

WHITE PINE CAMP

2010 LEADERS SUPPLEMENT



Tomahawk Scout Reservation

N1910 Scout Road, Birchwood, WI 54817

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

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www.camptomahawk.org

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Dear Camp Leader,

Greetings! I would like to thank you for choosing White Pine! My name is Johnny Andrews and I am very excited to be the 2010 camp director and to be on staff in the 100th year of scouting! I am venturing into my sixth year on camp staff, and I am currently in my junior year at Iowa State University working towards a degree in graphic design.

I cannot wait to get the summer started, at this point, I am in the hiring process and things are looking great. I can assure you that this year's camp staff will be the cream of the crop. Many new ideas are already being discussed and I can already tell that the summer will be a good one!

After reviewing the past summer and the merit badge schedule, I have made the appropriate changes that will add time to certain merit badges, as well as arranging merit badge slots to work better for each age group. This summer the White Pine staff and I will be focusing on improving our merit badge instruction and solidifying programs and schedules.

Arriving at camp can be a hectic and stressful time for Scouts and adult leaders. To help make your adjustment to camp easier I encourage your troop to conduct the swim classification test prior to arrival. Details on how to manage and facilitate a swim classification test can be found in the 2010 Leaders' Manual.

Prior to your arrival and during your camp stay, please contact me if you have any questions or concerns. If for any reason this summer, you find that you need my assistance in any way, please do not hesitate to find or contact me.

Yours in Scouting,

Johnny Andrews

White Pine Director
jandrewz@iastate.edu
651-357-8053

White Pine Camp Program Schedule

Time	Saturday	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday
9	Troop Check-Out	Merit Badge Instruction / Brownsea	Merit Badge Instruction	Lunch	Troop Outpost Day	Merit Badge Instruction / Brownsea	Merit Badge Instruction / Brownsea
10							
11	1:00 p.m.	Merit Badge Instruction	Lunch	Merit Badge Instruction	Troop Outpost Day	Merit Badge Instruction	Merit Badge Instruction
12:15							
1:30							
2:30	Troop Check-In, Health Checks, Swim Checks, & Campsite Set-Up	Brownsea First Class Skill Sessions (optional) <u>Troop Scheduled Program Areas</u> Rifle, Archery, Shotgun, Ecology, Sailing Climbing Tower, Foxfire Outpost, Horse Rides	<u>Open Program Areas</u> Rowing, Canoeing, Kayaking, Swimming, & Shotgun	Open	<i>(Scheduled at the Monday Roundtable)</i>	<u>Troop Programs</u> <u>Open Program Areas</u>	2:00—4:00p.m. Camp Wide Games
4:30							
6	Worship Service 7:00p.m. Orientation Roundtable 7:45p.m.	Dinner	Dinner	Open	Open Program Areas	Open	Dinner
7							
8	Troop Check-In, Health Checks, Swim Checks, & Campsite Set-Up	Brownsea First Class Skill Sessions (optional) <u>Troop Scheduled Program Areas</u> Rifle, Archery, Shotgun, Ecology, Sailing Climbing Tower, Foxfire Outpost, Horse Rides	<u>Open Program Areas</u> Rowing, Canoeing, Kayaking, Swimming, & Shotgun	Open	<i>(Scheduled at the Monday Roundtable)</i>	<u>Troop Programs</u> <u>Open Program Areas</u>	2:00—4:00p.m. Camp Wide Games
4:30							

White Pine Merit Badge Schedule

Time	10:00 am	11:00 am	1:30-2:30 pm
9:00 am	Archery (10 a.m.-12 p.m.) Camping <i>Climbing continued</i> Environmental Science <i>Horsemanship continued</i> <i>Lifesaving continued</i> Nature Rifle Shooting (10 a.m.-12 p.m.) Rowing Weather	<i>Archery continued</i> Environmental Science First Aid Fishing Leatherwork Mammal Study Pioneering Reptile & Amphibian Study <i>Rifle continued</i> Shotgun Shooting Swimming Wood Carving	Animal Science Astronomy Camping Climbing (1:30-3:30 p.m.) Fish & Wildlife Management Geology Small-Boat Sailing (1:30-3:30 p.m.) Swimming Wood Carving
Basketry Bird Study Canoeing Climbing (9 a.m. -11 a.m.) Fly Fishing Forestry Horsemanship (9 a.m.-11 a.m.) Lifesaving (9 a.m.-11 a.m.) Orienteering Soil And Water Conservation Wilderness Survival			

(note: Some merit badges are offered multiple times throughout the week.
Example Environmental Science offered at 2 different times 10:00 & 11:00
They are different classes, not a continuation.)

MERIT BADGE PROGRAM

White Pine 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. 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 roundtable.

Merit Badge Locations:

This information is important to know when selecting merit badges, especially if you are taking two merit badges that meet one right after another.

Scoutcraft Area	Aquatics Area	Ecology Area
Basketry(1)	Canoeing(3)	Animal Science(1)
Camping(2)	Fishing(2)	Astronomy(3)
#Climbing(3)	Lifesaving(3)	Bird Study(3)
Leatherwork(1)	Rowing(2)	Environmental Science(3)
Pioneering(3)	Small-Boat Sailing(3)	Fish & Wildlife Management(2)
Wilderness Survival(2)	Swimming(2)	Forestry(2)
Wood Carving(1)	Program Building	Geology(3)
Field Sports Area	First Aid(2)	Mammal Study(1)
Archery(3)	Fly Fishing(3)	Nature(1)
#Rifle Shooting(3)	Horse Corral	Reptile & Amphibian Study(2)
#Shotgun Shooting(3)	#Horsemanship(3)	Soil & Water Conservation(1)
Trading Post		Weather(1)
Orienteering(2)		

Merit Badge Class Restrictions:

Class sizes for climbing, horsemanship, rifle shooting and shotgun shooting are restricted due to the safety restrictions and physical capacity. This is to ensure the Scouts receive the time and instruction needed to complete the merit badge. Please fill out the Limited Space Merit Badge Planning Guide when signing up for these merit badges.

Key for levels of difficulty within each merit badge class:

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



MERIT BADGE TIME SCHEDULE

WHITE PINE CAMP

9:00 am	10:00 am	11:00 am
Basketry (1) Bird Study (3) Canoeing (3) Climbing (9 a.m. - 11 a.m.) (3) Fly Fishing (3) Forestry (2) Horsemanship (9-11 a.m.) (3) *Lifesaving (9-11 a.m.) (3) Orienteering (2) Soil & Water Conservation (1) Wilderness Survival (2)	Archery (10 a.m. - 12 p.m.) (3) Camping (2) <i>Climbing (continued)</i> Environmental Science (3) <i>Horsemanship (continued)</i> <i>Lifesaving (continued)</i> Nature (1) Rifle Shooting (10 a.m-12 p.m.) (3) Rowing (2) Weather (1)	<i>Archery (continued)</i> Environmental Science (3) First Aid (2) Fishing (2) Leatherwork (1) Mammal Study (1) Pioneering (3) Reptile & Amphibian Study (2) <i>Rifle Shooting (continued)</i> Shotgun Shooting (3) Swimming (2) Wood Carving (1)
	1:30-2:30 pm	
	Animal Science (1) Astronomy (3) Camping (2) Climbing (1:30-3:30) (3) Fish & Wildlife Management (2) Geology (3) Small-Boat Sailing (1:30-3:30) (3) Swimming (2) Wood Carving (1)	

*Lifesaving class meets during multiple periods.

Note: 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)

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

_____, _____, _____

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

All of your merit badges should be in a different time column, otherwise you have a conflict and need to see if a different time is available or you might have to pick a different merit badge.

White Pine Merit Badge Guide

Merit Badge	Difficulty Level	Prerequisites	Completion/ Partial Status	Prior Sign-Off Requirements	MB Book Copyright	Location & Time
1. Animal Science	Beginner (1)	None	Complete	None	2006	Ecology 1:30-2:30
2. Archery	Advanced (3)	12 yrs or older *Minimum cost \$1.00	Complete - shooting proficiency	None	2004	Field Sports 10:00-12:00
3. Astronomy	Advanced (3)	None	Partial	6 & 7b	2004	Ecology 1:30-2:30
4. Basketry	Beginner (1)	None *Minimum cost \$20-\$25	Complete - work done outside of class	None	2003	Scoutcraft 9:00-10:00
5. Bird Study	Advanced (3)	None	Complete - work done outside of class	None	2005	Ecology 9:00-10:00
6. Camping	Intermediate (2)	First Class Camping Required	Complete - Outpost required	Requirement 9 Nights Camping	2005	Scoutcraft 10:00-11:00
7. Canoeing	Advanced (3)	Swimmer Classification	Complete	None	2004	Aquatics 9:00-10:00
8. Climbing	Advanced (3)	None	Complete - work done outside of class	None	2006	Scoutcraft 9:00-11:00 or 1:00-3:30
9. Environmental Science	Advanced (3)	First Class Nature Recommended	Complete - work done outside of class	None	2006	Ecology 10:00-11:00 or 11:00-12:00
10. First Aid	Intermediate (2)	First Class First Aid Required	Complete	None	2007	Program Building 11:00-12:00
11. Fish & Wildlife Management	Intermediate (2)	None	Complete - work done outside of class	Service Projects	2004	Ecology 1:30-2:30
12. Fishing	Intermediate (2)	Fishing License needed before coming to camp	Complete - work done outside of class	Requirement 7 - catching fish	2009	Aquatics 11:00-12:00
13. Fly Fishing	Advanced (3)	Fishing License needed before coming to camp	Complete - work done outside of class	Requirement 10 - catching fish	2009	Program Building 9:00-10:00
14. Forestry	Intermediate (2)	None	Complete - work done outside of class	Requirement 1 - Field notebook	2005	Ecology 9:00-10:00
15. Geology	Advanced (3)	None	Complete	None	2005	Ecology 1:30-2:30
16. Horsemanship	Advanced (3)	None Fee: \$10.00	Complete - work done outside of class	None	2004	Horse Corral 9:00-11:00

White Pine Merit Badge Guide

Merit Badge	Difficulty Level	Prerequisites	Completion/ Partial Status	Prior Sign-Off Requirements	MB Book Copyright	Location & Time
17. Leatherwork	Beginner (1)	None *Minimum cost \$2.00	Complete - work done outside of class	None	2005	Scoutcraft 1:30-2:30
18. Lifesaving	Advanced (3)	Swimming MB Moderate fitness	Complete	None	2008	Aquatics 9:00-11:00
19. Mammal Study	Beginner (1)	None	Complete	None	2003	Ecology 11:00-12:00
20. Nature	Beginner (1)	None	Complete - work done outside of class	Requirement 4	2003	Ecology 10:00-11:00
21. Orienteering	Intermediate (2)	None	Complete - work done outside of class	None	2003	Trading Post 9:00-10:00
22. Pioneering	Advanced (3)	None	Complete - work done outside of class	None	2006	Scoutcraft 11:00-12:00
23. Reptile & Amphibian Study	Intermediate (2)	None	Partial Requirement #8	Care for an animal	2005	Ecology 11:00-12:00
24. Rifle Shooting	Advanced (3)	None See pg. 19 for costs	Complete - shooting proficiency	None	2001	Field Sports 10:00-12:00
25. Rowing	Intermediate (2)	Swimmer classification	Complete	None	2006	Aquatics 10:00-11:00
26. Shotgun Shooting	Advanced (3)	None See pg. 19 for costs	Complete - shooting proficiency	None	2005	Field Sports 11:00-12:00
27. Small-Boat Sailing	Advanced (3)	Swimmer classification	Complete	None	2004	Aquatics 1:30-3:30
28. Soil & Water Conservation	Beginner (1)	None	Complete - work done outside of class	None	2004	Ecology 9:00-10:00
29. Swimming	Intermediate (2)	Swimmer classification	Complete	None	2008	Aquatics 11:00-12:00 or 1:30-2:30
30. Weather	Beginner (1)	None	Complete	None	2006	Ecology 10:00-11:00
31. Wilderness Survival	Intermediate (2)	Camping and First Aid Recommended	Complete - Outpost required	None	2007	Scoutcraft 9:00-10:00
32. Wood Carving	Beginner (1)	None *minimum cost \$1.00	Complete - work done outside of class	None	2006	Scoutcraft 11:00-12:00 or 1:30-2:30

SATURDAY

Tomahawk Scout Reservation

White Pine Camp

Time	Event	Leader Comments
1:00 p.m.	Check-in begins. Set up campsite. Complete health and swim checks (your swim check time will be assigned by the camp director at check-in) *It is greatly appreciated if you can do your swim checks before arriving at camp	
5:45 p.m.	Dining Shelter Orientation	Weekes & Dietz Dining Shelters
6:00 p.m.	Flags/Supper	
7:00 p.m.	Protestant and Scout's Own Worship Services (See location below)	Immediately following worship services
7:45 p.m.	Camp Program and Scout Orientation—Meet at the beach. Tour Camp.	
7:45 p.m.	Scoutmaster Roundtable - Program Bldg *Please Bring "Vehicle in Camp" forms and food counts	Immediately following worship services
10:00 p.m.	Taps	

Notes:

Check-in

- Upon arrival, Scoutmasters should check in at the tarp on the road into White Pine Camp, then report to their respective troop campsite and check in with their commissioner.

Order of the Arrow

- Order of the Arrow callout ceremony tomorrow night at Campfire. Confirm candidate list with Camp Director at Saturday Scoutmaster Roundtable.

Chapel Services

- Program areas will be closed during worship services. Protestant services will be held in the Protestant chapel. "A Scout is Reverent" (non-denominational) service will be held at the Weekes Dining Shelter. A reservation wide Catholic service will be held on Sunday at 5:00 p.m. in the Chippewa Campfire Ring with troops providing their own transportation. Catholic services are available in Birchwood for those who want to leave camp for church services. Times are posted on the camp bulletin board.

SUNDAY

Tomahawk Scout Reservation

White Pine Camp

Time	Event	Leader Comments
7:00 a.m.	Reveille	
7:45 a.m.	Food Service Duty	
7:45 a.m.	Post Colors in Campsite	
8:00 a.m.	Flags/Breakfast	
9:00 a.m.	Program Session #1	
10:00 a.m.	Program Session #2	
11:00 a.m.	Program Session #3	
12:00 p.m.	Food Service Duty	
12:15 p.m.	Lunch	
1:15 p.m.	Climbing Tower Orientation	
1:30 p.m.	Program Session #4	Mandatory for 1 adult leader from each troop
2:30 p.m.	Troop Scheduled & Open Program	
4:30 p.m.	Emergency Mobilization Drill	Send 2 people to Program Building
5:45 p.m.	Food Service Duty	
5:00 p.m.	Catholic Church Service at Chippewa Campfire Ring	
6:00 p.m.	Flags/Supper	
7:30 p.m.	Campfire at Council Ring/OA Callout Ceremony	(May be earlier in late July & August due to daylight conditions)
10:00 p.m.	Taps	

Notes:

Troop of the Day

Today's Troops of the Day are **Balsam and Oak Campsites.**

Duties:

- Flag Lowering and Raising
- Dining shelter; sweep and hose down after lunch
- Clean and organize Moo Shack
- Clean shower house
- Grace at meals

MONDAY

Tomahawk Scout Reservation

White Pine Camp

Time	Event	Leader Comments
7:00 a.m.	Reveille	
7:45 a.m.	Food Service Duty	
7:45 a.m.	Post Colors in Campsite	
8:00 a.m.	Flags/Breakfast	
9:00 a.m.	Program Session #1	
10:00 a.m.	Program Session #2	
	Scoutmaster Roundtable	
	(SPLs welcome)	
11:00 a.m.	Program Session #3	
12:00 p.m.	Food Service Duty	
12:15 p.m.	Lunch	
1:30 p.m.	Program Session #4	
2:30 p.m.	Troop Scheduled & Open Program	
5:45 p.m.	Food Service Duty	
6:00 p.m.	Flags/Supper	
7:00 p.m.	Open Program	
10:00 p.m.	Taps	

Notes:

Troop of the Day

Today's Troops of the Day are **Spruce and Maple Campsites.**

Duties:

- Flag Lowering and Raising
- Dining shelter; sweep and hose down after lunch
- Clean and organize Moo Shack
- Clean shower house
- Grace at meals

Scoutmaster Roundtable

This roundtable is very important to attend. We will be scheduling and collecting food counts for Wednesday "Outpost Day."



TUESDAY

Tomahawk Scout Reservation

White Pine Camp

Time	Event	Leader Comments
6:30 a.m.	Polar Bear Swim	
7:00 a.m.	Reveille	
7:45 a.m.	Food Service Duty	
7:45 a.m.	Post Colors in Campsite	
8:00 a.m.	Flags/Breakfast	
9:00 a.m.	Program Session #1	
10:00 a.m.	Program Session #2	
11:00 a.m.	Program Session #3	
12:00 p.m.	Food Service Duty	
12:15 p.m.	Lunch	
1:30 p.m.	Program Session #4	
2:30 p.m.	Troop Scheduled & Open Program	
5:45 p.m.	Food Service Duty	
6:00 p.m.	Flags/Supper	
7:00 p.m.	Open Program	
10:00 p.m.	Taps	

Notes:

Troop of the Day

Today's Troops of the Day are **Tamarack and Birch Campsites.**

Duties:

- Flag Lowering and Raising
- Dining shelter; sweep and hose down after lunch
- Clean and organize Moo Shack
- Clean shower house
- Grace at meals

Food for Wednesday Breakfast

- Food for Wednesday breakfast will be delivered to your dining shelter Tuesday Evening .

WEDNESDAY

Tomahawk Scout Reservation

White Pine Camp

Time	Event	Leader Comments
7:00 a.m.	Reveille	
8:00 a.m.	Flags/Breakfast in Campsite	
9:00 a.m.	Troop Outpost Program	
10:00 a.m.	Troop Outpost Program	
12:15 p.m.	“Cheeseburgers In Paradise” “Hay Days” (located at the Horse Corral)	
2:00 p.m.	Troop Outpost Program	
3:00 p.m.	Troop Outpost Program	
4:00 p.m.	Troop Outpost Program	
5:00 p.m.	Food dropped off	
6:00 p.m.	Flags/Supper in Campsite	
7:30 p.m.	“Challenge the Staff”	
10:00 p.m.	Taps	

Notes:

Troop of the Day (none today)

- Food for Wednesday evening will be delivered to your dining shelter by 5:00 pm on Wednesday.
- Details will be provided at the Monday morning Roundtable. Your commissioner will be able to explain meal options.

THURSDAY

Tomahawk Scout Reservation

White Pine Camp

Time	Event	Leaders Comments
7:00 a.m.	Reveille	
7:45 a.m.	Food Service Duty	
7:45 a.m.	Post Colors in Campsite	
8:00 a.m.	Flags/Breakfast	
9:00 a.m.	Program Session #1	
10:00 a.m.	Program Session #2	
	Scoutmaster's Roundtable	
	(SPLs welcome)	
11:00 a.m.	Program Session #3	
12:00 p.m.	Food Service Duty	
12:15 p.m.	Lunch	
1:30 p.m.	Program Session #4	
2:30 p.m.	Troop Scheduled & Open Program	
5:45 p.m.	Food Service Duty	
6:00 p.m.	Flags/Supper	
7:00 p.m.	Open Program	
10:00 p.m.	Taps	

Notes:

Troop of the Day

Today's Troops of the Day are **Cedar and Ironwood Campsites.**

Duties:

- Flag Lowering and Raising
- Dining shelter; sweep and hose down after lunch
- Clean and organize Moo Shack
- Clean shower house
- Grace at meals

Scoutmaster Roundtable

This roundtable is very important to attend. We will be discussing the check-out procedures for Saturday and explaining the process of merit badge sales.

FRIDAY

Tomahawk Scout Reservation

White Pine Camp

Time	Event	Leaders Comments
7:00 a.m.	Reveille	
7:45 a.m.	Food Service Duty	
7:45 a.m.	Post Colors in Campsite	
8:00 a.m.	Flags/Breakfast	
9:00 a.m.	Program Session #1	
10:00 a.m.	Program Session #2	
11:00 a.m.	Program Session #3	
12:00 p.m.	Food Service Duty	
12:15 p.m.	Lunch	
1:30 p.m.	Merit Badge make-up time	Afternoon Swimming MB Only
2:00 p.m.	Camp wide Games (2-4pm)	
5:45 p.m.	Food Service Duty	
6:00 p.m.	Flags/Supper	
7:00 p.m.	Troop Campfires & Courts of Honor	
10:00 p.m.	Taps	

Notes:

Troop of the Day

Today's Troops of the Day are Juniper and Aspen Campsites.

Duties:

- Flag Lowering and Raising
- Dining shelter; sweep and hose down after lunch
- Clean and organize Moo Shack
- Clean shower house
- Grace at meals

Checkout Procedures

- Merit badge pre-orders due by 12:00 noon in the Trading Post; equipment returned to areas.
- Schedule Saturday morning checkout time with your Commissioner (evals due Saturday morning).
- Be sure to recognize your Scouts for their achievements at camp. Awards are available on Friday.
- Troop Statement dropped off by commissioner on Friday evening.

SATURDAY

Tomahawk Scout Reservation

White Pine Camp

Time	Event	Leaders Comments
7:00 a.m.	Reveille	
7:45 a.m.	Food Service Duty	
7:55 a.m.	Post Colors in Campsite	
8:00 a.m.	Flags/Breakfast	
8:30 a.m.	Break camp - Give all damaged equipment to your Commissioner. Check-out: at the Welcome Center. Bring your bill statement and turn in evaluations to your Commissioner. Final fees due. Confirm that you are signed up for 2011	
9:00 a.m.	Depart Camp	

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.**

Troop of the Day

Today's Troops of the Day are **Senior Patrol Leaders.**

Duties:

- Flag Lowering and Raising
- Dining shelter; sweep
- Clean and organize Moo Shack
- Grace at meals
- Cleaning Shower Houses
- Performing a skit or song at a meal



White Pine Trading Post

The White Pine Trading Post is located on the lower level of the White Pine Program Building. The trading post offers Tomahawk clothing, some merit badge supplies, and treats for sale. The trading post accepts cash, checks, credit cards and troop charges. After 5 p.m. on Friday, only checks and cash will be accepted.

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday
Morning	9 a.m.— Noon Merit Badge Supplies Only	9 a.m. - Noon	9 a.m. - Noon	CLOSED for Inventory	9 a.m. - Noon	9 a.m. - Noon
Afternoon	1:15 – 5:00 p.m.	1:15 – 5:00 p.m.	1:15 – 5:00 p.m.	1:15 – 5:00 p.m.	1:15 – 5:00 p.m.	1:15 – 4:30 p.m.
Evening	CLOSED	7:00 – 8:30 p.m.	7:00 – 8:30 p.m.	CLOSED	7:00 – 8:30 p.m.	7:00 – 8:30 p.m.

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.

AQUATICS

MERIT BADGES

Canoeing:	S-M-T-Th-F	9-10 a.m.
Lifesaving:	S-M-T-Th-F	9-11 a.m.
Fishing:	S-M-T-Th-F	11-noon
Rowing:	S-M-T-Th-F	10-11 a.m.
Small-Boat Sailing:	S-M-T-Th	1:30-3:30 p.m.
Swimming: 2 Sessions	S-M-T-Th-F 11-noon <u>or</u> S-M-T-Th-F	1:30-2:30 p.m.

SWIMMING MERIT BADGE – Scouts must be classified as a swimmer BEFORE they can take Swimming Merit Badge; Scouts who are not swimmers are very strongly encouraged to take instructional swimming lessons instead. Also, every Scout taking Swimming Merit Badge is REQUIRED to bring a pair of jeans, a long-sleeve button-up shirt, belt, socks, and a pair of lace-up shoes that can get wet. Do not bring sandals. This is for the clothes inflation requirement #4 of the merit badge.

SWIM CLASSIFICATION TESTS – Refer to **page 11-12** of the TSR Leaders' Manual for details.

INSTRUCTIONAL SWIMMING - Scouts should schedule an instructional swimming lesson with the Aquatics staff if they are a non-swimmer, beginner or want to work on swimming skills.

FISHING - From shore or in a rowboat. Licenses are required for individuals 16 years of age or older.

SNORKELING BSA – Teaches the basics of snorkeling and how to explore underwater. Participants must be swimmers, schedule a time with the aquatics staff.

MILE SWIM – Scouts and leaders have the opportunity to test their endurance in the mile swim. Participants must successfully swim 400 meters Monday at 7:30, then 800 meters on Tuesday at 7:00 before they can attempt the mile on Thursday starting at 7:00. Make sure to find a buddy to row for you on the night of the mile swim.

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 (except during Sailing Merit Badge from 1:30-3:30 p.m.).

TROOP ACTIVITIES - Open Swim: Sunday – Thursday from 2:30 – 4:30 p.m. (not Wednesday)
Open Water Polo: Available daily during open swim & tournament M-T-Th from 7:00-8:30 p.m.
Polar Bear Swim: Tuesday at 6:30 a.m.
Sauna: Available in the evenings M-T-Th from 7:00-8:30 p.m.

OPEN BOATING - Rowboats, canoes, kayaks and sailboats (availability contingent on Merit Badge class size).
S-M-T-Th-F 9:00-11:45 a.m.
S-M-T-Th 1:30-4:15 p.m.
Monday, Tuesday & Thursday 7:00 - 8:15 p.m.

BIG BOAT – 2-hour troop/patrol sails on our 22 foot sailboat (maximum of 8 people) are offered daily. All participants must be swimmers. Prior sailing experience is not required.

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.

SAFE SWIM DEFENSE AND SAFETY AFLOAT - Orientation is offered for leaders. Adults can also become certified as a BSA Lifeguard (see beach director for more details).

SAILING OUTPOST-A troop can send eight Scouts and one leader that is 21+ on the big boat for an evening of sailing and camping on TSR's Seminole Island. The Scouts will (hopefully) enjoy the morning winds before returning to camp after breakfast the next day. Find out at Roundtable which day it will be held.

BROWNSEA PROGRAM

Brownsea is a program for new Scouts and those working on requirements needed for advancement to the Tenderfoot, Second Class, and First Class ranks. Brownsea sessions for Tenderfoot and Second Class skills take place from 9:00 - 11:00 a.m. First Class skill sessions are in the afternoon at 2:30 p.m. Note: There is no formal Brownsea session taught on Wednesday. This day should be used as an opportunity to take a hike or participate in another activity that can further your Brownsea students

Each day Commissioners with the assistance of adult leaders or troop guides will cover one of the topics below. Please plan to provide an adult leader to work with your Brownsea patrol. Programs will include flag ceremonies, the Scout Oath, Law, Slogan and Motto, woods tools and fire-building, nature, first aid, knots and lashings as well as patrol, team, and leadership building activities.

First Class Skills Sessions:

First Class Skills Sessions are provided as part of the Brownsea program in the afternoon and will provide the opportunity for Scouts to practice and complete First Class rank requirements. Program will include first aid, water rescues, map and compass skills, and knots and lashing techniques. Participating units are asked to send at least one adult to assist in teaching.

First Class Skill Sessions meet at both locations, but you only have to attend one, and then attend the opposite the next day. Chaplains are willing to help with 1st Class requirement #5, contact them if interested. Other requirements not covered in Brownsea can be completed at camp (Hike to Foxfire, camping nights, cooking meals on Wednesday, etc.). Check with your commissioner for more specifics and other ideas.

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday
9:00	Brownsea (Weekes Dining Shelter)			Troop Outpost Day	Brownsea (Weekes Dining Shelter)	
11:00	Merit Badge sessions	Merit Badge sessions	Merit Badge sessions		Merit Badge sessions	Merit Badge sessions
12:15	Lunch				Lunch	
1:30	Merit Badge sessions	Merit Badge sessions	Merit Badge sessions		Merit Badge sessions	Swimming Merit Badge
2:30 *First Class Skill Sessions	First Aid (Program Building) Knots & Lashings (Scoutcraft)	First Aid (Program Building) Knots & Lashings (Scoutcraft)	Map and Compass (Program Building) Line Rescue (Beach)		Map and Compass (Program Building) Line Rescue (Beach)	Friday Campwide Games

*Ecology requirements for First Class can be arranged during open program time with the Ecology staff.

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

ECOLOGY

MERIT BADGES

Astronomy:	S-M-T-Th	1:30-2:30 p.m.
Bird Study:	S-M-T-Th-F	9-10 a.m.
Environmental Science:	S-M-T-Th-F	10-11 a.m.
	<u>or</u> S-M-T-Th-F	11-Noon
Fish & Wildlife Management:	S-M-T-Th	1:30-2:30 p.m.
Forestry:	S-M-T-Th-F	9-10 a.m.
Geology:	S-M-T-Th	1:30-2:30 p.m.
Mammal Study:	S-M-T-Th-F	11-Noon
Nature:	S-M-T-Th-F	10-11 a.m.
Reptile & Amphibian Study:	S-M-T-Th-F	11-Noon
Soil & Water Conservation:	S-M-T-Th-F	9-10 a.m.
Weather:	S-M-T-Th-F	10-11 a.m.

ECOLOGY PROGRAMS-

STAR PARTY – Music, stars, and fun, fun, fun! – Monday night, 10:30 in Weekes parade field. (Weather permitting).

EDIBLE ECOLOGY - Eat a wax worm, sip some white pine tea, or munch on a raspberry. The edible ecology program will tell you all of the tasty (and not so tasty!) things to eat in the forest.

ECO-AQUATICS – Explore the waters like Jacques Cousteau! This program for Beginners and Swimmers alike will start with a short snorkeling demo, and then travel outside of the swim area to explore the aquatic wonders of Long Lake.

CONSERVATION PROJECTS – Talk to your Commissioner if your troop is interested in conservation projects. Here are some possible projects that may interest you:

- Paint latrines
- Improve troop campsite
- Improve existing camp trails
- Clear brush from roadsides for visibility and safety
- Shoreline restoration
- Erosion Control
- Trail Maintenance
- Beach Restoration

Please remember to get approval for any service projects with your Commissioner.

SCOUTCRAFT

MERIT BADGES

Basketry:	S-M-T-Th-F	9-10 a.m.
Camping:	S-M-T-Th-F Or S-M-T-Th-F	10-11 a.m. 1:30-2:30 p.m.
Climbing:	S-M-T-Th-F <u>or</u> S-M-T-Th	9-11 a.m. (limit 12 Scouts) 1:30-3:30 p.m. (limit 12 Scouts)
Leatherwork:	S-M-T-Th	11-a.m.
Pioneering:	S-M-T-Th-F	11-Noon
Wilderness Survival:	S-M-T-Th-F	9-10 a.m.
Wood Carving:	S-M-T-Th-F <u>or</u> S-M-T-Th	11-Noon 1:30-2:30 p.m.

CAMPING / WILDERNESS SURVIVAL OUTPOST

This outpost is a requirement for all Camping and/or Wilderness Survival Merit Badge participants. Camping Merit Badge participants will need a frame pack to hike with. Wilderness Survival Merit Badge participants are only allowed **limited equipment** to use in **building a shelter and staying the night**. Absolutely no sleeping bags are allowed to bring with Wilderness Survival participants. If a Scout is in both merit badges they still need to hike with their pack. Both merit badge instructors will let the participants know what they are allowed to bring. Scouts will leave with Scoutcraft staff at 6:45 PM on Tuesday evening after supper and return before breakfast on Wednesday morning.

CLIMBING TOWERS

White Pine Camp has a thirty-two foot climbing tower available in its Scoutcraft area. The four-sided structure will offer 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 only when supervised by qualified staff or leaders. **NOTE:** A limit of 12 Scouts can complete a climb per hour session. An adult 21+ leader from each troop **must attend** the climbing orientation Sunday at 1:15 p.m. in the Scoutcraft area.

SCOUTCRAFT PROGRAMS

- **King of the Tower**
- **Bouldering Beneath the Stars**
- **Cargo Challenge**
- **Minute Club**

Climbing Tower Open Program Hours:

Monday, Tuesday, Thursday 7-8:30 p.m.

Adult Leaders have the opportunity to be trained in safe operation of the climbing tower. This ten hour course will qualify leaders to run the towers at all Northern Star Council camps. Contact the Scoutcraft Director for more information about the climbing tower orientation.

****IMPORTANT**** Due to National Standards of the Boy Scouts of America, it is absolutely imperative that each unit have at least one adult leader over the age of 21 who has gone through the Climbing Tower Orientation session taught by the Scoutcraft Director on Sunday at 1:15 p.m. This session is good for one year and enables a leader to assist in the operation of a climbing tower.

FIELD SPORTS

MERIT BADGES

Archery:	S-M-T-Th-F	10-Noon
Fly Fishing:	S-M-T-Th-F	9-10 a.m.
Orienteering:	S-M-T-Th-F	9-10 a.m.
Rifle Shooting:	S-M-T-Th-F	10-Noon (Limit 16)
Shotgun Shooting:	S-M-T-Th-F	11-Noon (Limit 8)

NEW IN 2010: Black Powder Rifles

Black powder rifle shooting is available in Field Sports this year. Listen for announcements in the dining shelters.

Target Segment - Troops can purchase award segments for Scouts who participate in troop shoots at two out of the three ranges.

ARCHERY RANGE (cost is free)

Archery Open Range Hours: Monday, Tuesday, & Thursday 7:00-8:30 p.m.

Merit Badge: Sunday – Friday, except Wednesday 10:00 a.m. – Noon. Must purchase an arrow shaft at the trading post, cost approximately \$1.00.

RIFLE RANGE (cost is 10 shots for 50 cents)

Rifle Open Range Hours: Monday, Tuesday, & Thursday 7:00-8:30 p.m.

Rifle Ammo - Each Scout will receive 20 rounds of .22 caliber ammunition for free. Ammo cards will be stored at the range. Additional .22 caliber ammo will cost \$0.50 per 10 rounds.

Merit Badge: Sunday – Friday, except Wednesday 10:00 a.m. – Noon. Rounds to complete merit badge must be purchased at the range at a cost of \$0.50 per 10 rounds. **Limited to 16 Scouts.**

SHOTGUN RANGE (cost is 3 shots for \$1.00)

Shotgun Open Range Hours: S-M-T-Th - 3:30 – 4:30 p.m.

Shotgun Ammo – Shotgun shells and clay pigeons cost \$1.00 for 3 shots.

Merit Badge: Sunday – Friday, except Wednesday 11–Noon. Ammo to complete merit badge must be purchased at the range at a cost of \$1.00 for 3 shots. **Limit of 8 people per merit badge.**

In compliance with National Standards, ammunition, rifles, and archery gear may NOT be brought into camp by Scouts or unit leaders.

HORSE CORRAL

MERIT BADGES

Animal Science: S-M-T-Th

1:30-2:30 p.m.

Horsemanship: S-M-T-Th-F

9-11 a.m. **Cost is \$10. (limit 10 Scouts)**

TRAIL RIDES

Trail rides are available at the horse corral in White Pine Camp. Rides last for approximately 45 minutes and include a short beginner's lesson on how to ride a horse. Tickets must be purchased in advance from the trading post. Troop ride tickets must be purchased at the trading post by Monday at noon or tickets will become available for general sale. All ride tickets must be purchased at least one day in advance. Cost: \$6.00.

Note: Do NOT show up to your ride or class wearing open-toed shoes or shorts. Closed-toed shoes and long pants will protect you while riding on the trail and working with the horses. 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.

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Horsemanship Merit Badge White Pine Camp 9:00a.m.– 11:00a.m.
9:00	MB	MB	MB	Outpost Day	MB	MB	
10:00							
11:00	Family Island	Family Island	Family Island		Family Island	Family Island	
2:00	Family Island	WP Troop	WP Troop		WP Troop		
3:00	WP Troop	WP Troop	WP Troop		WP Troop		
4:00		WP Troop	WP Troop		WP Troop		
7:00		WP Troop			WP Troop		



TROOP OUTPOST DAY

Wednesday in White Pine Camp is referred to as Troop Outpost Program Day. This is a day that allows participants to take a break from the normal schedule and have an opportunity to interact with their peers on a patrol, troop, or inter-troop level. Take advantage of the facilities and natural wonder of the Tomahawk Scout Reservation! This is a great time to visit the New Outpost, participate in the C.O.P.E. program or Sailing Outpost, schedule a conservation project, take a hike, go on a trail ride, or conduct a program of your own. The waterfront and the climbing tower are also available for your use provided that you have trained adult supervision.

White Pine Staff provides some structured program options on Wednesday. This has been a huge success in the past and we are excited to continue this program again this year. The number of Scouts able to participate in each activity will be limited. Information on and sign-up for programs will be done during the Scoutmaster roundtable on Monday.

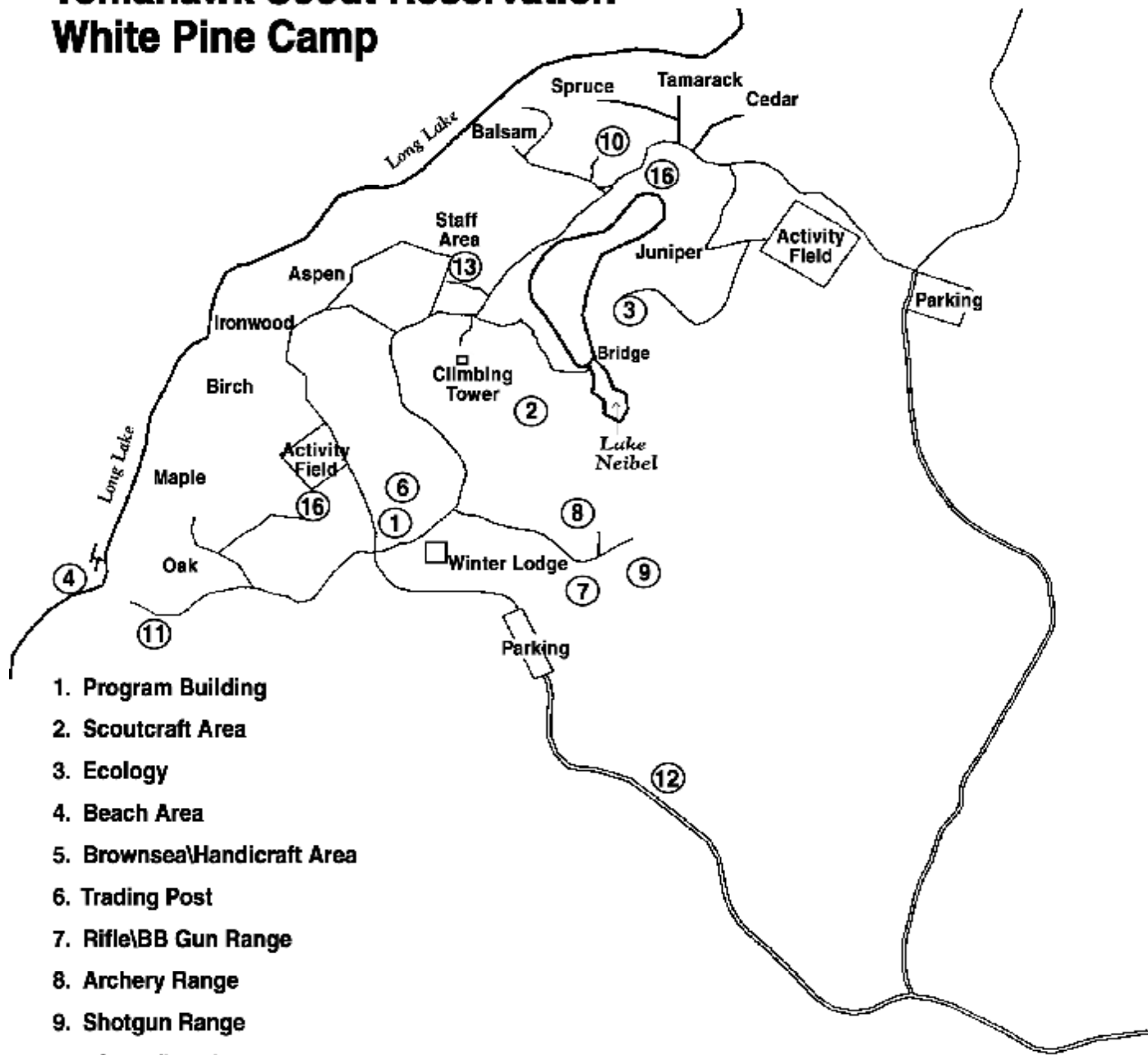
Below are some of the successful programs from last summer that will be offered again this year. More information on these activities will be given at the Saturday Leaders' Roundtable.

<p>Hay Days Cheeseburger's in Paradise alternative. The meal is served to you by White Pine staff, but while you wait you can enjoy horse rides. Hay bale competitions, races and so much more.</p>	<p>Mega Tower Come enjoy the rigors of climbing Tomahawk's largest climbing tower. With it's challenging overhangs, chimney's, or crack-style climbing you will be sure to have a great time.</p>
<p>BMX Bikes A great opportunity for your troop to try your skills out on our real BMX course. Race your friends on our new challenging BMX course. There are two courses - free style and through the woods trail course.</p>	<p>Human Foosball That's right human size foosball at the horse corral. Scouts become the pieces and are restricted to certain rows. Check it out for your troop or challenge another troop. It's a great way to have fun and build teamwork.</p>
<p>Outdoor Cooking Tired of the same boring meals on campouts? Check this program out for new cooking ideas while taste testing what the staff comes up with.</p>	<p>Extended Trail Ride The extended horse ride takes place on the new Tomahawk property and lasts twice as long as normal troop rides. This experience is for older or advanced riders looking for more.</p>
<p>Dennis the Menace Come and compete in a 1 on 1 shooting competition. The winner will be able to douse their opponent with a water balloon. Scouts will learn how to properly shoot and clean a rifle. "Non-standard" targets will be used during this time.</p>	<p>Dodgeball Tournament Calling all White Pine campers. The White Pine staff is challenging the whole camp to a staff vs. Scouts competition. Here the dining shelter is turned in to a Dodgeball arena; you simply show up to Weekes Dining Shelter at 7:30 p.m. and be ready to have fun!</p>

Plan a troop activity of your own:

Wednesdays are a great time to plan programs within your troop or organize a service project to be completed. Speak with the Camp Director if you wish to utilize any of the multiple resources that Tomahawk has to offer. Wednesday is also a nice day for trips that might take you off the reservation.

Tomahawk Scout Reservation White Pine Camp



1. Program Building
2. Scoutcraft Area
3. Ecology
4. Beach Area
5. Brownsea\Handicraft Area
6. Trading Post
7. Rifle\BB Gun Range
8. Archery Range
9. Shotgun Range
10. Campfire Ring
11. Boat House
12. C.O.P.E. Course
13. Shower Building
14. Protestant Chapel
15. Catholic Chapel
16. Dining Hall\Shelter
17. Horse Corral
18. Sailing Marina
19. Navajo Activity Area

