



Camp Kirby Overnight Camp Units

Campers are placed in different units, which are made up of 2-5 different cabin groups of campers. These units are based on campers' "rising" grade, which is the grade they will be entering in the fall following camp (i.e. a camper who is entering 6th grade would register for the Discoverer Unit).

Cricket Unit - 1st Grade (mini session only)

During our mini session each summer, we welcome our youngest campers to try overnight camp for the first time. Their experience is all about being introduced to Camp, finding independence, trying new things, and making new friends.

Included Camp Activities: Arts & Crafts, Outdoor Living Skills, Science & Nature, Music & Drama, Rowboating, and Swimming.

Cabin Life: Campers are assigned to a group of 6 campers, and typically live in our main camp cabins closest to the beach.



Beachcomber Unit - 2nd-3rd Grades

Beachcomber campers are often found playing games in the field, singing camp songs, searching the beach for crabs, or making houses for the Kirby fairies. Counselors in this unit are carefully selected to meet the unique needs of these very young campers, and help them foster a sense of independence while trying new things and making new friends.

Included Camp Activities: Arts & Crafts, Outdoor Living Skills, Science & Nature, Music & Drama, Rowboating, and Swimming.

Cabin Life: Campers are assigned to a group of 6 campers, and typically live in our main camp cabins closest to the beach.

Adventurer Unit - 4th-5th Grades

Adventurer campers get to try their hand at archery and canoeing, while also taking part in other traditional activities like arts & crafts and music & drama. Adventurers will go on a campout where they will participate in outdoor cooking, and sleep under the stars. We also make sure to leave plenty of time to play field games!



Included Camp Activities: Archery, Arts & Crafts, Music & Drama, Canoeing, and Swimming.

Cabin Life: Campers are assigned to a group of 8 campers, and typically live in our main camp cabins closest to the beach.

Discoverer Unit (previously HiTor) - 6th-7th Grades

Campers in the Discoverer Unit live up the hill to our Cascadia Unit, where they have a bit more independence than our younger campers. They live in groups of four campers in treehouse-style elevated cabins. Counselors in this unit are trained to help navigate the ever-evolving middle school social dynamics. Sixth grade is also the first year that campers are invited to scale our 40' climbing tower that greets you at the entrance of camp.

Included Camp Activities: Archery, Climbing Wall, Arts & Crafts, Outdoor Living Skills, Science & Nature, Music & Drama, Kayaking, and Swimming.

Cabin Life: Campers are assigned to a group of 8 campers, and typically live in our Cascadia Unit, which consists of elevated "treehouse" style cabins that sleep 4 campers each.



Explorer Unit (previously MuaMi) - 8th-9th Grades

Campers in the Explorer Unit are challenged to further their skills in our traditional camp programming areas, while also trying new things. Night activities are introduced in 8th grade, and campers can participate in glow-in-the-dark archery or night canoeing. Campers can show off their improv skills during First Night Fun Pillow Case Relays, and will enjoy more intentional "chill" time to focus on community building and discussion.

Included Camp Activities: Archery, Climbing Wall, Arts & Crafts, Outdoor Living Skills, Science & Nature, Music & Drama, Kayaking, and Swimming.

The Explorer Unit will also get to participate in night canoeing and/or night archery.

Cabin Life: Campers are assigned to a group of 8 campers, and live in either our main camp cabins, or "The Outpost" (a unit comprised of platform tents).

Voyager Unit (previously Tanika)- 10th-12th Grades

Voyager campers have the option to participate in most any activity at Camp. They are given the opportunity to show their creativity, independence, and perseverance as they take on challenges both new and old. The sky's the limit as Voyagers work together to plan their week.

Included Camp Activities: Archery, Climbing Wall, Arts & Crafts, Outdoor Living Skills, Science & Nature, Music & Drama, Kayaking, and Swimming. *The Explorer Unit will also get to participate in night canoeing/kayaking and/or night archery.*

Cabin Life: Campers are assigned to a group of 8-10 campers, and live in either our main camp cabins, or "The Outpost" (a unit comprised of platform tents).



Counselor-in-Training Program - 11th-12th Grades

The CIT Program is entered via an application process

The CIT program is a learning-intensive program intended to help individuals who may want to be part of the Kirby Staff someday. The program prepares CITs to make the transition from camper to staff member. Although the CITs have a great deal of fun and can participate in many camp activities, it also involves a large academic component. The program runs over two summers (three weeks each year) and is typically completed when entering 11th and 12th grades.

