

# SIoux CAMP

## 2010 LEADERS SUPPLEMENT



### **Tomahawk Scout Reservation**

N1910 Scout Road, Birchwood, WI 54817

Phone: (715) 354-3841 Fax: (715) 354-3497 (June - August)

Northern Star Council office: (651) 254-9138 (Sept - May)

[www.camptomahawk.org](http://www.camptomahawk.org)

# Table of Contents

<b>Welcome to Sioux Camp</b>		<b>Program Areas</b>	
Table of Contents	2	Aquatics	16-17
Director's Letter	3	Ecology	18
<b>Program Schedules</b>		Scoutcraft	19
Merit Badge Program	4	Brownsea	20
Merit Badge Block Schedule	5	Handicraft	21
Merit Badge Guide	6-7	Horse Corral	22
<b>Daily Schedules</b>		Field Sports	23
Saturday (Arrival)	8	Trading Post	24
Sunday - Friday	9-14	Norse Outpost	24
Saturday (Departure)	15	<b>Maps and Information</b>	
		Map of Sioux, Chippewa, Navajo	25



February 2010

Dear Scout Leader,

Welcome to Sioux Camp! My Name is Brian "Swiffer" Halloran, and I have the great pleasure of being the Sioux Camp Director this summer. This year will mark my 7<sup>th</sup> summer working at Tomahawk Scout Reservation. Most of my time has been spent at Sioux Beach but last summer I had the opportunity to work in White Pine as the Aquatics Director. When I'm not at camp I study architecture at the University of Minnesota Twin Cities as a full time student and will be finishing my degree in May. The Sioux Camp Area Directors and I are very excited and have been busy planning for another great summer, including a few program changes and new activities.

Tomahawk has been making significant investments in improving program equipment and our staff has been concentrating on improving the quality of our merit badge instruction. I'm excited to lead the Sioux staff this year and deliver the highest quality program we have ever offered. I'll be experimenting with new programs and methods to promote programs to Scouts throughout the summer.

As many of you have heard this year marks the 100<sup>th</sup> year anniversary of Boy Scouts in America. I'm extremely proud to be working on the Tomahawk staff during the 100th anniversary of Scouting. Together we will be making history and together we will be celebrating it through campfire, flag raisings, and various camp programs.

Yours in Scouting,

Brian "Swiffer" Halloran

Brian Halloran  
[hallo061@umn.edu](mailto:hallo061@umn.edu)

# MERIT BADGE PROGRAM

Sioux Camp offers 32 different merit badges in its merit badge program. The complete listing of the merit badges offered at camp is outlined below. Five of the required merit badges for Eagle Scout are offered including: Camping, Environmental Science, First Aid, Lifesaving, and Swimming. The addition of badges during the summer will be kept to a minimum but may be added to the camp curriculum based on counselor strengths and abilities. Please note that any information regarding added badges will be addressed at the Saturday Night Scoutmaster Roundtable. The numbers in parentheses refer to the difficulty level.

- (1) = Easy
- (2) = Moderate
- (3) = Advanced

## **Merit Badge Locations:**

Merit badge sessions are held in the related program areas of Sioux Camp as listed below. This information is important to know when selecting merit badges so that Scouts can plan where they need to be throughout the week. The Block Schedule allows for ample time between merit badges to return to the troop campsite to gather materials for another merit badge, visit the trading post, or visit one of the open program areas.

### **Scoutcraft Area**

Camping (2)  
#Climbing (3)  
Orienteering (2)  
Pioneering (3)  
Wilderness Survival (2)

### **Aquatics Area**

Canoeing (2)  
Lifesaving (3)  
Rowing (2)  
Small-Boat Sailing (3)  
Swimming (2)

### **Ecology Area**

Astronomy (3)  
Bird Study (2)  
Environmental Science (3)  
Fish & Wildlife Management (2)  
Forestry (2)  
Geology (2)  
Mammal Study (1)  
Nature (2)  
Reptile & Amphibian Study (2)  
Soil & Water Conservation (2)  
Weather (1)

### **Handicraft Area**

Basketry (1)  
Leatherwork (1)  
Woodcarving (2)

### **Field Sports Area**

Archery (3)  
Fishing (2)  
Fly Fishing (3)  
#Rifle Shooting (3)  
#Shotgun Shooting (3)

### **Parade Field**

First Aid (2)

### **Horse Corral**

#Horsemanship (3)  
Animal Science (2)

#Class size is limited, admittance based on age then rank

## **Merit Badge Class Restrictions:**

Class sizes for rifle shooting, shotgun shooting, climbing, and horsemanship are restricted due to safety restrictions and physical capacity. This is to ensure that Scouts taking the merit badge receive the time and instruction needed to complete the badge at camp.

# MERIT BADGE BLOCK SCHEDULE

Block A (Su, T, Th 2pm-4pm)	Block B (M, W, F 9am-11am)	Block C (M, W 2pm-4pm)	Block D (T, Th 9am-11am)
Canoeing	Archery	Animal Science	First Aid
Climbing	Bird Study	Astronomy	*Horsemanship (9-11:30)
Environmental Science	Camping	Basketry	Leatherwork
Fishing	Canoeing	First Aid	*Lifesaving
Fly Fishing	Climbing	Fish & Wildlife Management	Mammal Study
Forestry	Environmental Science	Leatherwork	Nature
Rifle Shooting	Geology	Reptile & Amphibian Study	Orienteering
Shotgun Shooting	*Horsemanship (9-11:30)	*Small Boat Sailing	Rowing
*Small-Boat Sailing	*Lifesaving	Woodcarving	*Small Boat Sailing
Swimming	Pioneering		Soil & Water Conservation
Weather	Rifle Shooting		Wilderness Survival
	*Small Boat Sailing		Wood Carving
	Swimming	<b>*Class meets all week (5 days) during scheduled time.</b>	

**Note to Scoutmaster:** This page is designed as a tool to help your Scouts plan for their week at camp. Copy this page and use it at a troop meeting as a planning aid with the Scouts.

Merit Badge Plan for: (Scout's name) \_\_\_\_\_

1. List the merit badge(s) that you want to work on at camp.

A \_\_\_\_\_ B \_\_\_\_\_ C \_\_\_\_\_ D \_\_\_\_\_

2. Find and circle the merit badge(s) on the schedule above.

3. All of your merit badges should be in a different block column, otherwise you will have a conflict and you might have to pick a different merit badge.

4. If a merit badge is listed as a dual-block session, you must attend both blocks. Example, the Lifesaving Merit Badge is scheduled for both Block A and Block B. Scouts are expected to attend the class the entire week.

# Sioux Camp Merit Badge Guide

Merit Badge	Difficulty Level	Additional Fees or Qualifications	Requirements to complete <u>before</u> camp.	MB Book Needed	Location & Time
1. Animal Science	Intermediate (2)	None	None	2006	Horse Corral Block C
2. Archery	Advanced (3)	None *Minimum cost \$1.00	None	2004	Field Sports Block B
3. Astronomy	Advanced (3)	None	6 and 7b	2004	Ecology Block C
4. Basketry	Beginner (1)	None *Minimum cost \$20	None	2003	Handicraft Block C
5. Bird Study	Intermediate (2)	None	5 and 6	2005	Ecology Block B
6. Camping	Intermediate (2)	None	9a	2005	Scoutcraft Block B
7. Canoeing	Advanced (3)	Swimmer Classification	None	2004	Aquatics Blocks A or B
8. Climbing	Advanced (3)	None	None	2006	Scoutcraft Blocks A or B
9. Environmental Science	Advanced (3)	None	None	2006	Ecology Blocks A or B
10. First Aid	Intermediate (2)	None	None	2007	Program Building Blocks C or D
11. Fish & Wildlife Management	Intermediate (2)	None	7c	2004	Ecology Block C
12. Fishing	Intermediate (2)	None	None	2009	Field Sports Block A
13. Fly Fishing	Advanced (3)	None	None	2009	Archery Range Block A
14. Forestry	Intermediate (2)	None	None	2005	Ecology Block A
15. Geology	Intermediate (2)	None	None	2005	Ecology Block B
16.*Horsemanship	Advanced (3)	Fee: \$10.00 Review the merit badge before coming to camp	None	2004	Horse Corral Block B & D (5 days)

# Sioux Camp Merit Badge Guide

Merit Badge	Difficulty Level	Additional Fees or Qualifications	Requirements to complete <u>before</u> camp.	MB Book Needed	Location & Time
17. Leatherwork	Beginner (1)	None *Minimum cost \$2.00	None	2005	Handicraft Block C
18. Lifesaving	Advanced (3)	1a and 1b	None	2008	Aquatics Block B & D (5 days)
19. Mammal Study	Beginner (1)	None	None	2003	Ecology Block D
20. Nature	Intermediate (2)	None	None	2003	Ecology Block D
21. Orienteering	Intermediate (2)	None	None	2003	Scoutcraft Block D
22. Pioneering	Advanced (3)	None	None	2006	Scoutcraft Block B
23. Reptile & Amphibian Study	Intermediate (2)	None	Care for an animal	2005	Ecology Block C
24. Rifle Shooting	Advanced (3)	None *Minimum cost \$2.00	None	2006	Field Sports Blocks A or B
25. Rowing	Intermediate (2)	Swimmer classification	None	2006	Aquatics Block D
26. Shotgun Shooting	Advanced (3)	None *Minimum cost \$20.00	None	2005	Field Sports Block A
27. Small-Boat Sailing	Advanced (3)	Swimmer classification	Complete - CPR done outside of class	2004	Aquatics Block C & D (5 days)
28. Soil & Water Conservation	Intermediate (2)	None	Complete - work done outside of class	2004	Ecology Block D
29. Swimming	Intermediate (2)	Swimmer classification	None	2008	Aquatics Blocks A or B
30. Weather	Advanced (3)	None	None	2006	Ecology Block A
31. Wilderness Survival	Intermediate (2)	None	None	2007	Scoutcraft Block D
32. Woodcarving	Intermediate (2)	None *minimum cost \$1.00	None	2006	Handicraft Block C or D

# SATURDAY

Time	Event	Leaders Comments
1:00 p.m.	Check-in begins. Establish camp. Health check and swim checks (a time will be assigned at check-in). *It is <b>greatly</b> appreciated if you can do your swim checks before arriving at camp but this is not mandatory. (Note #1)	
3:00 p.m.	Check-in ends	
5:45 p.m.	Food Service Duty	
6:00 p.m.	Flag Ceremony/Supper (Times vary slightly due to delivery route.)	
7:00 p.m.	Emergency Drill	
7:30 p.m.	Beach Demo & Commissioner Campfire - meet at the beach. (Note #2)	
7:30 p.m.	<b>Scoutmaster Roundtable</b> Sioux Program Room. (Note #3) <ul style="list-style-type: none"> <li>Please bring "Vehicles in Camp" forms.</li> </ul>	Sioux Program Building
10:00 p.m.	Taps	

Upon arrival, **Scoutmasters will be directed to the FOUR-WAY STOP**, and will check in at the Ralph McLean Honorary Check-In tarp on the left side of the road. The rest of the troop can proceed straight down to the campsite to begin setting up camp for the week.

## Notes:

**#1** - If your troop wishes to conduct swim checks before arriving at camp you can find more information about the requirements and paperwork on pages 11-12 of the Camp Leader Manual. Conducting swim checks before camp will provide more time for your troop to set up camp on Saturday and cut down on the number of swim checks the staff need to do at the beach.

**#2** - The Beach Demo introduces Scouts to the Aquatics area so they learn the rules and how the Waterfront operates. Commissioner Campfire is a short campfire with skits, songs, and information about the week that will entertain your Scouts while the Scoutmaster Roundtable is going on.

**#3** - The Saturday night Scoutmaster Roundtable meeting is the chance to get any unanswered questions addressed before your week starts. We will cover further equipment needs, high adventure sign-ups, troop scheduled program times, and a host of other topics to make sure you start the week prepared.

# SUNDAY

Time	Event	Leaders Comments
7:00 a.m.	Reveille	
7:45 a.m.	Food Service Duty	
7:55 a.m.	Post Colors	
8:00 a.m.	Breakfast (times vary slightly)	
9:00 a.m.	Camp-wide Flag Raising Formation/ Activity sign-up	Sioux Program Building (Class A Uniform, Please)
10:00 a.m.	Protestant and Scout's Own Worship Services (Note #1) CPR (for Aquatics & Climbing Merit Badges) at Beach	Immediately following Worship Services
11:-00	Climbing Tower Orientation (note #2)	Scoutcraft Area
12:15 p.m.	Food Service Duty	
12:30 p.m.	Lunch (times vary slightly)	
2:00 p.m.	<b>Block A</b> Merit Badge Instruction Afternoon Brownsea session	
4:00 p.m.	Troop Scheduled Program	
5:00 p.m.	Catholic Church Service	Chippewa Campfire Ring
5:45 p.m.	Food Service Duty	
6:00 p.m.	Flag Ceremony Supper (times vary slightly)	
8:00 p.m.	<b>Campfire</b> at Campfire Ring <b>OA Callout Ceremony</b> (Note #5)	Time may change due to light conditions Good day for visitors
10:00 p.m.	Taps	

## Notes:

**#1** - Program areas will be closed during worship services. Protestant service will be held in it's chapel. "A Scout is Reverent" (non-denominational) service will be held in the campfire ring. Catholic services will be held at 5:00 p.m. in the Chippewa Campfire Ring and are available in Birchwood and the surrounding area for those who want to leave camp for church services. (see the Camp Leader Manual) Times are also posted on the camp bulletin board.

**#2** - Troops who wish to use the climbing tower must send at least one adult leader to the orientation. (see the Camp Leader Manual—Climbing Demo)

**#3** - Plan for the Wednesday cookout. **All food orders due on Monday by 3 p.m.**

**#4** - Horseback Rides - Pre-planned horse ride tickets must be claimed and paid for at the camp trading post by 5:00 p.m. today. (If not claimed, they will go on sale Monday morning.)

**#5** - The Sunday Night Campfire is our big show for the week. The staff will put on skits, songs, stories, and recognize the Scoutmasters. The OA Callout Ceremony recognizes newly elected candidates for the Order of the Arrow. Be sure to remind the parents of the new candidates so they have the opportunity to attend.

# MONDAY

Time	Event	Leaders Comments
7:00 a.m.	Reveille	
7:45 a.m.	Food Service Duty	
7:55 a.m.	Post Colors	
8:00 a.m.	Breakfast (times vary slightly)	
9:00 a.m.	<b>Block B</b> Merit Badge Instruction Morning Brownsea Session	
11:00 a.m.	Troop Scheduled Program	
12:15 p.m.	Food Service Duty	
12:30 p.m.	Lunch (times vary slightly)	
1:15 p.m.	Scoutmaster's Roundtable (Note #1)	Program Building
2:00 p.m.	<b>Block C</b> Merit Badge Instruction Afternoon Brownsea Session	
4:00 p.m.	Troop Scheduled Program	
5:45 p.m.	Food Service Duty	
6:00 p.m.	Flag Ceremony Supper (times vary slightly)	
7:00 p.m.	Open Program	
7:30 p.m.	Safe Swim & Safety Afloat Demo	Aquatics Area
10:00 p.m.	Taps	

## Notes:

**#1** - The Monday Afternoon Scoutmaster Roundtable is a brief meeting to discuss how the week is going and answer questions. We will also go over Wednesday food (Cook's Day Off, "Cheeseburgers in Paradise", Commissary, etc.).

# TUESDAY

Time	Event	Leaders Comments
7:00 a.m.	Reveille	
7:45 a.m.	Food Service Duty	
7:55 a.m.	Post Colors	
8:00 a.m.	Breakfast (times vary slightly)	
9:00 a.m.	<b>Block D</b> Merit Badge Instruction Morning Brownsea Session	
11:00 a.m.	Troop Scheduled Program	
12:15 p.m.	Food Service Duty	
12:30 p.m.	Lunch (times vary slightly)	
2:00 p.m.	<b>Block A</b> Merit Badge Instruction Afternoon Brownsea Session	
4:00 p.m.	Troop Scheduled Program	
5:45 p.m.	Food Service Duty	
6:00 p.m.	Flag Ceremony Supper (times vary slightly)	
7:00 p.m.	Open Program	
10:00 p.m.	Taps	

**Notes:**

# WEDNESDAY

Time	Event	Leaders Comments
7:00 a.m.	Reveille	
7:45 a.m.	Food Service Duty	
7:55 a.m.	Post Colors	
8:00 a.m.	Breakfast (times vary slightly)	
9:00 a.m.	<b>Block B</b> Merit Badge Instruction Morning Brownsea Session	
11:00 a.m.	Troop Scheduled Program	
12:15 p.m.	Food Service Duty	
12:30 p.m.	<b>“Cheeseburger’s in Paradise”</b> (Note #1)	Location announced at Monday Roundtable meeting
2:00 p.m.	<b>Block C</b> Merit Badge Instruction Afternoon Brownsea Session	
4:00 p.m.	Troop Scheduled Program	
5:45 p.m.	Food Service Duty	
6:00 p.m.	Flag Ceremony Supper (times vary slightly)	
7:00 p.m.	Campwide Activity	
10:00 p.m.	Taps	

## Notes:

**#1** - Details for Wednesday food provided at the Monday Afternoon Scoutmaster Roundtable. Lunch options are **“Cheeseburger’s in Paradise”**, or a Troop cookout. “Cheeseburger’s in Paradise” is a camp-wide cookout. The staff do all the cooking and serving. **Please bring your own non-disposable dishes and utensils.** This will help cut down on the amount of trash for the event.

# THURSDAY

Time	Event	Leaders Comments
7:00 a.m.	Reveille	
7:45 a.m.	Food Service Duty	
7:55 a.m.	Post Colors	
8:00 a.m.	Breakfast (times vary slightly)	
9:00 a.m.	<b>Block D</b> Merit Badge Instruction Morning Brownsea Session	
11:00 a.m.	Troop Scheduled Program	
12:15 p.m.	Food Service Duty	
12:30 p.m.	Lunch (times vary slightly)	
1:15 p.m.	<b>Scoutmaster Roundtable</b> (Note #1) Senior Patrol Leader Meeting	Sioux Program Building Sioux Parade Field
2:00 p.m.	<b>Block A</b> Merit Badge Instruction	
4:00 p.m.	Troop Scheduled Program	
5:45 p.m.	Food Service Duty	
6:00 p.m.	Flag Ceremony Supper (times vary slightly)	
7:00 p.m.	Open Program Wilderness Survival and Camping Merit Badge Outpost (Note #2)	Scoutcraft Area
10:00 p.m.	Taps	

## Notes:

**#1** - The Thursday Afternoon Scoutmaster Roundtable is a time to explain merit badge pre-orders, and the check-out procedure.

**#2** - The Wilderness Survival and Camping Merit Badge Outposts are expected for Scouts taking the merit badges. They will depart from the Scoutcraft area at 7:00 p.m. so come prepared with all equipment necessary to hike to the Raven's Roost area and stay overnight. Details of the outposts will be covered in the merit badge classes.

# FRIDAY

Time	Event	Leaders Comments
7:00 a.m.	Reveille	
7:45 a.m.	Food Service Duty	
7:55 a.m.	Post Colors	
8:00 a.m.	Breakfast (times vary slightly)	
9:00 a.m.	<b>Block B</b> Merit Badge Instruction	
11:00 a.m.	Troop Scheduled Program	
12:15 p.m.	Food Service Duty	
12:30 p.m.	Lunch (times vary slightly)	
1:00 p.m. - 3:30 p.m.	Merit Badge Sales (Note #1)	<b>Leaders only in the Trading Post</b>
1:30 p.m.- 4:00 p.m.	Open Program (Note #2)	1:30—3:30 open program 3:30—4:30 Beach Bash
5:45 p.m.	Food Service Duty	
6:00 p.m.	Flag Ceremony Supper (times vary slightly)	
7:00 p.m.	Troop Campfires and Courts of Honor	
10:00 p.m.	Taps	

## Notes:

#1- Merit Badge pre-orders due by 1:00p.m..

#2 - Schedule Saturday morning checkout time with your campsite commissioner.

# SATURDAY

Time	Event	Leaders Comments
7:00 a.m.	Reveille	
7:45 a.m.	Food Service Duty	
7:55 a.m.	Post Colors	
8:00 a.m.	Breakfast (times vary slightly)	
8:30 a.m.	Break Camp - check-in equipment.	
10:00 a.m.	<b>Check-out:</b> At the Welcome Center. Bring your bill statement and other paperwork from your Commissioner. Final fees due.	<b>Make sure to review your bill prior to check-out.</b> You will not get checked out if your campsite has not been cleared by your commissioner.

## RECORDS:

- **In accordance with Wisconsin state law**, Tomahawk Scout Reservation must retain a copy of health histories for all campers for 2 years. To be in compliance with this law, it will be necessary for all campers and adults to submit a copy of their entire health form to the health officer at health checks. The original is to stay with the troop. **Tomahawk will keep the copy submitted at health checks.**
- Update all advancement records. Be sure signed records for all merit badges earned and signed records of all partially completed merit badges are picked up from your troop mailbox before leaving camp.

# AQUATICS

## MERIT BADGES:

**Canoeing:** Blocks A, B

**Lifesaving:** Blocks B & D combined (meets all 5 days)

**Rowing:** Block A

**Small Boat Sailing:** Block A & C or B & D combined (meets all 5 days)

**Swimming:** Blocks A, B

Block A - Su, T, Th 2 p.m.-4 p.m. Block B - M, W, F 9 a.m.-11a.m. Block C - M, W 2 p.m.—4p.m. Block D - T, Th 9 a.m.—11 a.m.
---

## SWIMMING MB:

Please make sure that every Scout taking Swimming MB **brings** a pair of jeans, a long-sleeved button-up shirt, belt, socks, and a pair of lace-up shoes (not sandals!) that can get wet. This is for Requirement #4, clothes inflation, of the merit badge. Scouts **must** be classified as a swimmer to work on this merit badge and have 1st and 2nd class water requirements completed.

## SWIM CLASSIFICATION TESTS:

Refer to the TSR Leaders' Manual pages 10-11 for details.

## INSTRUCTIONAL SWIMMING:

Scouts may schedule an instructional swimming lesson with the Aquatics staff between 9 a.m. and Noon

## SNORKELING BSA:

A three day program Monday—Wednesday at 11:00 a.m. Teaches the basics of snorkeling. Participants must be swimmers. Complete all the requirements and earn the Snorkeling BSA award.

## SAILING ON LONG LAKE:

Scouts who are classified as swimmers may check out the sailboats on Long Lake. Scouts must be approved for sailing on Long Lake by the sailing staff. Sailing is available during the open boating hours. Scouts must attend a basic sailing course before using sailboats. Course times: Sunday 11:30 a.m. and Monday -Thursday 4:00 p.m.

## BSA Aquatics Supervision: Swimming and Water Rescue

A week long program scheduled with the Aquatics Director. It is recommended that Scouts have earned Swimming, Canoeing, Rowing, and Lifesaving Merit Badges. Adult Scouters are also encouraged to take this course.

## KAYAKING BSA

Monday - Wednesday at 11:00 a.m. Complete the requirements and earn the Kayaking BSA award.

## BIG BOAT SAILING

2 hour troop / patrol sails on our 22 foot sailboat (maximum of 6 people) are offered daily. All participants must be swimmers. Prior sailing experience is not required.

# AQUATICS (Continued)

## TROOP ACTIVITIES:

Open Swim: Block D, Sunday - Thursday 4 - 5 p.m., Monday, Tuesday & Thursday 7p.m. - dusk and Friday 2:00 - 4:00 p.m.

Open Water Polo: Available daily during open swim.

Open Boating: Available any time the aquatics area is open.

Troop Water Polo: 7:00 & 7:45 p.m. Register on Sunday during Activity Sign-up

Troop Sauna: 7:00 p.m. Monday, Tuesday, & Thursday

Polar Bear Swim: Friday 6:30 a.m.

\*Please note: a person who has not been classified as a "swimmer" may ride as a passenger in a rowboat with an adult swimmer, or in a canoe or sailboat with an adult who is trained as a lifeguard or a lifesaver by a recognized agency. Only swimmers may use kayaks.

## PROGRAMS FOR ADULTS:

Safe Swim Defense and Safety Afloat (boating) orientation is offered for leaders on Monday night at 7:30 p.m. at the beach. Adults can also participate in the BSA Aquatics Supervision: Swimming & Water Rescue course (see beach director for more details).

**Please note that all watercraft and campsite beaches must be approved by the Aquatics Director.**



# ECOLOGY

## MERIT BADGES:

**Astronomy:** Block C  
**Bird Study:** Block B  
**Environmental Science:** Blocks A, B  
**Fish & Wildlife Management:** Block C  
**Geology:** Block B  
**Forestry:** Block A  
**Mammal Study:** Block D  
**Nature:** Block D  
**Soil & Water Conservation:** Block D  
**Weather:** Block A

Block A - Su, T, Th 2 p.m.-4 p.m. Block B - M, W, F 9 a.m.-11 a.m. Block C - M, W 2 p.m.—4p.m. Block D - T, Th 9 a.m.—11 a.m.
--

## ECOLOGY CENTER:

The Ecology staff invites you to participate in demonstrations, projects, and hikes involving the natural world around you. These can be scheduled daily through the Ecology staff. The Ecology Center offers aquariums and terrariums filled with live animals native to the Tomahawk area along with rocks, bones, and animal hides you can touch and see up close. There is an observation deck overlooking a natural bog to catch some of Tomahawks' wildlife in action. There is also a library of books and guides for better understanding of the natural world.

## SEGMENT RECOGNITION:

You can find out more about the Ecology segments at the Camp-wide Flag Ceremony on Sunday morning or talk to the staff directly. (see the TSR Leader's Manual for picture of segments)

### TREE

- Complete a project approved by the Ecology staff, and an Ecology Merit Badge.

### CLASPED HANDS

- Do a Good Turn by completing a camp-approved conservation project.

## CONSERVATION PROJECTS:

If your troop, patrol, or Scouts are in need of service hours for rank advancement, merit badges, or just plain fun the Ecology staff has lots of conservation projects going on during the summer. Talk to the Ecology Director to find out about ongoing projects or about starting new projects. Please refer to the TSR Leaders' Manual or the Ecology Director for more information.

## STAR PARTY:

Music, stars, and fun, fun, fun! Learn to identify stars, constellations, planets and other objects in the night sky. Mandatory for Scouts in Astronomy Merit Badge. Day and time will be announced at the Sunday Flag Ceremony, and may change according to weather and cloud cover.

# SCOUTCRAFT

## MERIT BADGES:

**Camping:** Block B

**Climbing:** Block A or B (Note: Class size capped)

**Orienteering:** Block D

**Pioneering:** Block B

**Wilderness Survival:** Block D

Block A - Su, T, Th 2 p.m.-4 p.m. Block B - M, W, F 9 a.m.-11a.m. Block C - M, W 2 p.m.—4p.m. Block D - T, Th 9 a.m.—11 a.m.
---

## CAMPING OUTPOST:

The Camping Outpost is designed to help demonstrate and reinforce topics discussed in the Camping Merit Badge class sessions. Scouts in the Camping Merit Badge are expected to attend. Participants will depart from Scoutcraft at 7:00 p.m. Thursday night and should show up fully prepared to hike 5 miles, cook, eat, and sleep outside for the night. Scouts in the Brownsea program may also attend.

## WILDERNESS SURVIVAL OUTPOST:

The Wilderness Survival Outpost is designed to help demonstrate and reinforce topics discussed in the Wilderness Survival Merit Badge class sessions. Scouts in the Wilderness Survival Merit Badge are expected to attend but the outpost trip is open to all Scouts with 2 or more years of camping at Tomahawk. Participants will depart from Scoutcraft at 7:00 p.m. Thursday night and should show up fully prepared to hike with limited equipment to a shelter and stay overnight.

**Mega Tower:** On Tuesday and Thursday evenings the Scoutcraft staff will be setting up the Mega Tower located near White Pine camp for use by Sioux campers. The tower will be open from 7:00 to nightfall. As usual Scouts will be required to bring Shoes to climb in.

**CLIMBING TOWER:** Sioux Camp has a thirty-two foot high, four-sided climbing tower located in the Scoutcraft area that offers a variety of climbing challenges with varying degrees of difficulty for the beginner, intermediate, or advanced climber. For safety reasons, the use of the tower is restricted to scheduled periods and only when supervised by qualified staff or leaders. **NOTE:** Approximately 10-12 Scouts can complete a climb per hour session, however, based on the climbing experience of the Scouts the number may change during your climbing session.

## CLIMBING DEMO:

The Climbing Demo is an informational demonstration to familiarize leaders with what goes on during the operation of the climbing tower. It is Tomahawk's policy that a **minimum of one leader** attend the Climbing Demo and be present at your troops climbs during the week, however all leaders and Senior Patrol Leaders are encouraged to attend the demonstration. This will help ensure the maximum number of Scouts get to climb the tower during your troop climb. The Climbing Demo is held at the climbing tower in Scoutcraft at 11:00 a.m. on Sunday.

### Leader Training

Adult leaders have the opportunity to be trained in safe operation of the climbing tower. This eight hour course will qualify leaders to run the climbing tower at Northern Star Council camps. Certification is valid for two years. Information is available at the Saturday night Roundtable. Recertification should be arranged with the Scoutcraft Director at Sunday's climbing demonstration at 11:00 a.m. in the Scoutcraft area. \* We encourage all units to have a minimum of one trained leader in climbing tower operation.

## TROOP ACTIVITIES:

**Open Climb:** Monday, Tuesday, Thursday 7:00 p.m. - Dusk and Friday 2:00 - 4:00 p.m.

**Troop Climbs:** May be scheduled at the Saturday Leaders' Roundtable

# BROWNSEA PROGRAM

Brownsea is a program for new Scouts and leaders which focuses on requirements for advancement to the Tenderfoot, Second Class and First Class ranks. Scouts choose to participate in either the series of morning sessions or the series of afternoon sessions but not both. Brownsea sessions meet at Scoutcraft: 5 morning sessions, held from 9 – 11 a.m., Monday – Friday or 5 afternoon sessions, held from 2-4:00 p.m. Sunday—Thursday. In addition, patrols may sign up for optional topic-specific skill sessions with the Brownsea staff. All sessions are taught by the Brownsea staff with the assistance of the adult leaders and older Scouts. **Please plan to provide at least one adult leader to work with your Brownsea patrol.**

**Brownsea Daily Sessions** - For Scouts working on Tenderfoot, Second and First Class ranks should attend with at least one leader from each participating troop. Topics will include knots and lashing, map & compass, fire-building, plant and animal identification, hiking skills, knife sharpening, first aid, and how to prepare for outpost. The Totin' Chip and Firem'n Chit may be earned through these sessions.

**Optional Skill Sessions** – Patrols may sign up for a topic-specific skill session with the Brownsea staff. These optional sessions are offered to expand on and enhance the lessons in the morning sessions, with a smaller Scout:instructor ratio. If your Scouts are proficient in any of the skills to be covered on a particular day, do not feel obligated to attend that session. Sessions are taught in the related program area for each topic.

**Brownsea Passport** – Travel around Sioux Camp, and receive a stamp from each program area. Completing the passport is a requirement for receiving the segment.

**Brownsea Requirements** — The requirements listed below are covered in class, however, completion needs to be certified and signed off by your unit leader.

Scout: #4, 5, 6, 7,

Tenderfoot: #4a, 4b, 5, 6, 9, 11, 12

Second Class: #1, 3c, 4

First Class: #1, 6, 7a, 8, 9a

## Brownsea Schedule

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday
9 a.m. - 11 a.m.		<b>Brownsea Day 1</b> (Parade Field)	<b>Brownsea Day 2</b> (Parade Field)	<b>Brownsea Day 3</b> (Parade Field)	<b>Brownsea Day 4</b> (Parade Field)	<b>Brownsea Hike</b> (9 a.m.– 12 p.m.)
11 a.m.		<b>Skill session:</b> <i>Plant Identification</i> (Ecology)	<b>Skill session:</b> <i>Line Rescue</i> (Aquatics)	<b>Skill session:</b> <i>Knots &amp; Lashings</i> (Scoutcraft )	<b>Skill session:</b> <i>Map &amp; Compass</i> (Marina)	
2 p.m. - 4 p.m.	<b>Brownsea Day 1</b> (Parade Field)	<b>Brownsea Day 2</b> (Parade Field)	<b>Brownsea Day 3</b> (Parade Field)	<b>Brownsea Day 4</b> (Parade Field)	<b>Brownsea Hike</b> (2 p.m.– 5 p.m.)	
4 p.m.	<b>Skill session:</b> <i>Plant Identification</i> (Ecology)	<b>Skill session:</b> <i>Line Rescue</i> (Aquatics)	<b>Skill session:</b> <i>Knots &amp; Lashings</i> (Scoutcraft )	<b>Skill session:</b> <i>First Aid</i> (Parade Field)		

# HANDICRAFTS

## MERIT BADGES:

**Basketry:** Block C

**Leatherwork:** Block C or D

**Woodcarving:** Block C or D

Block A - Su, T, Th 2 p.m.-4 p.m.  
Block B - M, W, F 9 a.m.-11a.m.  
Block C - M, W 2 p.m.—4p.m.  
Block D - T, Th 9 a.m.—11 a.m.

\*The Handicraft Merit Badges have been added to the block schedule. Scouts interested in taking Woodcarving, Leatherwork, and Basketry Merit Badge will need to attend the scheduled block for the class. We still offer open work time in the evening however **all requirements completed must be signed off by the assigned instructor during the scheduled class hours.**

Equipment usage and safety demonstrations will now be done in the class sessions. The change was made to improve the instruction of the merit badges, improve accountability of the projects done for completing the badges, and improve accountability for merit badge paperwork. Troop leaders are encouraged and requested to be on hand to assist the staff in lowering the student:teacher ratio.

## Handicraft Area Open Hours:

Monday - Thursday from 7:00 p.m. - 8:30 p.m.

*\*Merit badge blocks are for the scheduled class only and are not considered open times.*



# HORSE CORRAL

## MERIT BADGES:

**Animal Science:** Block C

**Horsemanship:** Block B & D combined (meets all 5 days) 9:00 a.m. - 11:30 a.m. Fee is \$10.00.

### TRAIL RIDES:

Trail rides are available daily at the horse corral in Chippewa Camp. Rides last for approximately 35 minutes and include a short beginner's lesson on how to ride a horse. Tickets must be purchased in advance from the Trading Post. Same day sales must be approved by the Horse Corral Staff. Troop ride tickets must be purchased at the Trading Post by Monday morning or tickets will become available for general sale. The tickets cost \$6.00. The experienced rider extended time is a cost of \$10.00. The extended trail ride offers Scouts with riding experience a chance to see more of Tomahawk on horseback. The trail rides leave every hour, on the hour. No refunds for late arrivals. If it is raining, trail rides will be cancelled and money refunded.

**Note:** Riders are required to wear closed-toe shoes and long pants; they will protect you while riding on the trail and working with the horses. Be on time, or trail rides will start without you. Do not drive on the road to the Horse Corral. People with hay fever or bee allergies must seek approval from the health officer before going to the horse corral. Approval may not be given based on risk to the individual.

The chart below outlines trail rides for Sioux Camp. Sioux times are shown as 'Sioux', merit badge times are shown with a 'MB', and blocked out times are marked with an 'X'. Open ride times are available at the Trading Post.

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday
9:00 a.m. Until 11:30 p.m.	X	MB	MB	MB	MB	MB
2 p.m.	X	SIoux	X	X	Extended Ride For experienced riders	X
3 p.m.	X	X	SIoux	X		X
4 p.m.	X	SIoux	X	SIoux	X	X
7 p.m.	X	X	SIoux	X	SIoux	X

**Horsemanship Merit Badge Sioux Camp**

Fee \$10.00

Monday - Friday

9:00 a.m. - 11:30 a.m.

Chores are also required before breakfast and at 5:00 p.m.



# FIELD SPORTS

## MERIT BADGES:

**Archery:** Block B  
**Fishing:** Block A  
**Fly Fishing:** Block A  
**\*Rifle Shooting:** Block A, B  
**Shotgun Shooting:** Block A

Block A - Su, T, Th 2 p.m.-4 p.m. Block B - M, W, F 9 a.m.-11a.m. Block C - M, W 2 p.m.—4p.m. Block D - T, Th 9 a.m.—11 a.m.
---

\*Class size is limited. Preference given by age then rank.

## MERIT BADGE FEES:

**Archery Ammo:** \$1.00 Arrow Shaft  
**Rifle Ammo:** Each Scout receives 20 rounds of .22 caliber ammunition for free. Ammo cards will be stored at the range. Additional .22 caliber ammo costs \$0.50 per 10 rounds.  
**Shotgun ammo:** Shotgun shells and clay pigeons cost \$1.00 for 3 shots.

## ARCHERY RANGE:

### Troop Shoots:

May be scheduled at the Saturday Leaders' Roundtable.

### Open Range Hours:

Monday, Tuesday, Wednesday, Thursday 7:00 p.m. - Dusk  
and Friday 2:00 - 4:00 p.m.

## RIFLE RANGE:

### Troop Shoots:

May be scheduled at the Saturday Leaders' Roundtable.

### Open Range Hours:

Monday, Tuesday, Wednesday, Thursday 7:00 p.m. - Dusk  
and Friday 2:00 - 4:00 p.m.

**Black Powder Rifles:** The rifle range will now house Black Powder rifles, and will be available for troops during the week.

## SHOTGUN RANGE:

### Troop Shoots:

May be scheduled at the Saturday Leaders' Roundtable.

### Open Range Hours:

Monday, Tuesday, Wednesday, Thursday 7-8:30 p.m.  
and Friday 2:00 - 4:00 p.m.

**\*National Standards prohibit Scouts and leaders from bringing personal ammunition, guns, and archery equipment into camp. Please leave them at home.**

## TARGET SEGMENT:

Troops can purchase award segments for Scouts who participate in troop shoots at the archery, rifle, or shotgun ranges during the week. (see the TSR Leader's Manual for picture of segment)

## FISHING AND FLY FISHING:

Wisconsin State Fishing Licenses are required for all individuals 16 years of age or older. Licenses may be purchased at many resorts and bait shops on Long Lake.

**National Standards prohibit fishing while standing or wading in the water.**

# SIoux CAMP TRADING POST

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
	10 a.m. - Noon	<b>CLOSED</b> for Inventory	10 a.m. - Noon	10 a.m. - Noon	10 a.m. - Noon
1:15 p.m. - 4:30 p.m.	1:15 p.m. - 4:30 p.m.	1:15 p.m. - 4:30 p.m.	1:15 p.m. - 4:30 p.m.	1:15 p.m. - 4:30 p.m.	1:00 p.m. - 3:00 p.m. <b>Merit Badge Sales Only</b>
<b>CLOSED</b> for Campfire	7:00 p.m. - 8:30 p.m.	7:00 p.m. - 8:30 p.m.	7:00 p.m. - 8:30 p.m.	7:00 p.m. - 8:30 p.m.	7:00 p.m. - 8:30 p.m. <b>No Troop Charges</b>

## Raven's Roost - Norse Outpost

The Raven's Roost outpost program will be awaiting Scouts at their arrival at Tomahawk this year. A Norse themed outpost area will serve Scouts of all ages from across the Tomahawk Scout Reservation. An old Norse village will be an area to explore many aspects of Scandinavian culture. The Norse Outpost sits on an amazing site located on the western edge of the Tomahawk peninsula inside a crescent bay about a mile and a half south of White Pine Camp. This centrally located site is away from the modern conveniences of Tomahawk but is within hiking distance of all sub-camps.

Theatrical staff members will guide Scouts through a variety of program experiences all themed from the Norse era. Some program features will include arrow-slit action archery, blacksmithing, hand-axe throwing, and period games. This outpost will be like none other at Tomahawk, Scouts will feel as if they've been transplanted into a different place in time throughout their program experience.

Overnight tenting is available, Scouts may hike or canoe to the Norse Outpost with proper adult supervision.

Staff members will provide a theatric and entertaining evening campfire program for all campers. After sundown, staff and scouts share stories and songs around the campfire, while cooking up Dutch oven treats.

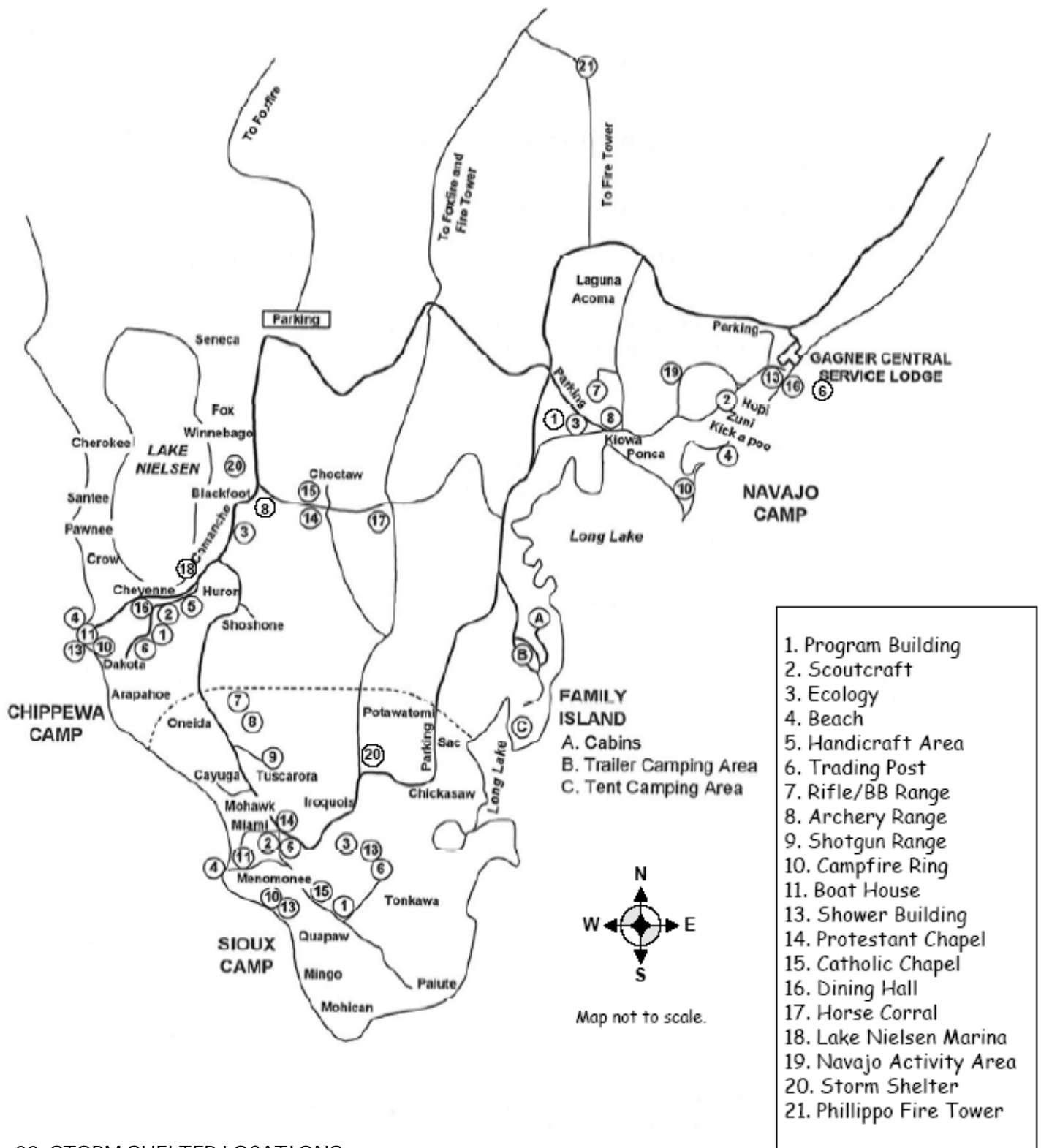
### Program Schedules

The Norse Outpost will have a flexible program schedule to meet the needs of individual troops. Outpost staff will provide a program schedule at the Saturday evening roundtable. White Pine campers are encouraged to visit the Norse Outpost on Wednesday's as that is an open program day in White Pine.

### Bunkhouse

A bunkhouse exists near the old Foxfire Outpost campsite. Troops can sign-up for a night in the bunkhouse during a Scout leader roundtable meeting.

## CHIPPEWA, SIOUX AND NAVAJO CAMPS



### 20. STORM SHELTER LOCATIONS:

Chippewa - North of Blackfoot campsite; Boat House

Sioux - Boat House; Shower Building

Navajo - Ecology Building; Central Services Building