

Tomahawk Programs: White Pine Camp

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	Block E Sunday—Thursday 2:00pm—5:00pm
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 (Picked up Sunday afternoon and return Friday Afternoon) Kayaking MB				
Ranch Hands (Block A+B+C+D) Horsemanship and Animal Science Merit Badges			Sailing Merit Badge (2-4pm) (Block E Only)	
Explore (Morning Session) (Block A+B+C+D)			Explore High Adventure (Afternoon Session) (Block E Only)	
News Team (Block A+B+C+D) Radio, Journalism, Photography, Moviemaking Merit Badges			STEM NOVA (Block E Only) Nuclear Science and Robotics	
Brownsea (Block A+B+C+D) (Includes Leatherwork and Swimming Merit Badges)				
Block A	Block B	Block C	Block D	
Archery	Chess	Basketry	Geology	<p>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. Signup for these is Sunday after the beach demo.</p>
Astronomy	Fish & Wild Mgmt.	Canoeing	Mammal Study	
Camping	Kayaking	Climbing	Nature	
Climbing	Pioneering (B+D)*	Cooking		
Environmental Science	Rowing	Emergency Prep	Personal Fitness	
Orienteering	Salesmanship	Enviro. Science	Pioneering (B+D)*	
First Aid		Forestry	Shotgun (B+D)*	
Lifesaving		Geocaching	Weather	
Fishing	Shotgun (B+D)*	Rifle Shooting	Wilderness survival	
Swimming	Space Exploration	Swimming	Wood Carving	

Block A: _____ Block B: _____

Block C: _____ Block D: _____

Block E: _____

****Required Ages/Grade levels and program locations listed on the 2nd page****

Progam Locations and Age/Grade Requirements

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	Program Building	5th
Climbing	Scoutcraft	6th
Cooking	Program Building	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	Beach	5th
Forestry	Ecology	5th
Geocaching	Weekes Dining Shelter	5th
Geology	Ecology	5th
HA Aquatics	Bus Stop (Van) *	8th
HA Ride	Bus Stop (Van) *	(14 yr old)

Badge/Program	Location	Completed Grade
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	Weekes Dining Shelter	5th
Personal Fitness	Program Building	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

Under the columns listed "Grade Completed" Scouts must have completed that grade or be that age by the start of their week at camp.