steer in the direction you want to go and ease off the gas.

Use lower gears on downhill grades for engine braking rather than riding the brakes.

Bridges and overpasses freeze before other road surfaces. Be extra cautious.

Emergency Supplies for the Vehicle

Always carry winter emergency supplies in your vehicle when traveling to snow country.

Vehicle Emergency Kit: Tire chains (properly sized and practiced), ice scraper and snow brush, jumper cables or jump starter, flashlight with extra batteries, blankets or sleeping bags, extra warm clothing, non-perishable food and water, first aid kit, flares or reflective triangles, small shovel, tow strap, cell phone charger, sand or cat litter for traction.

Road Conditions

Check current road conditions before departing and again during your trip. Conditions can change rapidly in mountain areas.

California: CalTrans road conditions at 1-800-427-7623 or quickmap.dot.ca.gov

Let someone know your travel plans, route, expected arrival time, and check-in schedule. In case of emergency or extended delay, someone should know where to look for you.

Camp Hi-Sierra Off-Season

> Camp Hi-Sierra is available for rentals year-round, outside of summer camp weeks. Units, youth groups, churches, schools, and outdoor organizations can reserve camp facilities and enjoy the Sierra Nevada in a private setting.

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About Off-Season Rentals

Camp Hi-Sierra is located near Pinecrest in the Stanislaus National Forest. Outside of summer camp weeks the property can be rented by organized groups.

Typical rental groups include:

- Scout Troops and Packs
- Church youth groups
- Outdoor clubs
- School groups
- Leadership retreats
- Family camps

Groups provide their own program and leadership. Camp facilities provide the setting.

Facilities Available

Campsites

Tent groups camp in the meadows: Program Meadow (where most groups stay), Jason Stein Family Flag Meadow, and Blackfoot Meadow in some seasons. Bring your own tents, stoves and propane. Park in the lots and walk in. From $12.50 per person, per night.

Typical campsite features include:

- Fire rings when permitted (no campfires in the meadows)
- Nearby restrooms

Sites are assigned based on group size and season.

Cabins

12 cabins (D1-3, C1-7, E1-2), heated and air conditioned, sleep 2 to 8. Two ADA cabins with their own restroom and shower. From $175 a night. Two-night minimum.

Typical cabin features:

- Bunk beds
- Heated and air conditioned
- Nearby restrooms
- Small group gathering space

Cabins vary slightly across camp.

Dining Hall

The dining hall (meeting room for 400) and full-size commercial kitchen can be rented by the day. The dining hall restrooms and coffee bar are open to every rental group.

Possible uses:

- Group meals
- Large meetings
- Training events
- Indoor program space

Program Areas

The rifle, shotgun and archery ranges and the climbing tower can be reserved with approval. Every other program area is closed.

Possible areas include:

- Campfire bowl
- Hiking trails
- Outdoor gathering spaces

Range and Target Activities require certified staff and prior approval.

Winter Camping and Access

Camp Hi-Sierra sits in the Sierra Nevada mountains and winter conditions are common.

Groups should plan for:

- Snow and freezing temperatures
- Limited vehicle access during storms
- Chain controls on Highway 108
- Reduced daylight hours

Vehicles may require:

- Tire chains
- AWD or 4WD
- Careful travel planning

Always check weather and road conditions before traveling.

Expectations for Rental Groups

Rental groups are responsible for:

- Providing their own leadership and supervision
- Following Scouting America safety standards
- Leaving facilities clean
- Following fire restrictions and camp rules

Camp staff may not be present during some rentals.

Each group must designate a responsible adult leader as the primary contact.

Rental Process

Step 1
Create an account on the council's reservation site.

Step 2
Pick your cabin, meadow or building and your dates (two-night minimum for cabins).

Step 3
Pay when you book. Provide insurance information if required.

Step 4
Check-in is 3 PM, check-out 11 AM. Cancellations up to two weeks before are refunded minus a 15% fee.

Typical Rental Uses

Groups commonly rent Camp Hi-Sierra for:

- Weekend troop campouts
- Winter snow camping
- Leadership retreats
- Outdoor training weekends
- Patrol leader training
- Family camps

Camp provides the setting. Groups create their own program.

Rules and Policies

Groups must:

- Follow Leave No Trace principles
- Respect wildlife and forest regulations
- Follow fire restrictions
- Maintain quiet hours
- Follow youth protection guidelines

No pets. No alcohol. Smoking for adults only, in the designated area in the parking lot. Youth under 16 must be with a parent or guardian at all times. Check out with the Camp Ranger before you leave.

Groups are responsible for any damages.

Click here to Reserve Camp **(camphi-sierra.org/chs/off-season-rentals)**

Contact

Camp Hi-Sierra Rentals

Silicon Valley Monterey Bay Council

Email: **chs@svmbc.org** (mailto:chs@svmbc.org)

Phone: **(408) 638-8312**

Contact the council office for rental availability and scheduling.

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Off-Season Rental FAQ

> Common questions about renting Camp Hi-Sierra year-round, outside of summer camp weeks. If your question isn't answered here, contact your SVMBC Camping Director — site assignments, water and fire conditions, and program-area access are confirmed per rental.

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Camp Communications & Contact

Who do I contact for booking and rental questions?

Use the right contact for the right question:

- **Bookings, availability, payments, and rental agreements** -> Scout office or **SVMBC Camping Director** (chs@svmbc.org (mailto:chs@svmbc.org))
- **Camp property, weather, road conditions, facilities, fire status, and local points of interest** -> **Camp Ranger** — Eric Brewer at Eric.Brewer@scouting.org (mailto:Eric.Brewer@scouting.org) or **(209) 965-3432**

How do I check in when we arrive?

Camp Hi-Sierra uses **self check-in for off-season rentals.** Head directly to your assigned cabin or campsite and get settled — your cabin will be unlocked with lights and heater on, ready for you. Most off-season groups arrive after dark.

Check-in is 3 PM and check-out is 11 AM. Tell the Ranger when you arrive, and check out with the Ranger before you leave.

If you arrive in the late afternoon or early evening (before 5–6pm), the Ranger or Assistant Ranger will typically be around to greet you.

Is there a loudspeaker for camp-wide announcements?

There is a small speaker in the camp office, but most rental groups don't use it. A **triangle bell** near the dining hall is available for gathering your group.

> Do not use the fire bell for anything other than an actual fire emergency.

Are walkie-talkies okay? Any channel restrictions?

Walkie-talkies are fine. There are no specific channel restrictions, but please stay off channels that already have traffic in the area.

Is there Wi-Fi?

Limited Wi-Fi is available. The Camp Ranger sends Wi-Fi access codes via email about a week before your arrival, or leaves them in your cabin. Bandwidth is restricted — please use it for necessary communication only, not Zoom calls or video streaming.

Camping Areas & Tents

Where will we be tenting?

The **Program Meadow** is the typical primary tenting area for off-season rentals. Other open areas, including Blackfoot Meadow, may also be available depending on the season.

You can camp in the meadows, but **absolutely no campfires are allowed in the meadows.**

> Specific site assignment is confirmed by the Camping Director ahead of your arrival, based on group size, season, and current facility availability.

Is there a gate that closes at a certain time?

No — there is no gate that closes camp.

Cabins

Are cabin rentals available?

Yes. Cabins are available during off-season rentals and are particularly popular during colder months. **Cabin bookings are confirmed through council office staff** — request cabins via camping@svmbc.org (mailto:camping@svmbc.org). Specific cabin assignments are coordinated by the Camping Director.

Will the cabins be ready when we arrive?

Yes. Cabins will be **unlocked, with lights and heaters turned on**, ready for self check-in on arrival. This is especially helpful if your group arrives after dark.

What do we need to bring for cabins?

Bring **warm clothing, sleeping bags, and pillows.** Most cabins have bunks but no bedding. The E cabins come with linens.

Where can cabin groups have a campfire?

Cabin groups can have a fire in the **SPL village area. Absolutely no campfires in the meadows.** Standard fire safety rules apply (see below).

Dining Hall & Coffee Bar

Is the dining hall open during off-season rentals?

The dining hall is available **by reservation** as part of your rental. Reserve it through the Camping Director if your group wants indoor space for meals, meetings, games, or program. The dining hall has **propane stoves** available for indoor cooking.

Can we use the coffee bar and restrooms?

Yes — the **coffee bar area and restrooms are open to all rental groups regardless of whether the dining hall is reserved.** The coffee bar includes a **hot water spigot on the coffee machine** for tea, coffee, and hot chocolate. Bring your own coffee, tea bags, and cocoa supplies.

Fires & Cooking

Is there firewood available?

We sometimes maintain a small firewood stockpile, but it doesn't last all winter. **Plan to bring your own firewood**, or contact the Camp Ranger before arrival to check current availability. There is also plenty of downed wood you can collect on the property.

Are there propane or gas hookups for our campsite?

No. Bring your own propane and equipment for cooking or heating at campsites or cabins. The **dining hall has propane stoves** that can be reserved in advance through the Camping Director if your group plans to cook indoors.

What are the fire-level rules?

Standard Scouting America fire safety applies: **flames must not exceed an adult's knees.** Fires must be built in **designated fire pits only. No campfires in the meadows.**

> Always check CalFire for current fire conditions and any seasonal restrictions before lighting any fire. Fire restrictions can change quickly.

Water

Where do we get drinking water?

All water at Camp Hi-Sierra is potable. **Water bottles and jugs can be filled at the dining hall**, next to the coffee bar. There are no coolers stationed at campsites or cabins, so bring your own bottles and containers.

Can we swim in camp?

No water activities are permitted on camp property during the off-season. There are no lifeguards or certified aquatics staff present. The in-camp lake is not filled outside of summer operations, and the river running through camp is not available for swimming or wading activities.

For water recreation, **Pinecrest Lake** is approximately 15 minutes up the road. Contact the Camp Ranger for information on other nearby recreation areas.

What about fishing?

Per California fishing regulations, **river fishing is restricted in California waterways from mid-October through mid-April.** Lake fishing is permitted year-round. **Pinecrest Lake** is the closest option. Contact the Camp Ranger for information on other local fishing areas.

Activities

What hiking is available?

There are both easy and difficult trails around camp, but they are not always clearly marked. A reliable easy option is to hike up the camp road and take the first trail turn-off.

There are also extensive trails on **Stanislaus National Forest** land — including wilderness trail heads at Crabtree — within easy driving distance. See the Stanislaus Forest Service hiking page (fs.usda.gov/r05/stanislaus/recreation/opportunities/hiking) for trail information.

For specific trail recommendations, contact the Camping Director or Camp Ranger.

Is sports equipment available?

No. All sports equipment is packed away outside of summer camp. **Bring your own.**

Can we use the dining hall board games?

No. The camp's board games are reserved for staff-supervised use during summer programs and are **not available** for off-season rental groups.

> The dining hall is a great space to bring and play your own board games and puzzles.

Range and Target Activities

The rifle, shotgun and archery ranges and the climbing tower can be reserved with approval. Every other program area is closed.

Can we use the Archery Range?

Yes. The archery range area is available for two uses during off-season rentals:

- **As open space for games and recreation** — most rental groups use the range area this way.

- **For archery, with approval**: Troops, outside groups, and Out-of-Council rentals can reserve the range for archery use. Reservation and certified supervision are arranged in advance through the Camping Director.

> Sailboats are stored under the archery range overhang. Please do not touch or damage them.

Can we use the rifle or shotgun ranges?

Yes, **with approval.** The rifle and shotgun ranges can be reserved by off-season rental groups (most commonly Troops). Range rentals are coordinated through the Camping Director and include:

- A **range use fee**
- An **ammunition fee** based on usage
- A **fee for the Council Range Master's time** to open and supervise the range

Range rentals are infrequent and require advance coordination — contact the Camping Director early in your planning if your group wants to shoot.

Power & Outlets

Where is power available in camp?

Power coverage depends on which side of the river you're on:

- **West side** (cabins, dining hall, administration building, shower buildings): power is on **year-round**.
- **East side** (including outdoor program areas like the campfire bowl): power is generally **off from mid-October through mid-April**.

Cabins have outlets and USB ports throughout. The **dining hall** also has outlets if your group needs to charge devices or run small appliances.

Are there outlets near the campfire bowl?

Yes — there are outlets and a control box near the top of the campfire bowl. The campfire bowl is on the east side of the river, so **power may not be live in the off-season.** Confirm with the Camping Director or Camp Ranger before planning an event that needs electricity.

Health, Safety & Emergencies

Is a medical officer on site?

No. There is **no medical officer on site outside of summer camp and council programs.** The Health Lodge building exists but is not staffed during off-season rentals.

What do we do in a medical emergency?

1. Contact the Camp Ranger immediately.
2. Call 911.

There is a full-service emergency hospital in **Sonora**.

Is a current tetanus shot required?

Not required for off-season rental groups. Tetanus records are required for SVMBC council activities at camp, and we strongly recommend all attendees have current tetanus protection.

Trading Post / General Store

Is the trading post open?

The trading post is **closed during off-season rentals.** You'll see a building labeled "General Store," but no merchandise is sold during your stay.

Still Have Questions?

Your SVMBC Camping Director will work with you in advance of your rental to confirm specific facility access, weather and water conditions, and any seasonal considerations for your weekend.

Email: chs@svmbc.org (mailto:chs@svmbc.org)

Camp Hi-Sierra Address: 29211 HWY 108, Long Barn, CA 95335

Camp Ranger Office: (209) 965-3432

Beyond Camp Hi-Sierra

Camp Hi-Sierra sits in the Sierra Nevada mountains near Pinecrest Lake and the Stanislaus National Forest. When you are not in program sessions, there are many nearby places to explore.

This guide highlights a few popular activities and locations close to camp.

Return to Portal Home Page (page 4)

Featured Adventures

These destinations are great starting points for units and families.

Yosemite Valley Day Trip (via YARTS)

A great option for troops traveling a long distance and arriving Saturday.

The **YARTS bus system** runs from Sonora to Yosemite Valley during the summer.

Details

Distance from Sonora: about 2 hours 45 minutes each way

Recommended stop: Chicken Ranch Casino in Sonora

Parking and restrooms available

Bus includes a bathroom

Scouts can spend **about 4–5 hours exploring Yosemite Valley** before returning around 7 PM.

Pricing

Youth round trip: $22

Adult round trip: $44

Park admission is included in the fare.

Why this is great

- No need to drive into Yosemite
- Relaxing travel option
- Easy way to see Yosemite before or after camp

Pinecrest Lake

Distance: about 10 minutes from camp.

A classic Sierra mountain lake and one of the easiest outings from camp.

Things to do

- Swimming
- Paddleboarding
- Kayaking
- Canoeing
- Boat rentals
- Fishing for rainbow trout
- Picnicking on the sandy beach

- Summer concerts
- Outdoor movie nights

Trails

The **Pinecrest Lake Loop Trail** circles the lake and is about 4 miles long. It is mostly flat and great for families.

Good for

- Short outings
- Families with younger Scouts
- Relaxed lake activities

Jamestown (Gold Rush Town)

Distance: about 1 hour.

Jamestown offers a look into California's Gold Rush history.

Things to do

- Visit **Railtown 1897 State Historic Park**
- Ride an authentic steam train
- See historic locomotives and film props
- Try gold panning
- Walk historic downtown
- Explore antique stores
- Grab old-fashioned ice cream

Good for

- History buffs
- Scouts interested in trains
- Fun stop during travel days

Kennedy Meadows

A more adventurous high-country destination.

Activities

- Hiking scenic alpine trails
- Access to the **Pacific Crest Trail**
- Fly fishing on the Stanislaus River
- Horseback riding with local pack stations
- Stargazing in dark mountain skies

Best for

- Older Scouts
- Adventure-focused visitors
- High Sierra scenery

Caving Adventures

Two nearby cavern systems offer underground tours.

Moaning Caverns

Features one of the largest single-chamber caverns in California.

Mercer Caverns

Beautiful limestone formations and guided tours.

What to expect

- Guided walking tours
- Stalactites and stalagmites
- Cool temperatures year-round
- Gem panning at some locations
- Some locations offer rappelling adventures

Reservations are recommended.

Other Great Places Near Camp

These locations are other popular destinations near Camp Hi-Sierra.

Stanislaus National Forest

Camp Hi-Sierra sits inside one of California’s most beautiful national forests.

Activities

- Hiking
- Wildlife viewing
- Fishing
- Photography
- Backpacking

Remember to follow **Leave No Trace principles**.

Dodge Ridge Mountain Resort

Distance: about 20 minutes.

In summer the ski resort becomes a recreation area.

Possible activities include:

- Scenic chairlift rides
- Mountain biking
- Disc golf
- Hiking trails

Great panoramic Sierra views.

Twain Harte

Distance: about 30 minutes.

A charming mountain town.

Things to enjoy

- Restaurants and bakeries
- Ice cream shops
- Local boutiques
- Relaxed town plaza

A nice stop for lunch or dinner.

Sonora

Distance: about 45 minutes.

A historic foothill town and main supply stop.

Things available

- Grocery stores
- Restaurants
- Coffee shops
- Outdoor gear
- Historic downtown district

Often used as a travel stop before heading up the mountain.

Columbia State Historic Park

Distance: about 1 hour.

A preserved Gold Rush town where visitors can experience life in the 1850s.

Things to see

- Historic buildings
- Blacksmith demonstrations
- Gold panning
- Stagecoach rides
- Old-fashioned candy stores

Great educational stop for Scouts.

Outdoor Activities in the Area

Hiking

Popular hiking options include:

- Pinecrest Lake Loop
- Dodge Ridge trails
- Stanislaus National Forest backcountry trails

Bring:

- Water

- Sun protection
- A trail map or GPS

Fishing

The Sierra is excellent trout fishing country.

Common locations:

- Pinecrest Lake
- Mountain streams
- High alpine lakes

Common fish species:

- Rainbow trout
- Brown trout
- Kokanee salmon

A California fishing license may be required.

Scenic Drives

Sonora Pass (Highway 108)

One of California's most scenic mountain passes.

Highlights include:

- Granite peaks
- Alpine lakes
- Wildflower meadows
- High elevation viewpoints
- Trailheads

Quick Planning Guide

Best quick outing

Pinecrest Lake

Best big adventure

Yosemite Valley via YARTS

Best Gold Rush history

Jamestown or Columbia

Best high-country adventure

Kennedy Meadows

Best cool activity on a hot day

Moaning Caverns or Mercer Caverns

Summer 2026 Overview

Return to Portal Home Page (page 4)

Welcome to Camp Hi-Sierra

Dear Scouting Families, on behalf of Silicon Valley Monterey Bay Council and the Camp Hi-Sierra staff, we welcome your unit to what promises to be an outstanding summer camping experience. Camp Hi-Sierra offers one of the finest camping programs in the nation, and our dedicated staff works tirelessly to ensure every Scout has a week they will never forget.

About Camp Hi-Sierra

Camp Hi-Sierra sits at **5,000 feet elevation** within the beautiful **Stanislaus National Forest** in California's Sierra Nevada mountains. The **North Fork of the Tuolumne River** flows through camp, creating a stunning natural setting for Scouting adventures.

The land was originally home to the **Miwok people** and was later part of a ranch owned by **Edward Jenness**, who made his fortune during the Gold Rush hauling lumber to the mines at Columbia. The Silicon Valley Monterey Bay Council (then the Stanford Area Council) purchased the property in **1949 for $10**, the same year Camp Hi-Sierra held its **first camp season**. For over 75 years, this legendary camp has been shaping young Scouts into leaders.

Be Part of the Legend at Camp Hi-Sierra! Brave our 50' climbing tower, forge hot metal at Foxfire, fire some arrows or black powder on our ranges, throw some clay on our wheels, swim or paddle in our lake, mountain bike in our forest, sail at Pinecrest Lake, or advance along the Scouting journey on your trail to Eagle. With our experienced and talented staff and the variety of programs available, you are bound to discover exciting adventures at the legendary Camp Hi-Sierra.

2026 Season Dates

The 2026 season offers weekly sessions from **June 21st to August 1st**.

Weekly Sessions:

Week	Dates
Week 1	June 21 to June 27
Week 2	June 28 to July 2*
Week 3	July 5 to July 11
Week 4	July 12 to July 18
Week 5	July 19 to July 25
Week 6	July 26 to August 1

*Eagle Achievement Week

Check-In & Check-Out:

Sunday Arrival: 1:00 PM to 4:00 PM (do NOT arrive before 1:00 PM)

Saturday Departure: Cleanup begins 8:30 AM, checkout by 10:00 AM

Early Arrival (Saturday): $25/person ... doubles to $50 if unannounced

2026 Pricing

Youth Pricing (Per Scout, Per Week):

	Early Bird (by Nov 15)	Regular
In Council	$795	$825
Out of Council	$840	$875

Special Incentive:

Sign up by November 15th for the best rate and receive a FREE youth T-shirt per Scout!

Additional Fees:

Adults: No charge for registered adult leaders meeting two-deep leadership requirements

Extra Adult Fee: $125/night for adults beyond the minimum required

Guest Meals: Breakfast $20 | Lunch $25 | Dinner $30

Payment Schedule:

Due Date	Payment
At Registration	$750 campsite deposit
January 15	$250 progress payment
March 15	$250 progress payment
April 15	Final balance due

Cancellation Policy:

Timing	Penalty
Before March 15	$250 per youth
Before April 15	$500 per youth
After April 15	No refund

Camperships: As of April 1, 2026, all campership funding has been fully dispersed. Families may still inquire — if additional funding becomes available before camp, it will be distributed. Contact CHS@svmbc.org (mailto:CHS@svmbc.org) with questions.

What's New for 2026

Camp Hi-Sierra continues to evolve with exciting new features:

New Observatory ... Dark skies astronomy programs with professional telescope

Nuclear Science & Electronics ... New trade skills programs

Advance Astronomy … Learn about astral photography

Fire Safety … How do we keep our camp safe

At Camp You Can:

SHOOT ... Archery, Rifle, Shotgun, Black Powder, Cowboy Action

BIKE ... Mountain biking trails through the forest

SAIL ... Sailing programs at Pinecrest Lake

STARGAZE ... Dark skies perfect for astronomy at our new observatory

FORGE ... Blacksmithing and metalworking at Foxfire

CLIMB ... 50' climbing tower with various routes

WELD ... Learn welding and electronic skills

DINE ... Enjoy great food with family-style dining

Non-Discrimination Policy

Scouting America is committed to providing an inclusive environment. Camp Hi-Sierra welcomes all Scouts and adult leaders regardless of background. The council maintains a strict non-discrimination policy in all camp programs and activities.

Key Contacts

Camp Director: Bruce Lee ... 408-307-3383 / 19chs49@gmail.com (mailto:19chs49@gmail.com)

Camping Director, SVMBC: Dylan Hendrickson dylan.hendrickson@scouting.org (mailto:dylan.hendrickson@scouting.org)

Program Director: Dani Didoszak danylo.didoszak@scouting.org (mailto:danylo.didoszak@scouting.org)

Camp Phone (during season): 209-965-3432

Email: chs@svmbc.org (mailto:chs@svmbc.org)

Website: camphi-sierra.org

Council Service Center:

Silicon Valley Monterey Bay Council

1900 The Alameda, Suite 100

San Jose, CA 95126

Phone: (408) 638-8300

Quick Links

Pre-Camp Checklist (page 32)| **What to Bring** (page 55) | **Merit Badges & Programs** (page 36) | **The Saga of Hi-Sierra** (page 113) | **FAQs** (page 44) | **Camp Schedule** (page 10) | **Contact & Directions** (page 27) | **History & Traditions** (page 106)

Over 50 Merit Badges Available

With over 50 merit badges to earn and a variety of specialized programs, Camp Hi-Sierra offers something for every Scout on their journey to Eagle. Our low class sizes ensure personalized attention for every participant.

National Camp Accredited ... Camp Hi-Sierra maintains the highest standards of safety, programming, and Scout experience.

Reserve your spot today at camphi-sierra.org

» **Merit Badges & Programs 2026** ... page 36


N
Entrance Road to Hwy 108
Observatory
Maintenance Shop & Ranger
Staff Parking
Upper Parking
Main Parking
Scout Creek
Clavey Trail
Porcupine Creek
Blackfoot Meadow
Sawmill Ruins
Blackfoot Heights
Chippewa
Chippewa Manor
Navajo
Blackfoot
Crossroads
Navajo Terrace
Excursions
Scoutcraft
North Showers
Paiute
Archery Range
Miwok
Yahi
General Store
Leader Grotto
Kiosk
Flag Meadow
Office
Climbing
Delaware
Havasu Woods
Adult Ed.
Havasu
Havasu Hills
ADA Parking
Health Lodge
Trash
Chem Closet
Staff Showers
The Valley Foundation
Dining Hall
Saklan
Hopi
Trail to Eagle
South Showers
Arapaho
Maidu
Staff Area
Legend Rocks
Welding
Costanoan
Secondary Emergency Exit Road
Sioux
Raccoon Grove
Clavey Shack
North Fork Tuolumne River
Program Meadow
Foxfire
Commissioner Shack & Museum
Handicraft
Commissioner Camp
Staff Grotto
CIT Village
Nature Trail
Raccoon Creek
Fox Grove
Nez Perce Landing
Nez Perce
Nature
Tomahawk Range
Miwok Lake
Aquatics
Apache Crest
Apache
Storage Area
Rifle & Shotgun, Cowboy Action
Campfire Bowl
Willow Camp Trail
E2
E1
C7
C6
C5
D3
D1
D2
C4
C3
C2
C1
CAMP HI-SIERRA
EST 1949
Welcome to Historic
Camp Hi-Sierra
Map Is Not To Scale - Updated Spring 2026

Campsite Duty Roster

(Leave Up Until End of Week)

	Mon	Tue	Wed	Thu	Fri	Sat
Lt. Latrine						
Rt. Latrine						
Sink						
Campfire						
Raking						
Litter						
Trash Can						
AM Flag						
PM Flag						
Supply Refiller						

Supply Refiller Explanation: Supplies in patrol boxes should be refilled twice a week from the commissioners' shed up to 3 trash bags, 6 rolls of toilet paper, 1 urinal cakes, full soap squeeze bottles, extra sanitary paper bags, and a partial roll of paper towels.

Shower/Bathroom Cleaning Day/Time:_____

We ask that each troop take a shower cleaning day - this is a strongly recommended voluntary service, which can count for a basic hour service project. If your troop is small, you can do it with another - but no inspection points are taken off for not participating.

Building (Circle one): North(Blackfoot) South(Costanoan)

Kitchen Showers

Steward Duty Roster

(Leave Up Until End of Week)

	Breakfast	Lunch	Dinner
Sunday	Camp Has Not Started	On The Way To Camp	
Monday			
Tuesday			
Wednesday			
Thursday			
Friday		NO STEWARDS FOR LUNCH	
Saturday		YOU ARE GONE :'(	Bye Bye

The Perfect Campsite

(Do Not Remove)

All fire tools on rack (5 pts)
Broom, shovel, and rake on the rack next to the campfire bowl, unless in use. Hose should be next to the wash rack. Return extra tools to the Commissioner's shack. *Tools should have correct site labels. They should not leave the campsite at any time.*

Fire bucket filled with water (5 pts)
Fire bucket is located next to the campfire bowl, and at least 80% full.

Fire guard chart filled, posted, and signed off (5 pts)
Fire guard chart posted on bulletin board and filled out for the entire week. The Fire Warden must initial “Equipment Checked” to confirm that they have checked each day.

Duff raked 15 ft. or more from fire (10 pts)
Pine needles and other debris has been raked at least 15 feet (three rake lengths) from the fire pit.

Latrine clean, lids down, swept out, doors OPEN (10 pts)
Floor is clean, no trash, lid down, doors are open, no sticks or trash in the urinal (clogged urinals do not count against this category, commissioners or rangers will fix). Refer to Latrine Cleaning Instructions.

Areas around tents and latrine clear of duff (5 pts)
Pine needles and other debris has been raked at least 5 feet (one rake length) from all tents (including unused tents) and the latrine, or as much as is possible.

Paper, urinal screens, and Lavex bags restocked (5 pts)
There is at least one roll of toilet paper in each stall, 3-6 brown wax bags in the Lavex Boxes, and a deodorant screen in each urinal (spare paper and screen are kept in the camp box, and can be restocked from the chem closet in the dining hall).

Wash rack clean (5 pts)
No trash, dirt, or pine needles in the wash rack. Soap bottles should be at least halfway full.

Grounds free of litter (10 pts)
No trash on the ground.

Tent platforms litter free (5 pts)
No trash on tent platforms (including unused tents).

Inside of tents orderly (5 pts)
Nothing hanging on outriggers unless currently drying. No clothes strewn around the tent. If the tent is shared, sleeping bags and gear should be clearly separate.

All tent flaps tied back (5 pts)
All front and back flaps tied back (or flipped up if tie strings are missing) on each tent (including unused tents), unless the tent is actively occupied. If tent back does not open, open screen windows (if present).

Duty roster and schedules posted (5 pts)
Duty roster and steward roster posted and filled out for the entire week. We ask that each troop take a shower cleaning day - this is a strongly recommended voluntary service, which can count for a basic hour service project. If your troop is small, you can do it with another - but no inspection points are taken off for not participating.

Flag raised (5 pts)
An American flag is properly displayed in the campsite if available. Troops may use their own pole or display device if desired. Ceremony optional depending on time and preference.

Trash can less than half full (5 pts)
Trash can is less than half full, and has a bag and a lid. Spare bags (and other supplies) are kept in the campsite box, and can be replenished from the chemical shack. Filled bags should be tied shut and taken to the dumpsters behind the dining hall.

No food stored in campsite (5 pts)
Food can be brought up to campsites for troop events, but cannot be stored there overnight. Medically necessary food in proper storage allowed overnight if approved at check-in. Storage for other food available is from the kitchen.