



# Sioux Companion

2017 Edition

**\*\*For use at camp\*\***

For planning information see Leader's Guide  
and [www.CampTomahawk.org/Resources](http://www.CampTomahawk.org/Resources)

# Program Schedule

Block A M, W, F 8:45-10:25am	Block B T, Th 8:45-10:25am	Block C M, W, F 10:40am-12:20pm	Block D T, Th 10:40am-12:20pm
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**Ride High Adventure**  
(Block A+B+C+D+E)

**Treks High Adventure**  
(Block A+B+C+D+E)  
Climbing, Geology, and Kayaking Merit Badges

**Aquatics High Adventure**  
(Block A+B+C+D+E)  
Kayaking, Motorboating, and Whitewater Merit Badges

**Apostle Island Sea Kayaking**  
Kayaking MB  
(Picked up Sunday afternoon and return Friday Afternoon)

**Ranch Hands**  
(Block A+B+C+D)  
Horsemanship and Animal Science Merit Badges

**Explore (Morning Session)**  
(Block A+B+C+D)

**News Team**  
(Block A+B+C+D)  
Radio, Journalism, Photography, Moviemaking Merit Badges

**Brownsea**  
(Block A+B+C+D)  
(Includes Leatherwork and Swimming Merit Badges)

Block A M, W, F 8:45-10:25am	Block B T, Th 8:45-10:25am	Block C M, W, F 10:40am-12:20pm	Block D T, Th 10:40am-12:20pm
Archery	Chess	Archery	Geology
Astronomy	Fish & Wild Mgmt.	Basketry	Kayaking
Camping	Kayaking	Climbing	Mammal Study
Canoeing	Pioneering (B+D)*	Cooking	
Climbing	Rowing	Emergency Prep	Nature
Environmental Science	Salesmanship	Environmental Science	Personal Fitness
First Aid		Forestry	Pioneering (B+D)*
Lifesaving		Geocaching	Shotgun (B+D)*
Fishing	Shotgun (B+D)*	Orienteering	Weather
Rifle Shooting	Space Exploration	Rifle Shooting	Wilderness survival
Swimming	Wood Carving	Swimming	Wood Carving

# Program Schedule

Block E Sunday—Thursday 2:00pm—5:00pm
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**Ride High Adventure**  
(Block A+B+C+D+E)

**Treks High Adventure**  
(Block A+B+C+D+E)  
Climbing, Geology, and Kayaking Merit Badges

**Aquatics High Adventure**  
(Block A+B+C+D+E)  
Kayaking, Motorboating, and Whitewater Merit Badges

**Apostle Island Sea Kayaking**  
Kayaking MB  
(Picked up Sunday afternoon and return Friday Afternoon)

**Sailing Merit Badge (2-4pm)**  
(Block E Only)

**Explore High Adventure (Afternoon Session)**  
(Block E Only)

**STEM NOVA**  
(Block E Only)  
Nuclear Science and Robotics

**Unit Activities**  
(Block E Only)  
Climbing, Rifle, Archery, Shotgun, Horse Corral, Low Cope, Logging Camp, Disc Golf, Fire Tower, Bison Visit, Canoeing

**Independent Study Merit Badges** Require the Scout to meet a minimum of twice during the week with the merit badge counselor. The Scout receives a document with the tasks necessary to earn the badge independently. Merit badge counselors are available by appointment. All requirements are due BEFORE Lunch on Friday. Badges available: Bird Study, Leatherwork, Reptile & Amphibian Study, Soil & Water Conservation, and Public Speaking.

Sign-up is Sunday after the beach demo

\*Scouts completing Shotgun and Pioneering must attend both B and D sessions

# Merit Badge

Badge/Program	Location	Completed Grade
Apostle Islands	Bus Stop (Van) *	8th
Archery	Archery Range	6th
Astronomy	Ecology	5th
Basketry	Scoutcraft	5th
Bird Study	Ecology	5th
Brownsea	Parade Field	5th
Camping	Scoutcraft	6th
Canoeing	Beach	5th
Chess	Ecology	5th
Climbing	Scoutcraft	6th
Cooking	Parade Field	8th
Emergency Preparedness	Scoutcraft	7th
Environmental Science	Ecology	5th
Explore (Afternoon)	Bus Stop (Bus) *	7th
Explore (Morning)	Bus Stop (Bus) *	7th
Fingerprinting	Ecology	5th
First Aid	Program Building	6th
Fish & Wildlife Management	Ecology	5th
Fishing	Chippewa Marina	5th
Forestry	Ecology	5th
Geocaching	Archery Range	5th
Geology	Ecology	5th
HA Aquatics	Bus Stop (Van) *	8th

# Merit Badge

Badge/Program	Location	Completed Grade
HA Ride	Bus Stop (Van) *	(14 yr old)
HA Treks	Bus Stop (Van) *	8th
Kayaking	Beach	7th
Leatherwork	Scoutcraft	5th
Lifesaving	Beach	5th
Mammal Study	Ecology	5th
Nature	Ecology	5th
News Team	Bus Stop (Bus) *	7th
NOVA	Bus Stop (Bus) *	7th
Orienteering	Archery Range	5th
Personal Fitness	Parade Field	5th
Pioneering	Scoutcraft	5th
Ranch Hands	Horse Corral	7th
Reptile & Amphibian Study	Ecology	5th
Rifle Shooting	Rifle Range	6th
Rowing	Beach	5th
Salesmanship	Trading Post	5th
Shotgun Shooting	Shotgun Range	7th
Small Boat Sailing	Beach	7th
Soil & Water Conservation	Ecology	5th
Space Exploration	Ecology	7th
Swimming	Beach	5th
Weather	Ecology	5th
Wilderness Survival	Scoutcraft	6th
Wood Carving	Scoutcraft	5th

\*For Bus Schedule See Page #26

# Brownsea

The Brownsea first-time camper program is an exposure program to the outdoor skills needed for advancement. Though Brownsea teaches scouts many of the skills needed to earn first class rank, it is the duty of the unit leaders to sign-off on the requirements.

## What do they earn?

- Swimming OR Basketry Merit Badge
- Leatherwork Merit Badge
- Second Class: 1b, 2a, 2b, 2c, 2f, 2g, 3a, 3c, 3d, 4, 5a, 5b, 5c, 5d, 6a, 6b, 6c
- First Class: 1b, 4a, 5a, 5b, 5c, 5d, 6a, 6b, 6e, 7a, 7b, 7c

**Outpost Hike:** There will be opportunities for scouts to earn second class requirement 3b if they join the Brownsea staff on a hike to logging camp. These hikes will take place in the afternoons or evenings. To sign your unit up talk to your commissioner or camp director.

**Adult Leader Support:** At least one leader from each unit with scouts enrolled in the Brownsea program should attend alongside the boys to help with instruction, organization, and skill testing.

**Traveling Brownsea:** If there are additional requirements you would like to have covered with your scouts, talk to the Brownsea Director to schedule a time to work with one of our Brownsea staff.

Requirements that can be covered through traveling Brownsea include, but are not limited to:

Scout: 1a-1f, 3a, 4a, 4b, 5

Tenderfoot: 1a-1c, 3a-3d, 4a-4c, 5a-5c, 7a, 8

Second Class: 6d, 6e, 8a, 8b

First Class: 3a-3d, 4b, 6c, 6d, 7d, 7e, 7f

For troops that are not participating in the regular morning Brownsea sessions we can also cover any of those requirements through the traveling Brownsea program.

# Brownsea

(Patrol D)**				
Monday	Tuesday	Wednesday	Thursday	Friday
Ecology Day	Scoutcraft Day	Aquatic Day #1	Orienteering Day	Aquatic Day #2
Second Class: 1b, 4, First Class: 1b, 5a, 5b, 5c, 5d	Second Class: 2a, 2b, 2c,	Second Class: 5a, 5b, 5c, 5d First Class: 6e	Second Class: 3a, 3c, 3d, First Class: 4a	First Class: 6a, 6b
Leatherwork Merit Badge Day One	Leatherwork Merit Badge Day Two	Swimming or Basketry Merit Badge Day One	Leatherwork Merit Badge Day Three	Swimming or Basketry Merit Badge Day Two
Covered Throughout the Week: Second Class: 2f, 2g, 6a, 6b, 6c First Class: 7a, 7b, 7c				
**Patrol Breakouts schedule will change depending on which patrol you are placed in.**				

# Saturday

Time	Activity	Location
1:00 pm	Check-in (1:00-3:00pm) <ul style="list-style-type: none"> <li>• Establish Camp</li> <li>• Health Check</li> </ul>	Welcome Center In Campsite
6:00 pm	Flag Ceremony Supper	Campsite Campsite
7:00 pm	Emergency Mobilization Drill (Note #2)	Go to Designated Storm Shelter
7:30 pm	Scoutmaster Roundtable (Note #3)	Program Building
7:30 pm	Camp Orientation (Note #4)	Starts at Storm Shelters
8:00- 9:30 pm	Trading Post and Commissary Open	

# Saturday Notes

Upon arrival, **arrange for your camp coordinator to check-in at the Welcome Center.** The rest of the unit can proceed straight down to the campsite **with health forms** to begin setting up camp for the week. After unloading, the vehicles should be brought to Long Term Parking.

**Notes:**

**#1:** Your **whole** unit should venture to the Dining Hall for the demo, where you will be assigned tables and review procedures, prior to dinner - this demo will be available for your unit when you have been checked in by your commissioner.

**#2** If you are in Cayuga, Iroquois, Menomonee, Miami, Mohawk, Oneida or Tuscarora, head to the **Beach Shelter.** If you are in Potawatomi, Sac, Chickasaw, Quapaw, Tonkawa, Mingo, Mohican or Paiute head to the **Shower Building Storm Shelter.**

# Saturday Notes

**#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, and a host of other topics to make sure you start the week prepared. Bring two adult leaders and your SPL to the Program Building.

**#4** The camp orientation will review where everything is and where merit badges will be held. This is when we will discuss the new items at camp and cover all the camp rules. **ALL SCOUTS NEED TO ATTEND.** This will end at the trading post around the same time the roundtable ends.

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# Sunday

Time	Event	Location
8:00 AM	<ul style="list-style-type: none"> <li>Flag Raising</li> <li>Breakfast</li> </ul>	Campsite
9:30 AM	Camp-wide Flag Raising (Wear Class A Uniform)	Parade Field
10:00 AM To 10:30 AM	<ul style="list-style-type: none"> <li>Protestant Chapel Service</li> <li>Interfaith Chapel Service</li> </ul>	Protestant Chapel  Old Catholic Chapel
10:45 AM To 12:15 PM	<ul style="list-style-type: none"> <li>Beach Demo and Swim Checks (Note #1)</li> <li>CPR and Sailing Demos (Note #2)</li> <li>Independent Study Signups (Note #3)</li> <li>Climbing Tower Demo (Note #4)</li> <li>Adult Shoot (Note #5)</li> <li>SPL Meeting (Note #6)</li> </ul>	
12:45 PM	Lunch	Campsite
2:00 PM To 2:55 PM	<b>Unit Activity</b>	
3:00 PM To 3:55 PM	<b>Unit Activity</b>	
4:00 PM To 4:55 PM	<b>Unit Activity</b>	
5:15 PM	<ul style="list-style-type: none"> <li>Catholic Mass</li> </ul>	Chippewa Campfire Ring
6:30 PM	<ul style="list-style-type: none"> <li>Supper</li> </ul>	Campsite
8:30 PM	Campfire & OA Callout	Campfire Ring

# Sunday Notes

Notes: **#1:** The Beach Demo introduces Scouts to the Aquatics area; they learn the rules of the Waterfront. **All Scouts are required to attend.** Swim checks will be conducted during this time.

**#2: The CPR Demo** is for: Climbing, First Aid, and all other aquatic merit badges you must demonstrate your ability to do CPR. This is a time for you to learn how and show your skills to a counselor.

**Sailing Demo:** If you want to sail a boat while at camp make sure you attend this demo to learn the sailing basics, how boats should be set up, and how to put boats away properly. A staff member will sign the back of your buddy tag showing you can sail.

**#3: Independent Study:** If you have Scouts interested in participating in an independent study they can sign up after the Beach Demo. They will be given outside class work to complete throughout the week.

**#4: Climbing Demo:** Anyone, especially leaders that want to learn how to belay are invited to the tower to practice belaying. The more belayers your unit has the more climbing you'll be able to do during the week.

**#5: Adult Leader Shoot:** Adults with an affinity for shooting are invited to the rifle range. After shooting, the range staff will give you information on opportunities to help with coaching out at the ranges. Proficient shooters will be encouraged to help throughout the week.

**#6: SPL Meeting:** At this meeting SPLs will meet with the Camp Director and discuss responsibilities at camp, program information, and end of the week campfire planning. Through participation in the meetings, and other events during the week SPLs will also have the opportunity to earn public speaking merit badge.

# Monday

Time	Event	Location
8:00 AM	<ul style="list-style-type: none"> <li>Flag Raising</li> <li>Breakfast</li> </ul>	Campsite
8:45 AM To 10:25 AM	<b>Block A Merit Badge Instruction</b> Scout Master Round Table Note #1	
10:40 AM To 12:20 PM	<b>Block C Merit Badge Instruction</b>	
12:45 PM	Lunch	Campsite
2:00 PM To 2:55 PM	<b>Unit Activity</b>	
3:00 PM To 3:55 PM	<b>Unit Activity</b>	
4:00 PM To 4:55 PM	<b>Unit Activity</b>	
6:00 PM	Supper	Campsite
7:00 PM To 8:30 PM	<b>High Adventure Fun Night (Note #2)</b> <b>Wipeout:</b> Aqua obstacle course. <b>Bog Walk</b> <b>Mile Swim—400 yard Swim</b> <b>Safety Afloat/Safe Swim Defense Training</b> <b>Star Party:</b> Party starts at 9:30pm. Stars start at 10:30pm. Parade Field. If cloudy Star Party will be rescheduled.	Welcome Center Beach Ecology Beach Beach 7:30 PM Ecology

# Monday Notes

Notes: **#1: Starts at 9am in Program Building.** Discuss Wednesday Dining procedures, and Merit Badge procedures for the end of the week.

#2: High Adventure Night is for any age Scout. They try the pump track, flying squirrel, mega tower, and bouldering. Transportation to the Welcome Center is available, but limited. Feel free to drive your own Scouts.

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# Tuesday

Time	Event	Location
8:00 AM	<ul style="list-style-type: none"> <li>Flag Raising</li> <li>Breakfast</li> </ul>	Campsite
8:45 AM To 10:25 AM	<b>Block B Merit Badge Instruction</b>	
10:40 AM To 12:20 PM	<b>Block D Merit Badge Instruction</b>	
12:45 PM	Lunch	Campsite
2:00 PM To 2:55 PM	<b>Unit Activity</b>	
3:00 PM To 3:55 PM	<b>Unit Activity</b>	
4:00 PM To 4:55 PM	<b>Unit Activity</b> <b>Camping and Cooking Merit Badge Hike:</b> <b>(Note #2)</b>	
6:00 PM	<ul style="list-style-type: none"> <li>Supper</li> <li>Scoutmaster's Dinner (Note #1)</li> </ul>	Campsite
7:00 PM To 8:30 PM	<b>Mile Swim—800 yard Swim</b> <b>Tie Dye</b> <b>Pioneer Power</b> <b>Sand Castle Siege</b> <b>Predator vs. Prey</b> <b>Fruit Shoot</b>	Beach Handicraft Scoutcraft Beach Ecology Archery Range

# Tuesday Notes

**#1:** The Scoutmaster dinner will take place in the White Pine Program Building. Pick up will be by the climbing tower at 5:45 pm

**#2:** Come prepared for an overnight campout. Group will depart at 4:30pm and return by 9pm

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# Iomahawk Scout Reservation

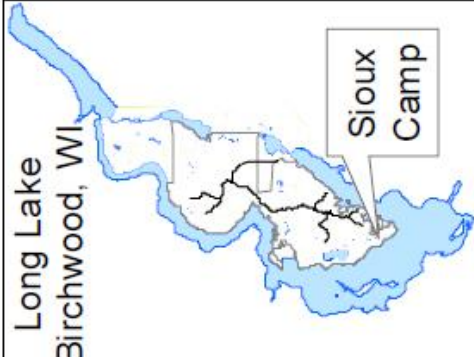
N1910 Scout Road, Birchwood, WI 54817

Phone: (715)354-3841

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

Northern Star Council  
30y Scouts of America

# Sioux Camp



Long Lake  
Birchwood, WI

Sioux  
Camp

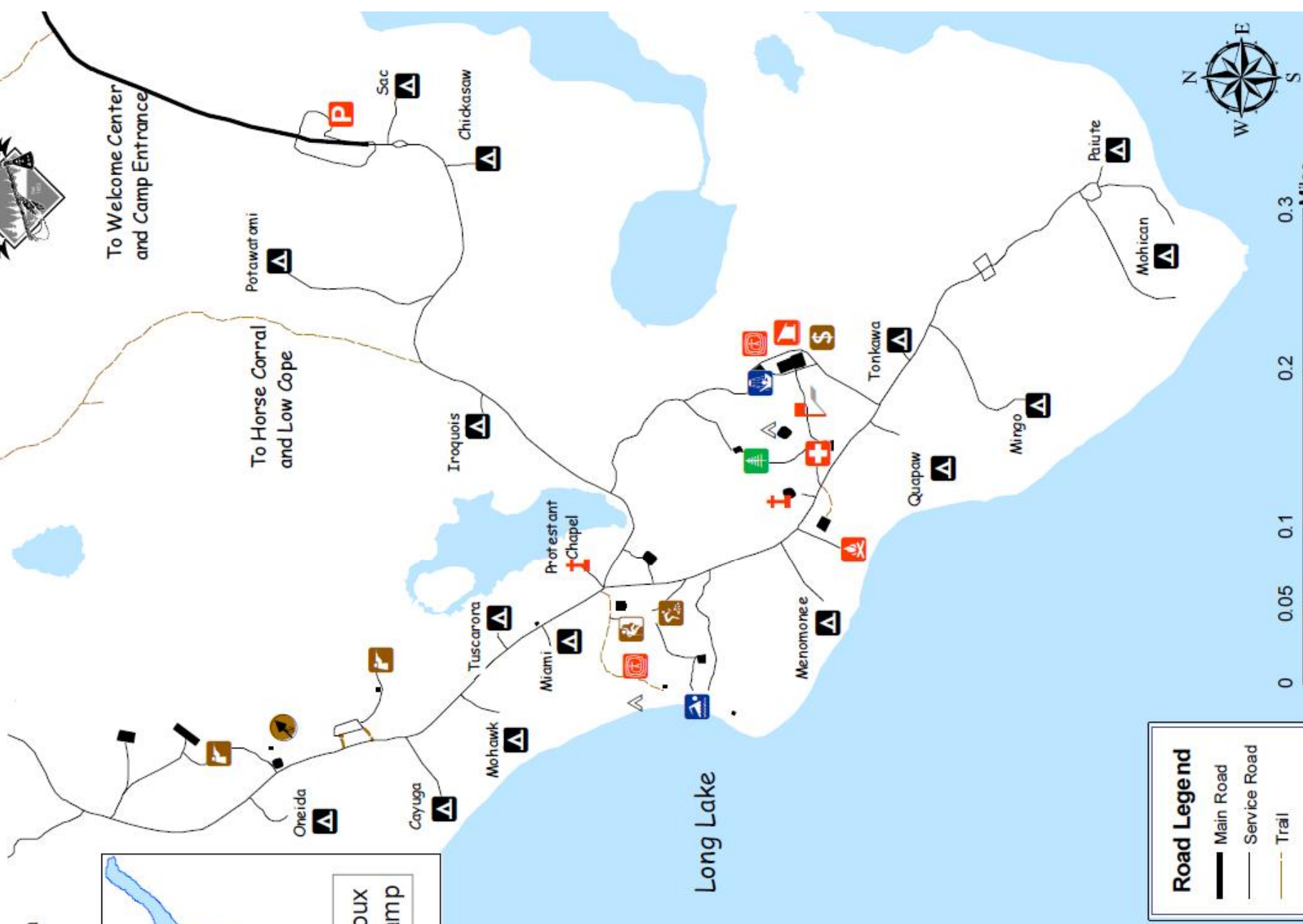
To Chippewa Camp

To Welcome Center  
and Camp Entrance

To Horse Corral  
and Low Cope

Sioux Camp	
	Archery
	Aquatics
	Camp fire
	Camp site
	Chapel
	Climbing Tower
	Ecology
	First Aid
	Flag Pole
	Parking Lot
	Scout craft
	Shooting Sports
	Showers
	Staff Tenting
	Storm Shelter
	Trading Post
	Trash Container

Road Legend	
	Main Road
	Service Road
	Trail



## Wednesday (Cook in Campsite)

Time	Event	Location
8:00 AM	<ul style="list-style-type: none"> <li>Flag Raising</li> <li>Breakfast cooked in campsite (Note #1)</li> </ul>	Campsite Campsite
8:45 AM To 10:25 AM	<b>Block A Merit Badge Instruction</b>	
10:40 AM To 12:20 PM	<b>Block C Merit Badge Instruction</b>	
12:45 PM	<b>Cheeseburgers in Paradise</b> (Note #2)	Scoutcraft
2:00 PM To 2:55 PM	<b>Unit Activity</b>	
3:00 PM To 3:55 PM	<b>Unit Activity</b>	
4:00 PM To 4:55 PM	<b>Unit Activity</b>	
6:00 PM	<ul style="list-style-type: none"> <li>Supper cooked in campsite (Note #3)</li> </ul>	Campsite
7:00 PM To 8:30 PM	<b>Chess Tournament</b> <b>Animal Races</b> —No mammals, no birds <b>OA Service Project</b> <b>Wilderness Survival Campout: 8:30pm in Scoutcraft.</b> Bring a tarp, sleeping bag, pillow, mosquito netting, flashlight, pocket knife. Scouts will be back for breakfast. <b>Merit Badge Check Up (Note #4)</b>	Dining Hall Ecology Ecology Scoutcraft Dining Hall

## Wednesday Cooking

Wednesday is the cooks day off and a great opportunity to cook as a unit. Breakfast will be pancakes, link sausage, and fruit. Supper is steak, potatoes, carrots, onions and cobbler mix. Please come prepared to cook, serve, and clean up in your campsite on Wednesday.

Notes: **#1:** Breakfast will be delivered with Tuesday supper.

**#2:** Cheeseburgers in Paradise is a cookout in Scoutcraft. The staff do all the cooking. **Please bring your own mess kit and cup.**

**#3:** You can pick up supper from the trading post starting at 4:30 PM.

**#4:** Merit Badge Counselors will be in the Program Building to meet with you and give progress updates on Scouts' merit badges.

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# Thursday

Time	Event	Location
8:00 AM	<ul style="list-style-type: none"> <li>Flag Raising</li> <li>Breakfast</li> </ul>	Campsite
8:45 AM To 10:25 AM	<b>Block B Merit Badge Instruction</b> Scoutmaster Roundtable (Note #1) Badge Orders Due to Camp Director	
10:40 AM To 12:20 PM	<b>Block D Merit Badge Instruction</b>	
12:45 PM	Lunch	Campsite
2:00 PM To 2:55 PM	<b>Unit Activity</b>	
3:00 PM To 3:55 PM	<b>Unit Activity</b>	
4:00 PM To 4:55 PM	<b>Unit Activity</b> <b>Camping and Cooking Merit Badge Hike:</b> <b>(Note #2)</b>	Scoutcraft
6:00 PM	Supper	Campsite
7:00 PM To 8:30 PM	<b>Merit Badge Cards returned (Note #2)</b> <b>King of the Tower</b> <b>Mile Swim: Bring 2 people for watch boat</b> <b>Root Bear Run:</b> 5K run. Free root bear float to anyone that finishes. <b>Edible Eco</b> <b>Poker Shoot:</b>	Mailboxes Climbing Tower Beach Chippewa Dining Hall Ecology Archery and Rifle

# Thursday Notes

Notes: **#1: 9am at Program Building.** Review checkout procedures. Badge orders will be due with highest potential quantities needed.

**#2:** B and D merit badge cards will be in campsite mail boxes by 7:00pm.

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# Friday

Time	Event	Location
6:30 am	<b>Polar Bear Swim</b>	Beach
8:00 am	Flag Ceremony Breakfast	Campsite
8:45 AM To 10:25 AM	<b>Block A Merit Badge Instruction</b>	
10:40 AM To 12:20 PM	<b>Block C Merit Badge Instruction</b>	
12:45 pm	Lunch	Campsite
1:30 pm	SPL Meeting—review checkout expectations and canvas demo	Parade Field
2:00 pm	<b>Friday Games</b> <b>Merit Badge Cards Returned</b> (Note #1) <b>Merit Badge Pick Up</b> (Note #2)	Parade Field Program Building Trading Post
3:00 pm	<b>Beach Bash</b>	Beach
6:00 pm	Supper	Campsite
7:00 pm	Unit Campfires and Courts of Honor (Note #2)	Campsites
8:30 pm	Camp Wide Closing Campfire Winner of the Tomahawk Cup Announced	Campfire Ring

# Friday Notes

Notes: **#1:** All merit badge cards will be delivered to campsite mail boxes.

Notes: **#2:** Review completed and partial MB cards

- Complete Patch order form
- Fill patches order in Trading Post
- Submit patch order form and advancement report to trading post operator.

**You must submit an advancement report** to the trading post before you can receive any merit badges or rank badges. Hard copy advancement reports are available. We recommend you take your copy of advancement report and use it to complete your advancement online. This will ensure your units advancements are recorded right away.

**#3:** Commissioners will be visiting to check canvas and recognizing scout masters.

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# Saturday

Time	Event	Location
8:00 am	Breakfast. Breakfast will be delivered with Friday supper	Campsite
8:00-10:00 am	<p><b>Campsite Checkout</b></p> <ul style="list-style-type: none"> <li>All unit equipment designated by your commissioner should taken down and packed before commissioner arrives, Equipment might stay set up for next unit.</li> <li>Campsite should be free of trash</li> <li>Have cots set up near bakers tent for inspection</li> <li>Canvas should be rolled tightly, tied, and stacked correctly</li> <li>Any broken equipment should be stored below bakers tent with a repair tag attached.</li> </ul>	Campsite
8:30 am—10:30 am	<p><b>Check-out:</b> At the Welcome Center.</p> <p>Bring these forms:</p> <ul style="list-style-type: none"> <li>Checkbook for payment</li> <li>Camper Survey (1 per unit)</li> <li>Commissioner Campsite/Equipment Inspection</li> <li>Medication Distribution Records</li> </ul> <p>All lost and found will be at Welcome Center on Saturday Morning.</p> <p>Last minute patch exchanges and orders can be filled at this time.</p>	Welcome Center

# Saturday Notes

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**RECORDS:** In accordance with Wisconsin state law, Tomahawk Scout Reservation must retain a copy of health histories for all campers for two years. To be in compliance with this law, it is necessary for all campers and adults to submit a copy of their entire health form to the health officer. **Tomahawk will keep the copy submitted.** Records are kept in locked storage and are destroyed after two years.

# Emergency Procedures

## Emergency: THREE (3) HORN BLASTS

Upcoming Severe Weather, Missing Person, Lost Bather, Fire, Weekly Drill

Unit Mobilization

1. All program areas stop
2. Scouts and leaders return to campsites
3. When entire unit is accounted for, unit sends two (2) runners to camp program building to report and receive information
4. If unit is unaccounted for after 15 minutes from sound of horn, send two (2) runners to report missing person(s) and receive information for the unit

Units remain in campsite on standby until runners return to campsite with instructions

## High Emergency: FOUR (4) HORN BLASTS

Severe Thunderstorm Warning, Tornado Warning

Unit Mobilization

1. All program stops
2. Scouts and leaders move to predesignated storm shelter
3. Units will receive instructions at pre-determined storm locations

## Extreme Emergency: SOLID HORN

Imminent Severe Weather

Unit Mobilization

1. All program areas stop
2. Scouts and leaders seek shelter immediately in nearest storm location
3. When the "all clear" is given, units return to campsites.
4. Units remain in campsite on standby until staff arrives with instructions.

If you are in Arapahoe, Dakota, Cheyenne, Crow, Pawnee, Santee, or Cherokee, head to the **Beach Shelter**. If you are in Comanche, Huron, Shoshone, Blackfoot, Winnebago, Choctaw, Fox or Seneca head to the **Blackfoot Shelter**.

# Camp Rules

## Camp Rules:

**Buddy System:** Scouts must be instructed to use the buddy system when hiking or exploring around camp and are encouraged to inform their leaders of their plans when leaving their campsite.

**Vehicles:** One car per troop will be given a permit to be parked in an assigned internal parking lot. All other vehicles must be parked in the Long Term lots for the week. In camp traffic is restricted to camp vehicles and vehicles with a permit.

**Bikes:** Bikes are allowed only for adult leaders to get around camp. Bikes are not allowed for Scouts. Helmets **MUST** be worn when using a bike.

# Horse Corral

**Regular Ride:** \$10 per person. 40 minutes long.

**Extended Ride:** \$20 per person. Ride to Logging Camp at 5pm. Supper at Logging Camp. Ride back before dark.

All costs for trail rides will be charged to your unit account and can be settled at the end of the week.

Rodeo rides gives each scout an opportunity to ride a horse through a barrel pattern giving them experience guiding the horse independently. If it is raining rodeo rides will be cancelled and money refunded. Cost is \$5 per rider.

- **Note: Riders are required to wear closed-toe shoes and long pants**
- **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.

# Open/ Evening Programs

## **Open Boating:** Canoeing, Kayaking, Rowing, and Sailing

- 9am-12pm Monday-Friday
- 2pm-5pm Sunday-Thursday
- 7pm-sunset Monday-Thursday

## **Open Swim:**

- 2pm-5pm Sunday-Thursday
- 7pm-sunset Monday– Thursday
- 9am-12pm Friday

## **Open Tower:**

- 7pm-sunset Monday– Thursday

## **Open Rifle Range:**

- 7pm-sunset Monday– Thursday
- \$0.50 for 10 shots.

## **Open Shotgun Range:**

- 7pm-unset Monday– Thursday
- \$1.25 for 3 shots

## **Open Archery Range:**

- 7pm-sunset Monday– Thursday
- No charge

## Ecology

**Star Party:** Party with the stars! Come to star party to hang out and learn about the Constellations and their stories!

**Bog Walk:** Explore the bog and learn about this unique ecosystem.

**Predator vs Prey:** Learn about the food chain in this fun and exciting game.

**Animal Races:** No birds and no mammals allowed!

**Edible Ecology:** Learn about all of the edible plants around Tomahawk!

## Shooting Ranges

**Fruit Shoot:** Shoot at Fruit at the Archery Range!

**Poker Shoot :** Shoot at cards at either the archery or rifle range to try and get the best hand.

# Evening Programs

## Scoutcraft

**Tie Dye:** Grab a shirt from the Trading post and head on down to Scoutcraft to give it a nice tie dye!

**Pioneer Power:** Learn about Pioneering and help build the Scoutcraft area!

**King of the Tower:** Enter the tournament to see who is the fastest climber in camp! Must have closed-toe shoes. No swim trucks.

## Camp Wide

**HA Fun Night:** Get a taste of what it is like to do High Adventure!

**Chess Tournament:** See who is the ultimate grandmaster at chess! Required for chess merit badge.

**OA Service Project:**

**Root Beer Run 5K:** Run a 5K through Chippewa and Sioux with a refreshing root beer float at the end!

## The Beach

**Wipeout:** Scouts will go through an obstacle course on the aqua tramp, trying to get to the other side without wiping out.

**Sand Castle Siege:** Build sandcastles and launch water balls at opposing sandcastles! Last Sandcastle Standing wins!

**Mile Swim:** Push your swimming ability to the limits with the mile swim! You must complete the 400m, and 800m qualifiers. Have a buddy ready to row next to you!

**Safety Afloat/Safe Swim Defense:** Learn the basics of safety from the Beach Director.

## Segments

Emblem	Segment	Description
	Bison	Visit the Bison Ranch
	Bus	Hop aboard the Tomahawk bus service
	Canoeing	Go canoeing, demonstrate the j-stroke, paddle in the bow and stern of the boat
	Clasped Hands	Complete a service or conservation project recommended by the ecology staff
	Compass	Hike trails of Tomahawk using a map and compass.
	Disc Golf	Play our exciting disc golf course near the welcome center
	Driving Range	Try your hand at the driving range during evening program.
	Fire Tower	Climb the Phillippo Fire Tower
	Fish	Go fishing; catch and clean at least one fish
	Footprint	Hike at least 5 miles of Tomahawk's extensive trail system
	Geo-cache	Find three of the Tomahawk geocaches using a GPS device
	Horse Corral	Go on a trail ride
	Leave no Trace	Attend a Leave No Trace awareness workshop. Visit Ecology for details.
	Logging Camp	Visit the Knapp-Stout Logging Camp Program

## Segments

Emblem	Segment	Description
	Mega Tower	Climb to the top of the 60' Mega-Tower located near the Welcome Center
	Mountain Biking	Ride the Tomahawk Mountain Biking Trail
	Order of the Arrow	Be an OA Member and participate in an approved OA service Project
	Polar Bear Swim	Attend and participate in the Polar Bear Swim.
	Race Flags	Friday Games– Participate in your sub-camps Friday Games and activities.
	Reverent	Attend Chapel Service and complete a chaplain approved service project.
	Sailing	Go sailing in one of the Big Boats or go sailing on one of camps many small sail boats
	Star Party	Participate in Star Party and learn about at least three constellations
	Storm Shelter	Visit the Storm Shelter during severe weather
	Target	Shoot at the Rifle or Shotgun and Archery Ranges
	Tepee	Become a Tomahawk Troop. See the requirements in the Leader's Guide
	Tree	Do an approved conservation project and complete an Ecology Merit Badge
	Brownsea	Participate in the TSR Brownsea program for first year Scouts
	Feathers	Complete the Feathers program at Ecology



# Bus Schedule

The bus does one trip to the Welcome Center and back mornings Monday-Friday, and afternoons Sunday-Thursday. The bus picks up and drops off at the Climbing Tower. The bus is not for rides to Logging Camp and does not stop there.

	Depart	Return
Morning (Sun - Fri)	8:50 AM	12:25 PM
Afternoon (Sun-Thur)	1:40 PM	5:10 PM

# Trading Post

SAT	SUN	MON	TUES	WED	THU	FRI
Closed <b>Welcome Center Trading Post Open</b>	10:30am—12:15pm					
	LUNCH					
	1:30pm—5:45pm					1:30—4:30
8:00pm— 9:00pm	6:30pm— 8:30pm	6:30pm—9:00pm				6:30-8:30pm <b>No Troop Charges</b>

Credit Policy: Unit leaders are allowed to charge program materials and recognition items to their troop account until Friday at noon in the camp trading post. All charges will be settled at checkout on Saturday morning. Also, your friendly local Trading Post **now accepts MasterCard and Visa.**