

NORTHERN STAR SCOUTING

TOMAHAWK SCOUT CAMP



PROGRAM CATALOG

2025



IN THIS CATALOG

The following pages are designed to give you all the information about programs that you'll need to plan your week at camp.

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- 24-27 Individual Program Details:** Lists minimum ages, costs, and extra notes on each program/badge.

MERIT BADGE ROTATION

Each summer we swap in some merit badges and swap out others. We do this to provide more merit badge options to Scouts over all the years they camp at Tomahawk.

Merit Badges Offered Even Years:

Forestry, Orienteering, Rowing, Salesmanship, Weather, Bird Study, Motorboating, and Citizenship in the Nation

Merit Badges Offered Odd Years:

Geocaching, Geology, Nature, Fish and Wildlife Management, Pioneering, Fingerprinting, Water Sports, and Citizenship in the World

A BALANCED SCHEDULE

At Tomahawk, we offer a schedule that balances advancement with fun activities. Scouts should earn merit badges, but that shouldn't be all they do at camp. At Tomahawk, mornings are generally spent on merit badges, afternoons are spent doing fun activities as a unit, and evenings are for the patrol or buddy groups to explore open areas of camp together.

PROGRAM SIGN UP

1. Review the Program Catalog.
2. Solidify your commitment to attend camp with a \$50 deposit to your camp coordinator in March so they can get you on your unit's roster before program sign up opens.
3. Use the Scout Program Planning Worksheet to build your ideal schedule. Work with your camp coordinator to fill this out. Scan the QR code to download this form.



4. Give your Scout Program Planning Worksheet to your camp coordinator. They will enter your basic information and program choices into the online registration system (ScoutingEvent.com)

WHEN DOES PROGRAM REGISTRATION OPEN?

For Merit Badges and High Adventures programs (individual programs) sign up opens on different dates in April to give the oldest Scouts the first opportunity to book programs. **Registration is first come, first served.**

Here is the Individual Program registration schedule:

- April 15 at 7pm: 16 and older
- April 22 at 7pm: 14 and older
- April 29 at 7pm: open to all

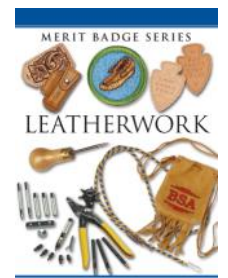
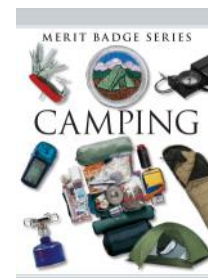
Registration will be closed on the days above from 3pm to 6:59pm to make minimum age adjustments.

Unit Activities:

Your camp coordinator will collect your unit's activity rankings and submit rankings on behalf of your unit starting April 15th. These are due by June 1st.

MERIT BADGE PREP

Learning doesn't start at camp. Before you come to camp, review the Merit Badge Pamphlet for each badge you are taking. These pamphlets are extremely helpful and are available for sale in your local Scout Shop and online.





MORNING (ADVANCEMENT TIME)

In the morning, Scouts work on merit badges in classes scheduled in the form of "Blocks". There are four blocks in the morning (see below).



AFTERNOON (UNIT TIME)

In the afternoon, your unit participates in activities as a group. Preferences are submitted in advance. Staff develop a schedule for your unit.



EVENING (OPEN PROGRAM/FREE TIME)

After supper Scouts explore camp with their buddy or patrol. Swim at the beach, climb the tower, or go to the shooting ranges!



HIGH ADVENTURES AND SPECIALTY PROGRAMS FOR OLDER SCOUTS

Most High Adventure programs are bundles of several individual programs and run all-day long, but some are only half-day. Please review schedules carefully to ensure you don't overbook yourself. There are ways to organize your schedule to do all older Scout programs or a mixture of older Scout programs and merit badges. These programs are for Scouts 13 years old or older.

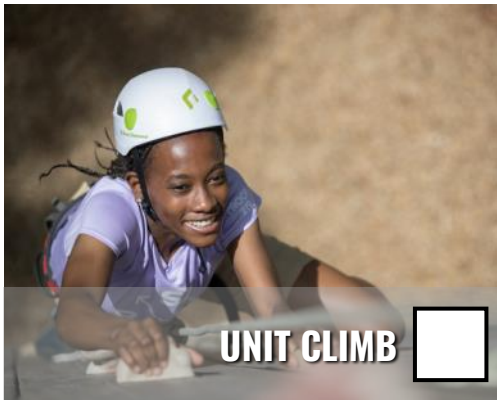
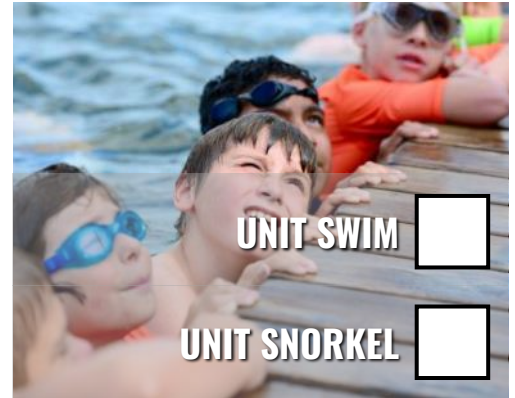
The schedule below will give you a rough idea of what the Tomahawk program looks like and how it is organized. Some programs may take up multiple time slots, a full morning, or even the entire day!

	SUN	MON	TUE	WED	THURS	FRI	SAT
8:00 AM		Flags & Breakfast					
8:45 AM-10:25 AM		Merit Badge Session 1 MWF	Merit Badge Session 1 T,TH	Merit Badge Session 1 MWF	Merit Badge Session 1 T,TH	Merit Badge Session 1 MWF	Check-Out
10:35 AM-12:15 PM		Merit Badge Session 2 MWF	Merit Badge Session 2 T,TH	Merit Badge Session 2 MWF	Merit Badge Session 2 T,TH	Merit Badge Session 2 MWF	
12:30 PM		Lunch					
2:00 PM	Check-In, Set up, Dining Orientation Swim Tests	Unit Activity	Unit Activity	Unit Activity	Unit Activity	Unit Activity	
3:00 PM		Unit Activity	Unit Activity	Unit Activity	Unit Activity	Unit Activity	
4:00 PM		Unit Activity	Unit Activity	Unit Activity	Unit Activity	Unit Activity	
6:00 PM		Flags & Supper					
7:00 PM - 8:30 PM	Roundtable Camp Tour Campfire	Open Program / Free Time	Open Program / Free Time	Open Program / Free Time	Open Program / Free Time	Closing Campfire	



RANK YOUR UNIT ACTIVITY OPTIONS

In the afternoon, your unit does activities as a group. Review the programs on pages 4-6, and as a troop rank your top 15 choices. Your troop will enter these choices into the Troop Activity Request form online. Troops can scan the QR code on this page to access the form. Submission must be submitted two weeks before you arrive to camp.





TIE DYE T-SHIRT MAKING

Have everyone in your unit tie dye a shirt, handkerchief or other item. White Tomahawk T-shirts available for purchase in the trading post.



WATERMELON MAUL

This fast paced game at the beach will build up an appetite. Afterwards, enjoy some tenderized watermelon.



LOW ROPE

Want to grow stronger as a patrol or unit? Play games that challenge your communication, team work, and co-operation skills.



BEAVER TAILS

Beavers are consider a keystone species. Learn how beavers shape their environment for themselves and other plants and animals.



FIRST CLASS AQUATICS

Need to do reaching, throwing, and line, and tender rescues? We've got you covered. This can be paired with a unit swim.



OWL PELLETS

Dissect owl pellets in Ecology and learn about the many things that make owls unique.



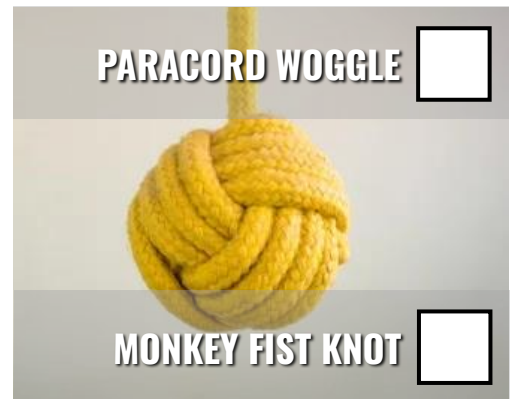
GEOCACHING

Explore camp by GPS. Sign the log-book left in the geocache. We provide the GPS units and instruction, but do not follow the unit.



ORIENTEERING COURSE

Go through the 1 mile orienteering course. Use map and compass to find all the controls in the woods. Will your unit be the fastest?



PARACORD WOGGLE

MONKEY FIST KNOT

Create something truly unique in Handicraft. Make a Turks Head to use as a neckerchief slide or a monkey fist key chain.



There's more to explore beyond your camp gates. Work with your commissioner to coordinate travel logistics and bundle these activities into full afternoon blocks. Extra consideration for timing and travel.



LOGGING CAMP

Details on the next page. Pairs well with 5 mile hike and fire tower visit. If you select this activity also designate a time and travel option.



TROOP BIKE

Check out bikes from the Berglund Welcome Center and bike around camp. This can be a great way to see the Bison. (Can ride bus to Berglund)



ICE CREAM OUTPOST

Paddle to get ice cream. This will take a two hour block for Chippewa and Sioux. White Pine can pair this with a Canoe Outpost.



HORSEBACK RIDE

The horse corral is open every afternoon. Sign up online in the same way you'd sign up for merit badges. Rides are \$25 per person.



Bison

History Center

Visit the bison herd northeast of the Berglund Center or Visit the History Exhibit at the Berglund Center. Pairs well with Troop Bike Activity.



DRIVING RANGE

DISC GOLF

Play the full 18 hole Tomahawk disc golf course or visit the golf driving range. (Can ride the bus to Berglund)



FIRE TOWER

Climb 100' in the air and see above the trees. This pairs well with a hike to Logging Camp. Only 1/2 mile from logging Camp.



CANOE OUTPOST

Prepping for an upcoming Boundary Waters trip? Canoe to Logging Camp or from Mud Lake back to your campsite.



5 MILE HIKE

Tomahawk has trails that make it the perfect place to complete this advancement requirement. This pairs well with a trip to Logging Camp.



LOGGING CAMP

Travel back to 1893!

This outpost is located perfectly for a 5 mile hike (roundtrip). Possible activities include: candle making, spar-pole climbing, tomahawk throwing, branding, blacksmithing, woodworking, two-person sawing, and drinking root beer from the tap.

Activity sessions are 1.5 hours long. Rank the options below:

2-3:30PM SESSION (DRIVE)

Drive up to Logging Camp right after lunch and experience programs from 2:00pm to 3:30pm. Pair this with a Fire Tower, Bison Visit, or Disc Golf

3-4:30PM SESSION (HIKE)

Start hiking at 1:30pm to arrive to Logging Camp at 3pm. Start hiking back to camp at 4:30 to get back in time for supper. Check out a map and compass from Scoutcraft to pair this with the 5-mile hike requirement for Second Class 3b.

4-5:30PM SESSION (DRIVE)

Drive up to Logging Camp to arrive at 4:00, and experience programs from 4:00pm to 5:30pm. Pair this with a Fire Tower, Bison Visit or Disc Golf.

OVERNIGHT 7PM TO 8AM

Drive up to Logging Camp to arrive at 7:00, and experience programs and stay overnight in the log cabin. Capacity 20.

LOGGING LEGENDS

See page 16 for more details.





THE EVENING IS YOURS!

From 7:00pm to 8:30pm, you are free to explore camp with a buddy or your patrol. All the areas of camp are open. Take a shower, climb the tower, go swimming, or compete in some awesome challenges. Take a look at all the options that await you before sunset! This is a great time to find staff help with merit badge make up work.



OPEN TOWER



TRADING POST



OPEN SWIM



OPEN BOATING



OPEN AQUA TRAMPOLINE



OPEN SCOUTCRAFT



OPEN FISHING



OPEN HANDICRAFT



OPEN RIFLE



OPEN ARCHERY



OPEN SHOTGUN



RULER of the TOWER KNOT TYING RACES

Who's the fastest climber and fastest at knot tying? Only one way to find out—multi-bracket competition. Race against the fastest Scouts.



HIGH ADVENTURE FUN NIGHT

Offered on Monday night to Scouts aged 10-12 to learn about the many High Adventure opportunities awaiting them in summers to come.



TOURNAMENTS: WATERPOLO, VOLLEYBALL & CHESS

Units and patrols compete against each other through the week. The winners get to play against the staff team at the end of the week.



HORSEBACK RIDING

The horse corral is open every night. Sign up online for a trail ride in the same way you sign up for merit badges.



BEACH BASH

Wednesday night is Beach Bash! Swim, play games, win points, sink a rowboat, listen to music, and enjoy cheeseburgers in paradise.



POKER SHOOT

How's your aim? Can you shoot the best hand of cards? Shoot stuff, with stuff, at stuff with your friends at this fast paced shootout.



COOKING DEMO ROPE MAKING DEMO

Learn how rope is made and help make rope. Learn how to cook in a dutch oven.



5K ROOT BEER RUN

Run or walk the 5K from Chippewa to AOL to Sioux and back to Chippewa. Winners sign the banner. Everyone gets a root beer float.



MILE SWIM

Throughout the week, build up to swimming a mile to earn the Mile Swim patch to put on your swim suit.



WHAT IS BROWNSEA?

Brownsea is designed to teach basic outdoor skills to 1st year Scouts. Many requirements won't be signed off during class but will need to be demonstrated to adults or unit guides in the campsite. Commissioners can also assist with testing Scouts out on skills in the evening.

ADULT LEADER SUPPORT

At least one leader from each unit with Scouts enrolled in the Brownsea program should attend alongside the Scouts to help Scouts practice skills and to work continuously with them throughout the week.

SCHEDULE

Brownsea is offered during Session 1 and the program runs Monday-Friday. When you sign up, you'll select Brownsea Group A, B, or C. Each group will have a different schedule.

	A	B	C
Sharp/Pointy	MON	TUE	WED
Fire/Stove	TUE	WED	THUR
First Aid/Flag	WED	THUR	FRI
Orienteering	THUR	FRI	MON
Nature	FRI	MON	TUE

WHAT'S TAUGHT

Refer to the columns to the right for details. Knot instruction will be spread out through the week.

Aquatics, Hiking, and Lashing requirements can be accomplished during select unit activities in the afternoon.



NATURE DAY

- ❑ **Tenderfoot 4b.** Describe common poisonous or hazardous plants, identify any that grow in your local area or campsite location. Tell how to treat for exposure to them.
- ❑ **2nd Class 1b.** Recite the principles of Leave No Trace from memory. Explain how you follow them on all outings.
- ❑ **2nd Class 4.** Identify or show evidence of at least ten kinds of wild animals [...] found in your local area or camping location. [...]
- ❑ **1st Class 1b.** Explain the potential impacts of camping, both on the environment and on other outdoor users. Explain why the Outdoor Code and Leave No Trace principles are important for protecting the outdoors.
- ❑ **1st Class 5a.** Identify or show evidence of at least 10 kinds of native plants found in your local area or campsite location.

ORIENTEERING DAY

- ❑ **2nd Class 3a.** Demonstrate how a compass works and how to orient a map. Use a map to point out and tell the meaning of five map symbols.
- ❑ **1st Class 4a.** Using a map and compass, complete an orienteering course that covers at least one mile and requires measuring the height and/or width of designated items (tree, tower, canyon, ditch, etc.)

FIRST AID AND FLAG DAY

- ❑ **Tenderfoot 7a.** Demonstrate how to display, raise, lower, and fold the U.S. flag.
- ❑ **First Class 7a.** Demonstrate bandages for a sprained ankle and for injuries on the head, the upper arm, and the collarbone.
- ❑ **First Class 7b.** By yourself and with a partner, show how to:
 - ❑ Transport a person from a smoke-filled room
 - ❑ Transport for at least 25 yards a person with a sprained ankle.

SHARP AND POINTY DAY

- ❑ **Tenderfoot 3d.** Demonstrate proper care, sharpening, and use of the knife, saw, and ax. Describe when each should be used.
- ❑ **2nd Class 2b.** Use a pocketknife, and a saw or axe if needed, to prepare tinder, kindling, and fuel wood for a cooking fire.

FIRE AND STOVE DAY

- ❑ **2nd Class 2a.** Explain when it is appropriate to use a fire for cooking or other purposes and when it would not be appropriate to do so.
- ❑ **2nd Class 2c.** Using a minimum-impact method [...], use tinder, kindling, and fuel wood [...] to demonstrate how to build a fire. [...] Light the fire. After allowing the flames to burn safely for at least two minutes, safely extinguish the flames [...]. Properly dispose of the ashes and any charred remains.
- ❑ **2nd Class 2d.** Explain when it is appropriate to use a lightweight stove and when it is appropriate to use a propane stove. Set up a lightweight stove or propane stove. Unless prohibited by local fire restrictions, light the stove. Describe the safety procedures for using these types of stoves.



HORSEBACK RIDES

****You should plan to sign up multiple Scouts and Leaders so you can travel to the corral as a group****

Horseback rides are available in the afternoons and evenings. These are booked individually and in the same manner you book merit badge. Rides are \$25 per rider. We can take up to 10 riders per session.

Sessions are 2 hours and contain:

- 15 minutes for travel to corral
- 20 minutes for gearing up, horse safety orientation, and getting on the horses
- 60 minutes of riding
- 10 minutes to dismount and put gear away
- 15 minutes to travel back to camp.



CORRAL LOCATION

The horse corral is located in the Chippewa sub-camp. Units from Sioux and Chippewa should walk. Units from White Pine and Families from Family Island should drive. Drive into Chippewa and take the first left past the parking lot.

HORSEMANSHIP MERIT BADGE

Learn all about horses and show you can care for one. This program has a lot to cover, and there is bookwork to completed outside of class or before camp. Scouts from White Pine should take the bus to Horsemanship Merit Badge.





NORTHERN STAR SCOUTING
TOMAHAWK
SCOUT CAMP

Counselor In Training Program

GET THE CAMP STAFF EXPERIENCE!

The Counselor in Training (CIT) program at Tomahawk Scout Camp has been designed to develop the future staff members for Tomahawk and to provide personal development for Scouts.

The program is four weeks long. In these four weeks, CITs will learn first-hand the challenge and the fun of being a Tomahawk staff member. CITs have the chance to work on merit badges while assisting the full-time staff in teaching them.

COST

The total fee for the CIT program is \$100. This includes food and lodging for the duration of your stay. \$25 is due at the time of registration, while the remaining balance is due on June 1st.

2025 SESSION DATES

Session 1: June 15–July 12
Session 2: July 13– August 9



WHO CAN BE A CIT?

CITs must be at least 14 years of age and should be less than 18 years of age. Those over 18 should instead apply to be on staff.

WHERE WILL I SLEEP?

CIT's Sleep in the staff tenting area in a canvas wall tent (9'x7'). They usually share this tent with another CIT. CITs have a cot to sleep on and a wooden deck floor.

WHAT TO BRING?

Refer to the Staff Packing List on the Tomahawk Website.

ANNUAL PHYSICAL REQUIRED

Be sure to schedule your annual physical, as it requires a physician's signature. The health form can be found in the documents on the CIT Registration Page or on the Tomahawk Resources Page.

WHAT IF I CAN'T ATTEND THE ENTIRE SESSION?

If a CIT needs to leave early or needs to miss a few days; that is fine. However, CIT's are required to attend the first week of their session as the week is dedicated to formal CIT training.





GET MORE CAMP

Are you looking for more summer camp? Are you unable to go to summer camp with your own troop or crew? Join the All-Star Troop at Tomahawk!

WHAT IS THE ALL-STAR PROGRAM?

We connect Scouts with host units to provide more opportunities to come to camp. You will then go to camp with that units.

WHEN ARE ALL-STAR WEEKS AVAILABLE?

We have a host unit available every week for you to stay with!

WHO ARE THE ADULT LEADERS?

The unit leaders from the host unit will take on the leadership for you during that week.

HOW DO I SIGN UP?

Step 1: Go to the Tomahawk website and find the All Star Page on the Program page. Follow the link and start your registration.

Step 2: Pick your session

Step 3: Enter information

Step 4: Submit \$50 deposit

Step 5: Review Program Catalog

Step 6: Connect with Scoutmaster AND Camp Coordinator from your host unit. Get your host unit's pre-camp planning information. Your host unit will sign you up for programs.





WILDERNESS FIRST AID

Wilderness First Aid (WFA) is a course for everyone planning a remote high adventure. This is defined as being an hour or more away from advanced care. CPR/AED Training is not included in this course.

Times Offered: WFA will be offered as a two-day, all-day course on Monday and Tuesday. There will be 4 different sessions available. See weeks offered for sessions.

How to sign up: Sign up through your unit's online registration. Sign up for this program is similar to how Scouts sign up for merit badges.

Weeks Offered: In even-numbered years, WFA will be offered on even-numbered weeks. For example, in 2026, WFA will be offered weeks 2, 4, 6, and 8.

In odd-numbered years, WFA will be offered on odd-numbered weeks. For example, in 2025, WFA will be offered weeks 1, 3, 5, and 7.



Location: Central Services. Leaders drive themselves.

Cost: \$100

INTRODUCTION TO OUTDOOR LEADERSHIP SKILLS (IOLS)

This hands-on program gives adult leaders a practical introduction to the patrol method of a Scout-led unit by teaching many of the practical outdoor skills they need to lead Scouts in the out-of-doors. In addition, the teaching methods, activities, and games model the variety of teaching used in effective and engaging Scouting programs.

Location: Attend Brownsea in your sub-camp. The afternoon session is hosted in Chippewa at the dining hall from 2pm-5pm. Sioux leaders should walk over. White Pine leaders will ride the bus to Chippewa.

How to sign up: Sign up through your unit's online registration. Sign up for this program is similar to how Scouts sign up for merit badges.

Weeks Offered: In even-numbered years, IOLS will be offered on odd-numbered weeks. For example, in 2026, IOLS will be offered weeks 1, 3, 5, and 7.

In odd-numbered years, IOLS will be offered on even-numbered weeks. For example, in 2025, IOLS will be offered weeks 2, 4, 6, and 8.



Cost: \$30 per adult

Times Offered: IOLS takes place during afternoons Monday-Thursday from 2pm-5pm. In addition, participants are required to assist with the Brownsea program and attend the cooking demo.

PADDLECRAFT SAFETY

Planning a BWCA trip or a river float trip? Get trained in basic paddling skills.

Times Offered: Attend and assist with both Canoeing and Kayaking merit badges. Attend Tuesday and Thursday afternoon Session for further instruction and testing.

How to sign up: Sign up through your unit's online registration. Sign up for this program is similar to how Scouts sign up for merit badges.

Weeks: Week 1, 3, 5, 7

Location: Badges in sub-camp. Testing in Chippewa.

Cost: \$20





MEGA TOWER

Climbing the 60' tower, This challenging tower brings you to a whole new level.



FLYING SQUIRREL

Work as a team, run as fast as you can, pull hard, and slingshot your friends to the top of the flying squirrel.



HIGH ROPES

Our course is 50' above the ground and our zipline is 500' long. There are 10 aerial elements and 3 ascent options!

NATURAL ROCK: OFFSITE CLIMBING

Take your skills to real rock! Climb the cliffs in the Blue Hills about 40 minutes from camp. This program is available bundled with Mega Tower and High Ropes.





LOGGING LEGENDS

Designed for Older Scouts that want more than the standard logging camp experience.

- Blacksmithing
- Branding
- Logging History
- Double Barrel Shotgun
- Lever Action Rifle
- Knife Throwing
- Tomahawk Throwing

Completed Hold Harmless Agreement for the double barrel shotgun and lever action rifle. Scan the QR Code on this page to find form.

SPORTING ARROWS

Try hitting the target when it is moving. Shoot at foam discs as they travel through the air.

PAINTBALL RANGE

Hone your paintball skills at a range full of variety of targets



Logging Shooting Sports Waiver





WELDING MERIT BADGE

Use Lincoln Electric wire-feed welders on practice blanks before creating a small project.



METALWORK MERIT BADGE

Use a propane forge, hammers, and anvil. Make hooks and punch rivets with red hot metal.

PLUMBING MERIT BADGE

Learn to sweat and cut pipes. Demystify the toilet and learn how water travels through your home.

WOODWORK MERIT BADGE

Build with the best. Create a bench, shelf, and bird house.

PAINTING MERIT BADGE

Painting is an important skill and something you can use around your house. Paint a woodwork project and participate in painting a structure around camp.





SMALL-BOAT SAILING MB

The best way to spend the afternoons. Monday -Thursday 2:00pm-5:00pm. Must attend all days.



CATAMARANS

Go faster and lay back on these sleek sailing vessels. This program option is available if you sign up for the Friday Sailing Regatta.



WIND SURFING

Learn the delicate art of wind surfing. This program option is available if you sign up for the Friday Sailing Regatta. Wind surfing is very wind dependent.

APOSTLE ISLANDS SAILING

ADVENTURE ON LAKE SUPERIOR

This program is Scouts 13 and older. Sail on a 50 foot boat on Lake Superior around the Apostle Island. Sleep on the boat three nights and sail for 3 full days.

Sign up for this is separate from the regular Tomahawk programs. Units register for this as a group.

You need a total of 8 people, with at least 2 of those participants registered adult leaders. Lottery for this program opens November 1st.





AQUA RIG RAFT

This floating behemoth will launch you in all directions!

- Rope swing
- 35' Giant blob.



FLY FISHING MERIT BADGE

Learn the art of Fly Fishing and find the best fishing spot on Long Lake.



FISH & WILDLIFE MANAGEMENT MERIT BADGE

This pairs with Fly Fishing Merit Badge and Fishing Merit Badge to earn the Complete Angler Award.

WHITewater MERIT BADGE

Complete the Whitewater Merit Badge while paddling down the Brule or Flambeau rivers.

- Flatwater Training
- Whitewater Merit Badge
- Offsite Trip



This program will contain other aquatic programs like sailing or Aqua Rig depending on weather and Scout interest.





ATV PROGRAMS

- Sign the Hold Harmless agreement and turn in at check-in on Sunday. Scan the QR Code on this page or visit the Tomahawk website for links.
- Every rider must come dressed with long pants, a long sleeve shirt, and ankle-high boots.

TIER 1: SAFETY COURSE AND RIDE

This first level will take you through the ATV Safety Institute's (ASI) safety riding course. This course is completely hands on. Each participant will get their own ATV to ride. Training is at the ATV riding range and will end with a trail ride!

Prerequisites:

- Must have Completed the online E-Course before riding.
- Must be 14 years old on the day of riding.

TIER 2: ATV EXTENDED RIDE

Ride over 10 miles of back trails all on the Tomahawk Property. See parts of camp no one else sees! Designed for Scouts that did the Tier 1 Training the year before.



ATV Riding Waiver





MOUNTAIN BIKING

Bike at camp on our single-track trails and then take the adventure off-camp to experience 9 miles of continuous single track trail. Bring your own bike or use one of ours.

CYCLING MERIT BADGE

Start this badge and then complete at home.

GOLF MERIT BADGE

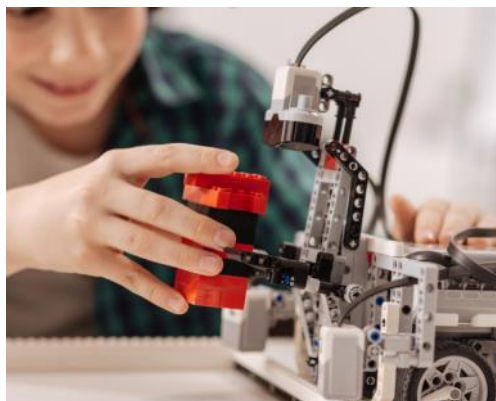
Disc golf has been added to golf merit badge. Play our 18 hole disc golf course while earning a unique badge.



STEM PROGRAMS

We have a four year rotation of STEM NOVA programs and Merit Badges, so every year there is something new. This year will see Chemistry MB paired with the SPLASH award and Composite Materials MB paired with the NEXT BIG THING award.

Year	Days	STEM NOVA Award	Merit Badge
2025	T,TH	Splash	Chemistry
	M,W,F	Next Big Thing	Composite Materials
2026	T,TH	Start Your Engines	Nuclear Science
	M,W,F	Designed to Crunch	Radio
2027	T,TH	Whoosh!	Electronics
	M,W,F	Shoot!	Robotics
2028	T,TH	Up and Away	Oceanography
	M,W,F	Hello World	Programming





These lists represent all the morning programs available. You may pick a maximum of four programs from the list below, but some programs span over two sessions, and others have multiple options to choose from.

	MWF Programs		TTh Programs		
Session 1 8:45-10:25	Brownsea Monday-Friday				Session 1 8:45-10:25
	Archery MB		Chess MB		
	Basketry MB		Emergency Prep. MB		
	Camping MB Option 1		Fishing MB Option 1		
	Climbing MB Option 1		Kayaking MB Option 1		
	Environmental Science MB Option 1		Nature MB		
	Rifle Shooting MB Option 1		Personal Fitness MB		
	Space Exploration MB		Fish & Wildlife Management MB		
	Swimming MB Option 1				
	Attend Both Session 1 & 2	High Ropes, ATV Tier 1, Logging Legends		Logging Legends, ATV Tier 1	
High Ropes, Mega Tower, ATV Tier 1		Lifesaving MB			
ATV Tier 1, Mega Tower, Logging Legends		Golf MB			
Fly Fishing MB & Fish and Wildlife Mgmt. MB		NOVA Splash/Chemistry MB			
Horsemanship MB Option 1		Shotgun Shooting MB			
NOVA Next Big Thing/Composite Materials MB		Welding MB, Metalwork MB (ALL DAY)			
Welding MB, Metalwork MB, Plumbing MB (ALL DAY)		Logging Legends, Sporting Arrows/ Paintball Range			
Whitewater MB, Sailing Regatta, Aqua Rig (ALL DAY)					
Woodwork & Painting MB (ALL DAY)		Whitewater MB, Aqua Rig (ALL DAY)			
Session 2 10:35-12:15	Camping MB Option 2		Astronomy MB		Session 2 10:35-12:15
	Canoeing MB		Cooking MB		
	Climbing MB Option 2		Fingerprinting MB		
	Environmental Science MB Option 2		Fishing MB Option 2		
	First Aid MB		Leatherwork MB		
	Geocaching MB		Geology MB		
	Pioneering MB		Kayaking MB Option 2		
	Rifle Shooting MB Option 2		Photography MB		
	Swimming MB Option 2				
	Wilderness Survival. MB		Swimming Lessons		
	Woodcarving MB				



This grid lists programs for older Scouts. You must attend every session shaded gray to the right of the program title. "X" = onsite that day. "O" = offsite that day. Some programs have multiple options to choose from.

Older Scout Programs		Age as of 8/31/25	Mon		Tue		Wed		Thur		Fri		
			AM	PM	AM	PM	AM	PM	AM	PM	AM	PM	
Small-Boat Sailing MB		13		X		X		X		X			
Mon, Wed, Fri Bundles	High Ropes, ATV Tier 1, Logging Legends	14	X				X					X	
	High Ropes, Mega Tower, ATV Tier 1	14	X				X					X	
	Horsemanship MB Option 1	13	X				X					X	
	ATV Tier 1, Mega Tower, Logging Legends	14	X				X					X	
	NOVA Next Big Thing/Composite Materials MB	13	X				X					X	
	Fly Fishing MB, Fish and Wildlife Mgmt. MB	13	X				X					X	
	Welding MB, Metalwork MB, Plumbing MB	13		X				X					X
	Whitewater MB, Sailing Regatta, Aqua Rig	14		X				O					X
	Woodwork MB, Painting MB	13		X				X					X
	Biking Onsite, Start Cycling MB, Offsite Biking	13			X				X				O
	Offsite Climbing, Mega Tower, High Ropes	13			X				X				O
	Horsemanship MB Option 2	13			X				X				X
Catamaran Sailing, Wind Surfing, Sailing Regatta	13			X				X				X	
Tue, Thur Bundles	Shotgun Shooting MB	13				X				X			
	Logging Legends, ATV Tier 1	14				X				X			
	ATV Tier 1, Sporting Arrows/Paintball Range	14				X				X			
	NOVA Splash/Chemistry MB	13				X				X			
	Golf MB	13				X				X			
	Logging Legends, Sporting Arrows/Paintball Range	14				X				X			
	Welding MB, Metalwork MB	13					X			X			
	Whitewater MB, Aqua Rig	13					X			O			
	Biking Onsite, Offsite Biking	13					X				O		
	Mega Tower, High Ropes	13					X			X			
Water Sports MB	13					X			X				
One Day Programs	Aqua Rig Option 1	13		X									
	Aqua Rig Option 2	13				X							
	Aqua Rig Option 3	13						X					
	Aqua Rig Option 4	13								X			
	Aqua Rig Option 5	13										X	
	ATV Tier 1 Option 1	14		X									
	ATV Tier 1 Option 2	14				X							
	ATV Tier 1 Option 3	14						X					
	ATV Tier 2 Option 1	15								X			
	ATV Tier 2 Option 2	15										X	
	Sporting Arrows, Paintball	13										X	
	Sailing Regatta	13										X	



Many badges will require work outside the scheduled time. Keep this in mind when choosing badges and other programs at camp. Registration for programs begins in April.

Badge/Activity	Minimum Age as of	Can Complete	Years Available	Cost	Pre-requisites/Requirements not earned at camp/ Extra Commitments/Notes
Aqua Rig	13	N/A	Every Year	None	Must be Swimmer Level.
Archery MB	12	Yes	Every Year	\$7.50	Scouts usually need to attend open range times to complete shooting requirements.
Astronomy MB	11	Yes	Every Year	None	Scouts will have to attend a 15 minute evening session on Sunday after campfire AND attend a 3-hour observation session on Tuesday night. Scouts will also make moon charts throughout the week. Host a star party for your unit. Bring binoculars to camp.
ATV Tier 1: Safety Riding Course & Trail Ride	14 on day of riding	N/A	Every Year	\$40	Must be 14 years old on day of riding. Must wear ankle high boots, long sleeve shirt, and long pants. Complete hold harmless agreement. E-Course needs to be completed before camp for Tier 1. Tier 2 is intended for Scouts that took the safety course last year.
ATV Tier 2: Extended Ride	15	N/A	Every Year	\$40	
Basketry MB	11	Yes	Every Year	\$20	Scouts should plan on spending time working on their baskets outside of class time or go to handicraft in the evenings. Please send one adult to help.
Bird Study MB	11	Yes	2026 2028	None	Requires extra bird watching on your own time.
Brownsea	11	N/A	Every Year	None	See Brownsea Page for more information. Must have at least one adult attend class to assist.
Camping MB	11	Yes	Every Year	None	Req. 8c, 8d, and 9a need to be completed outside of camp/class. 9b and 9c can be completed at camp outside of class, but most Scouts have done this on other campouts. Submit record sheet to show completion of 8c, 8d, 9a, 9b, and 9c.
Canoeing MB	11	Yes	Every Year	None	Must be Swimmer Level
Chess MB	11	Yes	Every Year	None	Outside of class, organize and run a chess tournament with at least 5 players (four players plus you).
Chemistry MB/ NOVA Splash	13	Yes	2025 2029	\$5	Must watch 3 hours of Chemistry related videos outside of class.
Climbing MB	12	Yes	Every Year	None	To complete the required climbs and rappels, Scouts should plan on attending Open Climb in the evenings.
Citizenship In The Nation	13	No	2026 2028	None	Independent Study: Must come with requirements 1, 2, 3, 4, 5, 7, and 8 completed using the Merit Badge Workbook from USSCOUTS.ORG. Come with completed workbook to Monday Evening Session.
Citizenship In The World	13	No	2025 2027	None	Independent Study: Must come with requirements 1, 2, 3, 4, 5, 6, and 7 completed using the Merit Badge Workbook from USSCOUTS.ORG. Come with completed workbook to Monday Evening Session.



Some badges will require work outside the scheduled time. Keep this in mind when choosing badges and other programs at camp. Registration for programs begins in April.

Badge/Activity	Minimum Age as of	Can Complete MB at camp	Years Available	Cost	Pre-requisites/Requirements not earned at camp/ Extra Commitments/Notes
Communication	13	No	Every Year	None	Independent Study: Must come with requirements 1, 2, 3, 4, 7, and 9 completed using the Merit Badge Workbook from USSCOUTS.ORG. Come with completed workbook to Monday Evening Session
Complete Angler Bundle (Fly Fishing MB and Fish & Wildlife Mgmt.)	13	Yes	Every Year	\$5	Requires driving off camp to the dam. Plan extra time for fishing in the evenings or mornings. Scouts aged 16+ need a WI fishing license. Includes Fly Fishing and Fish and Wildlife Management Merit Badges
Composite Materials/NOVA Next Big Thing	13	Yes	2025 2029	\$5	Must watch 3 hours of Inventing related videos outside of class.
Cooking MB	13	No	Every Year	None	This is a "Start a Badge" and cannot be completed in one week at camp. Scouts will plan meals to cook outside of camp. 4c-4e, 5d-5h, and 6d-6f will not be covered at camp.
Emergency Preparedness MB	12	No	Every Year	None	Be enrolled in First Aid Merit Badge or have previously earned it. Must submit work back to camp after getting home.
Environmental Science MB	11	Yes	Every Year	None	Expect out of class work doing observations and writing reports (Req 1, 3, and 4). Make sure to bring a note book and pencil/pen to this merit badge.
Fingerprinting MB	11	Yes	2025 2027	None	
Fishing MB	11	Yes	Every Year	None	Plan extra time for fishing in the evenings or mornings. Scouts aged 16+ need a WI fishing license.
First Aid MB	12	Yes	Every Year	None	Should have earned First Class Rank before camp. Bring materials to create a first aid kit and inspect your Unit's 1st Aid Kit for Requirement 5.
Fish & Wildlife Mgmt. MB	11	Yes	2025 2027	None	This is offered alongside Fly Fishing MB every year and is also offered on its own every other year.
Fishing MB	11	Yes	Every Year	None	Plan extra time for fishing in the evenings or mornings. Scouts aged 16+ need a WI fishing license.
Forestry MB	11	Yes	2026 2028	None	Write two reports outside of class
Geology MB	11	Yes	2025 2027	None	
Golf MB	13	Yes	Every Year	None	
Horsemanship MB	12	Yes	Every Year	\$75	Scouts from White Pine will take the bus to the corral. Must come with requirements 2, 3, 4, 5, and 6 completed using the Merit Badge Workbook from USSCOUTS.ORG.
High Ropes	13	N/A	Every Year	\$5	None
Kayaking MB	11	Yes	Every Year	None	Must be Swimmer Level.



Some badges will require work outside the scheduled time. Keep this in mind when choosing badges and other programs at camp. Registration for programs begins in April.

Badge/Activity	Minimum Age as of 8/31/25	Can Complete MB at camp	Years Available	Cost	Pre-requisites/Requirements not earned at camp/Extra Commitments/Notes
Leatherwork MB	11	Yes	Every	\$10	Plan extra time to complete leatherworking projects out-
Lifesaving MB	13	Yes	Every Year	None	Have already completed swimming merit badge (2a). Must be able to swim 400 yards in a strong manner (2b).
Logging Legends	14 on the day of	N/A	Every Year	New 2024	Must be 14 years old on the day of shooting. Have a parent/guardian sign the Hold Harmless Agreement.
Mammal Study MB	11	Yes	<u>Indep. Study</u>	None	Independent Study: Must come with requirements 1, 2, and 4 completed using the Merit Badge Workbook from USSCOUTS.ORG. Observations and reports expected to be
Mega Tower	13	N/A	Every	\$5	None
Natural Rock: Offsite Climbing	13	N/A	Every Year	\$5	Climbing is physically demanding. Keep this in mind when signing up.
Moviemaking MB	13	Yes	2024 Four Year Rotation	None	Need to collect to footage outside of class. You may bring a smart phone or video camera if you wish (not required)
Motorboating	14	Yes	2026 2028	\$20	Must be Swimmer Level and have Wisconsin boat license. Get boating license online through: WWW.BOAT-ED.COM/WISCONSIN
Onsite Biking	13	N/A	Every Year	None	Need to be able to ride a bike standing up. You may bring your bike and helmet (not required).
Offsite Biking	13	No	Every Year	\$15	Need to be able to ride a bike standing up. This program takes strength and endurance. You may bring your bike. You can start (not finish) cycling merit in this program.
Nature MB	11	Yes	2025	None	Requires collection of plants, rocks, etc. outside of class.
NOVA Up & Away/ Plumbing MB	13	Yes	2024 Four Year Rotation	\$5	Need to watch 3 hours of documentaries before coming to camp. Links to videos will be made available on the web-site by May 1st.
Oceanography MB	11	Yes	2025 2027	None	Visit an aquarium before camp and write a 500-word report about your visit or do a presentation to your unit.
Orienteering MB	11	Yes	2024 2026	None	While at camp, setup an orienteering course for your unit to do on Thursday night (8a). Serve as an official for your
Paintball	13	N/A	Every	\$5	
Personal Fitness MB	11	No	Every Year	None	Badge can be started, but cannot be completed at camp. Submit work back to camp after getting home to complete.
Photography MB	11	Yes	Every Year	None	Some point and shoot cameras are available to checkout. Suggested that you bring a own camera or smart phone. Will need time outside of class to take and organize photos.



Some badges will require work outside the scheduled time. Keep this in mind when choosing badges and other programs at camp. Registration for programs begins in April.

Badge/Activity	Minimum Age as of 8/31/25	Can Complete MB at camp	Years Available	Cost	Pre-requisites/Requirements not earned at camp/Extra Commitments/Notes
Pioneering MB	11	Yes	2025 2027	None	Must attend Rope Making evening program.
Reptile & Amphibian Study MB	11	No	<u>Indep. Study</u>	None	Independent Study: Must come with requirements 1-7 and 10 completed using the Merit Badge Workbook from USSCOOTS.ORG. Extended observations and reports ex-
Rifle Shooting MB	12	Yes	Every Year	\$5	Scouts should plan on going to the Open Shoots during evenings to complete the shooting requirements.
Rowing MB	11	Yes	2024 2026	None	Must be Swimmer Level.
Salesmanship MB	11	No	2024 2026	None	Badge can be started, but cannot be completed at camp. Sell popcorn to help with the requirement. Submit work back to camp after getting home to complete.
Shotgun Shooting MB	13	Yes	Every Year	\$30	Scouts should plan on going to the Open Shoots during evenings to complete the shooting requirements.
Small Boat Sailing MB	13	Yes	Every Year	None	Must be Swimmer Level. Class is 2pm-5pm Monday through Thursday
Soil and Water Conservation MB	12	Yes	<u>Indep. Study</u>	None	Independent Study: Must come with requirements 1-6 and 7e completed using the Merit Badge Workbook from USSCOOTS.ORG. Extended observations and reports ex-
Space Exploration	11	Yes	Every Year	\$15	Plan time to construct rocket. Outside of class.
Welding MB, Metalwork MB, Plumbing MB	13	Yes	Every Year	\$30	Full Day Program—3 days a week. Adults encourage to attend to help.
Welding MB Metalwork MB	13	Yes	Every Year	\$20	Full Day Program—2 days a week. Adults encourage to attend to help.
Sporting Arrows	13	N/A	Every Year	None	Be able to pull a 20lb bow consistently
Swimming MB	11	Yes	Every Year	None	Must be Swimmer Level.
Water Sports MB	14	Yes	2025 2027	\$15	Must be Swimmer Level. Previous skiing or boarding experience recommended. Scouts will receive up to 5 pulls to get up behind the boat.
Weather MB	11	Yes	2024 2026	None	Daily weather log entries. Units should bring weather radio or plan to use weather app on smart phone.
Whitewater MB Bundles	14	Yes	Every Year	\$20	Must be Swimmer Level and strong paddler.
Wilderness Survival MB	12	Yes	Every Year	None	Scouts will need to construct and sleep in an improvised shelter for one night in their campsite. Fire building requirement is particularly challenging.
Woodcarving MB	12	Yes	Every Year	\$10	Plan for time outside of class to complete carving projects..
Woodwork MB & Painting MB	13	Yes	Every Year	\$5	Full Day Program—2 days a week. Adults encourage to attend to help.



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