



# Sioux

## CAMP GUIDE

For SPLs and Adults

2023 Edition

**\*\*This guide is for use while at camp\*\***

For planning information go to our website and review the information under **Planning For Camp**

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

# CAMP RULES

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

**Vehicles:** Parking in campsites is prohibited. Each campsite may park one vehicle in a short term lot. Additional accommodations are available at the discretion of the camp director. **Riding in the back of a pickup truck is strictly forbidden. Seat belts must be worn.**

**Bikes:** Bikes are allowed for all participants. Be respectful of other people on the road. Only ride on roads or designated bike trails. Helmets **MUST** be worn when using a bike. Park bikes upright and out of the way.

**Wildlife:** Follow the rules of the Bear Policy Manual at all times.

**Smoking:** Smoking will only be allowed in designated areas.

**Not allowed at camp:** Alcohol, personal firearms, and fixed blade knives.

More rules and policies can be found at [www.CampTomahawk.org](http://www.CampTomahawk.org), Keyword "rules".

# IN AN EMERGENCY

**Camp Phone Number: 612-261-2455**

**Camp Leadership:** During the night, the Camp Director and the Program Director sleep in the staff tenting site outside of the Beach

**Radios:** If you cannot find a staff member it is best to use the radio. There is a radio located in the **Sioux Program Building**

## How to Use the Radio:

- Say "TSR Sioux Program to Sioux Director"  
Repeat if no answer.
- Wait for this response: "Go ahead"
- Then state your emergency

# EMERGENCY PROCEDURES

## Emergency: THREE (3) HORN BLASTS

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

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, Weekly Drill

Unit Mobilization

1. All program stops
2. Scouts and leaders move to pre-designated storm shelter (Note #1)
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.

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

# SUNDAY

| Time              | Event   | Location   |
|-------------------|---|--|
| 1:00 PM           | <ul style="list-style-type: none"> <li>• <b>Check-in</b> (1:00-3:00pm)</li> <li>• <b>Establish Camp</b></li> <li>• <b>One Adult Leader Checks In</b> (Note #1)</li> <li>• <b>Swim Tests if needed</b> (Note#2)</li> <li>• <b>Dinning Orientation</b> (Note #5)</li> </ul> | Berglund Center<br>Campsite<br>Berglund Center<br>Beach<br>In Campsite |
| 6:00 PM           | <b>Supper</b>   | Campsite   |
| 7:00 PM – 8:30 PM | <b>Emergency Mobilization Drill</b> (Note #3)   | Storm Shelter  |
|                   | <b>Leader Roundtable</b> (Note #4)  | Program Building   |
|                   | <b>Camp Orientation</b> (Note #3)   | Starts at Storm  |
| 8:30-9:30 PM      | <b>Opening Campfire</b> (Wear Class A or Field Uniform)   | Campfire Ring  |

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# SUNDAY NOTES

Upon arrival each vehicle will be greeted at Berglund Center and issued a parking permit. Everyone with the exception of the camping coordinator should go to our campsite to start camp setup.

- #1: Check-In:** Send Camp Coordinator to the Berglund Center to Check-in:
- Verify your unit roster
  - Collect and review health forms
  - Collect any ATV E-Course Certificates and Hold Harmless Agreements,
  - Collect Logging Camp Overnight Shooting Hold Harmless Agreements
  - Collect Bear training acknowledgement

**#2:** If you weren't able to do swim tests before camp you can do them at camp. As soon as you can change into your swimming gear and head to the beach. They will have buddy tags there.

**#3** Just after supper, you will hear a 4-horn severe weather drill. At this time our staff will start your orientation around camp. They will show you the location of your storm shelter and tour you around camp. They will discuss rules for all the areas and tell you where merit badges will be offered. All Scouts and leaders should attend.

**#4:** The Leader Roundtable meeting is the chance to get any unanswered questions addressed before your week starts. We will cover further equipment needs, and a host of other topics to make sure you start the week prepared. Bring two adult leaders and your SPL. Leaders will verify OA call-out lists at this time.

**#5:** The Sioux Dining Director will be stopping by your campsite to confirm meal counts, collect your meal count form, give you your staple crate, review delivery expectations, hand out ice tickets, and answer any food questions.

**Health Forms:** In accordance with Wisconsin state law, Tomahawk Scout Camp must retain a copy of health histories for all campers for two years. To be in compliance with this law, all campers and adults must submit a copy of their entire health form to the administrative staff member facilitating check in. **Tomahawk will keep the copy submitted.** Records are kept in locked storage and are destroyed after two years. Health Exams are valid through the end of the 12th month from the date it was administered by your medical provider. For example, a physical administered June 3, 2021, would be valid until June 31, 2022.

# MONDAY

| Time                       | Event  | Location   |
|----------------------------|--|--|
| 7:30 AM                    | <b>Breakfast</b> (6:30– 7:15 drop off)   | Campsite   |
| 8:30 AM                    | <b>Flag Raising &amp; Daily Announcements</b>  | Parade Field   |
| 8:45 AM<br>To<br>10:25 AM  | <b>Session 1 (MWF) Program Time</b>  | Program Areas  |
| 9:00 AM                    | <b>Daily Adult Leader Meeting</b>  | Program Building   |
| 10:35 AM<br>To<br>12:15 PM | <b>Session 2 (MWF) Program Time</b>  | Program Areas  |
| 12:30 PM                   | <b>Lunch</b> (11:15 to 11:45 drop off)   | Campsite   |
| 2:00 PM<br>To<br>2:55 PM   | <b>Unit Activity</b>   |  |
| 3:00 PM<br>To<br>3:55 PM   | <b>Unit Activity</b>   |  |
| 4:00 PM<br>To<br>4:55 PM   | <b>Unit Activity</b>   |  |
| 6:00 PM                    | <b>Supper</b> (4:45–5:15 drop off)   | Campsite   |
| 7:00 –8:30<br>PM           | <ul style="list-style-type: none"> <li>• <b>Open Program</b></li> <li>• <b>Mile Swim—400 yard Swim</b></li> <li>• <b>High Adventure Fun Night</b> (Note #1)</li> <li>• <b>Rope Making Demo</b> (MB Scouts Required)</li> <li>• <b>Tic-Tac-Toe</b></li> </ul> | Program Areas<br>Beach<br>Berglund Center<br>Scoutcraft<br>Archery Range |

**Note #1:** High Adventure Fun Night is designed to give young scouts who aren't yet old enough a taste of our High Adventure Programs. **Scouts 13 and older should not attend.**

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# TUESDAY

| Time                       | Event   | Location   |
|----------------------------|---|--|
| 7:30 AM                    | <b>Breakfast</b> (6:30—7:15 drop off)   | Campsite   |
| 8:30 AM                    | <b>Flag Raising &amp; Daily Announcements</b>   | Parade Field                                       |
| 8:45 AM<br>To<br>10:25 AM  | <b>Session 1 (TTH) Program Time</b>   | Program Areas                                      |
| 9:00 AM                    | <b>Daily Adult Leader Meeting</b>   | Program Building                                   |
| 10:35 AM<br>To<br>12:15 PM | <b>Session 2 (TTH) Program Time</b>   | Program Areas                                      |
| 12:30 PM                   | <b>Lunch</b> (11:15-11:45 drop off)   | Campsite   |
| 2:00 PM<br>To<br>2:55 PM   | <b>Unit Activity</b>  |  |
| 3:00 PM<br>To<br>3:55 PM   | <b>Unit Activity</b>  |  |
| 4:00 PM<br>To<br>4:55 PM   | <b>Unit Activity</b>  |  |
| 6:00 PM                    | <b>Supper</b> (4:45-5:15 drop off)  | Campsite   |
| 7:00 –8:30<br>PM           | <ul style="list-style-type: none"> <li>• <b>Open Program</b></li> <li>• <b>Mile Swim—800 yard Swim</b></li> <li>• <b>Cooking Demo</b></li> <li>• <b>Camp Gadget Making</b></li> </ul> | Program Areas<br>Beach<br>Scoutcraft<br>Scoutcraft |
| 9:00-10:00<br>PM           | • <b>Astronomy Star Party</b>   | Parade field                                       |

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# WEDNESDAY

| Time                       | Event  | Location   |
|----------------------------|--|--|
| 7:30 AM                    | <b>Breakfast</b> (6:30-7:15 drop off)  | Campsite   |
| 8:30 AM                    | <b>Flag Raising &amp; Daily Announcements</b>  | Parade Field   |
| 8:45 AM<br>To<br>10:25 AM  | <b>Session 1 (MWF) Program Time</b>  | Program Areas  |
| 9:00 AM                    | <b>Daily Adult Leader Meeting</b>  | Program Building   |
| 10:35 AM<br>To<br>12:15 PM | <b>Session 2 (MWF) Program Time</b>  | Program Areas  |
| 12:30 PM                   | <b>Lunch</b> (11:15-11:45 drop off)  | Campsite   |
| 2:00 PM<br>To<br>2:55 PM   | <b>Unit Activity</b>   |  |
| 3:00 PM<br>To<br>3:55 PM   | <b>Unit Activity</b>   |  |
| 4:00 PM<br>To<br>4:55 PM   | <b>Unit Activity</b>   |  |
| 5:30 PM                    | <ul style="list-style-type: none"> <li>• <b>Scoutmaster Dinner</b> ( Note #2)</li> <li>• <b>Beach Bash/Cheeseburgers in Paradise</b> ( Note #1)</li> </ul>   | Central Services<br>Beach                                  |
| 7:00 -8:30<br>PM           | <ul style="list-style-type: none"> <li>• <b>Beach Bash</b> (Note #1)</li> <li>• <b>Open Program</b></li> <li>• <b>Paracord crafts</b></li> <li>• <b>Tic-Tac-Toe</b></li> <li>• <b>Dueling Targets</b></li> </ul> | Beach<br>Sub-Camp<br>Beach<br>Archery Range<br>Rifle Range |
| 9:00-9:30<br>PM            | <ul style="list-style-type: none"> <li>• <b>Merit Badge Check-In</b> (Note #3)</li> </ul>  | Program Building   |

**Note #1:** For supper, all scouts and adult leaders in camp will attend Cheeseburgers in Paradise and Beach Bash. Scouts will be required to stay at the beach

**Note #2:** All scoutmasters are invited to a dinner in the dining hall at central services. Each scoutmaster may bring up to 2 additional adult leaders. You may provide your own transportation or get on the bus when it returns scouts from older scout programs from 5:15 to 5:30. This is when you will receive your annual scoutmaster patch and mug.

**Note #3:** Merit Badge Counselors will be in the Program Building to give updates on Merit Badge Classes.

# THURSDAY

| Time                       | Event  | Location   |
|----------------------------|--|--|
| 7:30 AM                    | <b>Breakfast</b> (6:30-7:15 drop off)  | Campsite   |
| 8:30 AM                    | <b>Flag Raising &amp; Daily Announcements</b>  | Parade Field   |
| 8:45 AM<br>To<br>10:25 AM  | <b>Session 1 (TTH) Program Time</b>  | Program Areas  |
| 9:00 AM                    | <b>Daily Adult Leader Meeting</b>  | Program Building   |
| 10:35 AM<br>To<br>12:15 PM | <b>Session 2 (TTH) Program Time</b>  | Program Areas  |
| 12:30 PM                   | <b>Lunch</b> (11:15-11:30 drop off)  | Campsite   |
| 2:00 PM<br>To<br>2:55 PM   | <b>Unit Activity</b>   |  |
| 3:00 PM<br>To<br>3:55 PM   | <b>Unit Activity</b>   |  |
| 4:00 PM<br>To<br>4:55 PM   | <b>Unit Activity</b><br><b>Logging camp overnight scouts leave via Bus</b>   |  |
| 6:00 PM                    | <b>Supper</b> (4:45-5:15 drop off)   | Campsite   |
| 7:00 -8:30<br>PM           | <ul style="list-style-type: none"> <li>• <b>Open Program</b></li> <li>• <b>Mile Swim—Bring two rowers</b></li> <li>• <b>Root Beer Run:</b> 5K run. Free root beer float to anyone that finishes.</li> <li>• <b>Tower Races</b></li> <li>• <b>Knot Rail Races</b></li> <li>• <b>Blind Bluff</b></li> <li>• <b>Woodcarving contest</b></li> <li>• <b>Closing Campfire Skit try-outs</b></li> </ul> | Sub-camp<br>Beach<br>Chippewa Dining Hall<br>Tower<br>Scoutcraft<br>Shotgun Range<br>Scoutcraft<br>Campfire ring |

# FRIDAY

| Time                       | Event   | Location         |
|----------------------------|---|------------------|
| 7:30 AM                    | <b>Breakfast</b> (6:30-7:15 drop off)   | Campsite         |
| 8:30 AM                    | <b>Flag Raising &amp; Daily Announcements</b>   | Parade Field     |
| 8:45 AM<br>To<br>10:25 AM  | <b>Session 1 (MWF) Program Time</b>   | Program Areas    |
| 9:00 AM                    | <b>Daily Adult Leader Meeting</b>   | Program Building |
| 10:35 AM<br>To<br>12:15 PM | <b>Session 2 (MWF) Program Time</b>   | Program Areas    |
| 12:30 PM                   | <b>Lunch</b> (11:15-11:45 drop off)   | Campsite         |
| 2:00 PM<br>To<br>2:55 PM   | <b>Unit Activity</b>  |                  |
| 3:00 PM<br>To<br>3:55 PM   | <b>Unit Activity</b>  |                  |
| 4:00 PM<br>To<br>4:55 PM   | <b>Unit Activity</b>  |                  |
| 6:00 PM                    | <b>Supper</b> (4:45-5:15 drop off)  | Campsite         |
| 7:00 PM                    | <b>Advancement Summary delivered</b> (#1)<br><b>Troop Reflections</b><br><b>Invoices delivered</b> (#2)<br><b>Canvas Inspections</b> (#3) | Campsite         |
| 8:30 PM                    | <b>Camp Wide Closing Campfire &amp; OA Callout</b> (class A uniform)<br><b>Winner of the Camp Cup Announced</b> (Note #4)                 | Campfire Ring    |

**#1:** You will receive a Unit Advancement Summary by your Troop Reflection time. This summary will display your scouts final status of merit badge completion. If you need one earlier, please contact your commissioner for assistance.

If your unit is planning to host your own Court of Honor after supper, please let your commissioner know so they can schedule a reflection for an earlier time. Additionally, with Patch Pick-up taking place Saturday morning, merit badges will not be available to hand out at a Troop Court of Honor, but Award Recognition Cards will be available to pick up at the trading post any time throughout the week.

**#2:** Billing: Final incidental charges will be processed by 7 pm. Invoices will be delivered to your campsite for you to review. Plan on paying your bill Saturday morning during Check-out at Berglund Welcome Center. We recommend the bank routing option for payment to avoid any convenience fees. Bring a checkbook to have your Unit's preferred bank routing information handy. If you have any questions about charges on your account, those can be resolved Saturday morning at the Berglund Welcome Center.

**#3:** Staff will be inspecting any canvas at this time and staff will be instructing scouts on appropriate rolling/storage expectations for camp equipment.

**#4:** Closing campfire is a great way to finish out the week. All of our staff will be there. Scouts that tried-out a skit the night before and were approved will be able to perform in front of the whole camp. Recognitions from throughout the week will be given out at this time. Troops must be present at closing campfire to win the Camp Cup. OA Callouts will be done during closing campfire.

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# SATURDAY

| Time                   | Event   | Location        |
|------------------------|---|-----------------|
| 7:00 AM                | Breakfast (Note #1)   | Campsite        |
| 8:30<br>to<br>10:30 AM | <p><b>Pack Up Campsite</b></p> <p>Troop's will check themselves out of their campsites. We trust troops to leave their campsites in good repair and better than they found them. Please do the following:</p> <ul style="list-style-type: none"> <li>• Load troop trailers and vehicles</li> <li>• Canvas rolled tightly, tied, and stacked correctly in baker's tent.</li> <li>• Cots folded and stacked correctly in baker's tent.</li> <li>• Tent stakes clear of dirt. Loaded into milk crate neatly</li> <li>• Any broken equipment should be stored below bakers tent with a repair tag attached.</li> <li>• Any fire rings out — cold to touch</li> <li>• Campsite should be free of trash</li> <li>• Clean Latrine</li> <li>• Restock firewood</li> <li>• Make sure fire barrel is full and free of debris</li> </ul> | Campsite        |
|                        | <p><b>Checkout begins at 8:30 AM</b></p> <p>Have camp coordinator stop at the Berglund Center on the way out of camp to:</p> <ul style="list-style-type: none"> <li>• Make any corrections to advancements</li> <li>• Sign advancement report</li> <li>• Pick up Merit Badges (Note: #2)</li> <li>• Pay your unit's bill</li> <li>• Turn in Medication Distribution Records</li> <li>• Turn in your Camp Feedback Form</li> <li>• Pick up this year's Tomahawk Patches</li> </ul>   | Berglund Center |

**Note #1:** Breakfast will be dropped off with Friday Dinner

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# SCHEDULE NOTES

**Note #2:** All units attending camp will have merit badge orders filled automatically. You will not need to fill out a merit badge order form in order to get merit badges. These will be available Saturday morning when you check out. If your unit does not want merit badge patches from camp, please let your commissioner know.

A hard copy advancement report will be filled out for all merit badges earned. You may sign that form at patch order pickup, and it will serve as a backup. A hard copy will still be submitted to your council. It is still recommended that you update your own online records in addition to this form.

**There is a scout book report which you can find in your Scouting Event Registration under Reports. You can upload this report to your Scoutbook account.**

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# SEGMENTS

| Emblem   | Segment          | Description   |
|--|------------------|---|
|    | 4th of July      | Be there for the 4th of July Parade   |
|    | Birthday         | Have your birthday at camp!   |
|    | Bison            | Visit the Bison Ranch   |
|    | Black Powder     | Shoot Black Powder rifles at Logging Camp                                   |
|    | Bus              | Ride the bus  |
|    | Camp Cup         | Win the Camp Cup!   |
|    | Canoeing         | Go canoeing.  |
|    | Clasped Hands    | Complete a service or conservation project recommended by the ecology staff |
|    | Clean            | Demonstrate that a scout is clean by taking a shower throughout the week    |
|    | Climber          | Climb natural rock through the Climbing Bundle High Adventure Program       |
|    | Closing Campfire | Participate in a skit at Closing Campfire                                   |
|   | Compass          | Hike trails of Tomahawk using a map and compass.                            |
|  | Disc Golf        | Play our exciting disc golf course near the Berglund 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                     |
|  | History          | Go on the Berglund Center History Tour                                      |

# SEGMENTS

| Emblem  | Segment            | Description   |
|---|--------------------|---|
|    | 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                                |
|    | 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         | Participate in Water polo, Volleyball, Chess, other camp competition.     |
|    | Reverent           | Lead a prayer session, grace, and do a chaplain approved service project. |
|    | Root Beer 5k       | Participate in the Root Beer 5K   |
|    | Sailing            | Go sailing  |
|  | 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 on page 22.                 |
|  | Tree               | Do an approved conservation project and complete an Ecology Merit Badge   |
|  | Years              | Keep track of how many years you've been at Tomahawk                      |



# PROGRAM/MERIT BADGES

| Session 1 | MWF Block 8:45AM-10:25AM                                 | Location                |
|-----------|--|-------------------------|
|           | <b>Browsea</b> Monday-Friday                             | Parade Field            |
|           | <b>Lifesaving MB</b> Monday-Friday                       | Beach                   |
|           | <b>Archery MB</b>  | Archery Range           |
|           | <b>Basketry MB</b>                                       | Handicraft Shelter      |
|           | <b>Camping MB</b> Option 1                               | Scoutcraft              |
|           | <b>Climbing MB</b> Option 1                              | Climbing Tower          |
|           | <b>Complete Angler Bundle</b> (Attend both session 1 &2) | Chippewa Marina         |
|           | <b>Environmental Science MB</b> Option 1                 | Ecology                 |
|           | <b>Horsemanship MB</b> (Attend session 1 &2)             | Horse Corral            |
|           | <b>Rifle Shooting MB</b> Option 1                        | Rifle Range             |
|           | <b>Space Exploration MB</b>                              | Ecology                 |
|           | <b>Swimming MB</b> Option 1                              | Beach                   |
|           | <b>STEM NOVA Whoosh!</b> (Attend session 1 &2)           | Berglund Center via Bus |

| Session 2 | MWF Block 10:30AM-12:15PM                         | Location                |
|-----------|---|-------------------------|
|           | <b>Camping MB</b> Option 2                        | Scoutcraft              |
|           | <b>Canoeing MB</b>                                | Beach                   |
|           | <b>Climbing MB</b> Option 2                       | Climbing Tower          |
|           | <b>Environmental Science MB</b> Option 2          | Ecology                 |
|           | <b>First Aid MB</b>                               | Parade Field            |
|           | <b>Pioneering MB</b>                              | Scoutcraft              |
|           | <b>Geocaching MB</b>                              | Trading Post            |
|           | <b>Horsemanship MB</b> (Attend both session 1 &2) | Chippewa Horse Corral   |
|           | <b>Rifle Shooting MB</b> Option 2                 | Rifle Range             |
|           | <b>STEM NOVA Whoosh</b> (Attend session 1 &2)     | Berglund Center via Bus |
|           | <b>Swimming MB</b> Option 2                       | Beach                   |
|           | <b>Wilderness Survival. MB</b>                    | Scoutcraft              |
|           | <b>Woodcarving MB</b>                             | Handicraft Shelter      |

# PROGRAM/MERIT BADGES

| Session 1 | TTh Block 8:45AM-10:25AM                         | Location            |
|-----------|--|---------------------|
|           | <b>Browsea</b> Monday-Friday                     | Parade Field        |
|           | <b>Lifesaving MB</b> Monday-Friday               | Beach               |
|           | <b>Chess MB</b>                                  | Program Building    |
|           | <b>Emergency Prep. MB</b>                        | Scoutcraft          |
|           | <b>Fishing MB</b> Option 1                       | Beach               |
|           | <b>Kayaking MB</b> Option 1                      | Beach               |
|           | <b>Nature MB</b>                                 | Ecology             |
|           | <b>Oceanography MB</b>                           | Ecology             |
|           | <b>Personal Fitness MB</b>                       | Parade Field        |
|           | <b>Plant Science MB</b>                          | Ecology             |
|           | <b>Shotgun Shooting MB</b> (Attend session 1 &2) | Shotgun Range       |
|           | <b>STEM NOVA Shoot!</b> (Attend session 1 &2)    | Berglund Center via |

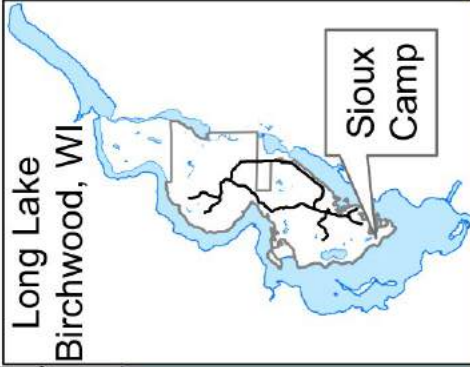
| Session 2 | TTh Block 10:30AM-12:15PM                        | Location                |
|-----------|--|-------------------------|
|           | <b>Astronomy MB</b>                              | Ecology                 |
|           | <b>Cooking MB</b>                                | Scoutcraft              |
|           | <b>Fingerprinting MB</b>                         | Scoutcraft              |
|           | <b>Fishing MB</b> Option 2                       | Beach                   |
|           | <b>Geology MB</b>                                | Ecology                 |
|           | <b>Insect Study MB</b>                           | Ecology                 |
|           | <b>Kayaking MB</b> Option 2                      | Beach                   |
|           | <b>Leatherwork MB</b>                            | Handicraft Shelter      |
|           | <b>Photography MB</b>                            | Program Building        |
|           | <b>STEM NOVA Shoot!</b> (Attend session 1 &2)    | Berglund Center via Bus |
|           | <b>Shotgun Shooting MB</b> (Attend session 1 &2) | Shotgun Range           |
|           | <b>Swimming Lessons</b>                          | Beach                   |

# Tomahawk Scout Camp

N1910 Scout Road, Birchwood, WI 54817  
 Phone: (612) 261-2455

Northern Star Scouting  
 Email: [info@camptomahawk.org](mailto:info@camptomahawk.org)  
 Website: [www.camptomahawk.org](http://www.camptomahawk.org)

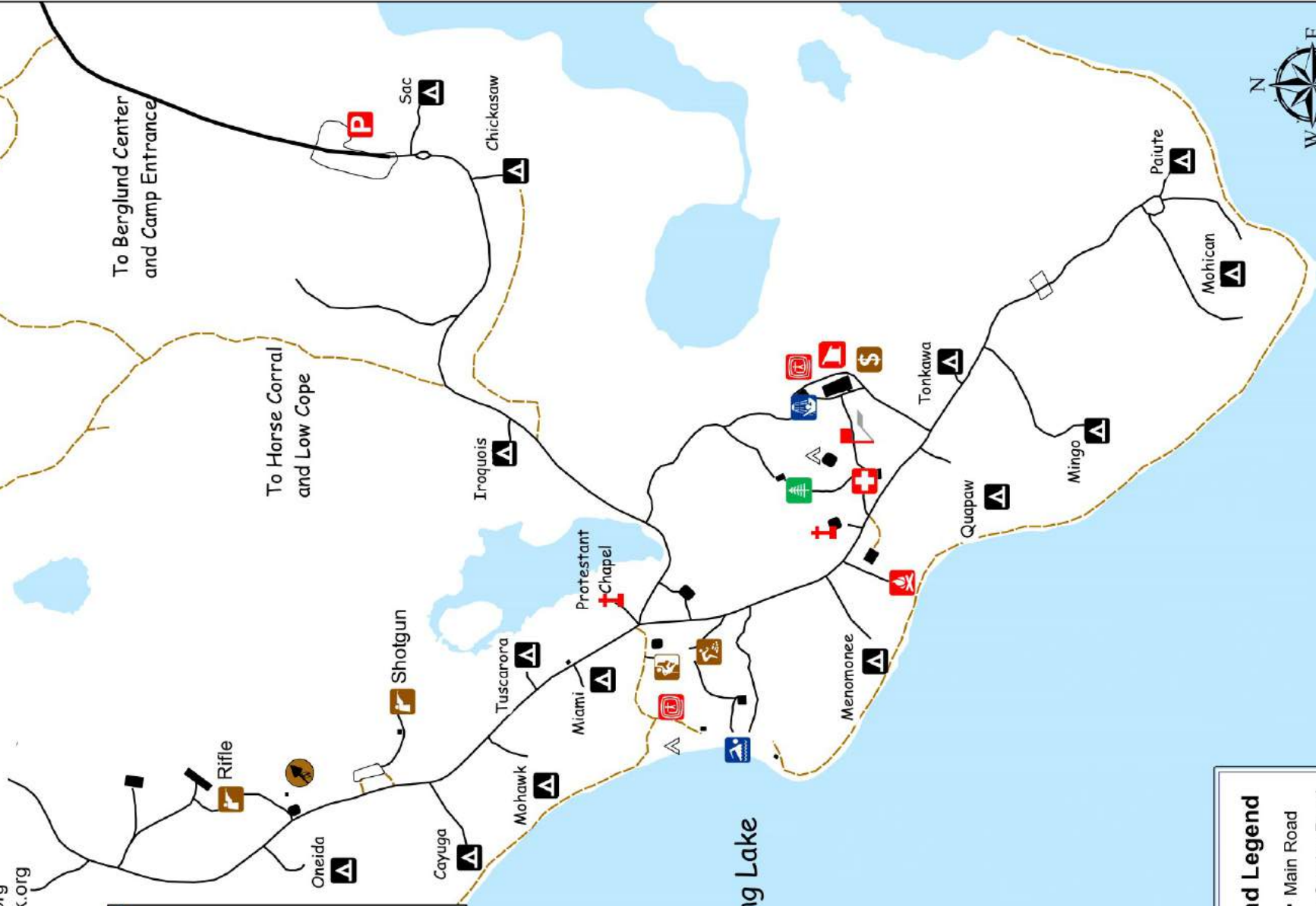
To Chippewa Camp



# Sioux Camp

To Berglund Center  
 and Camp Entrance

To Horse Corral  
 and Low Cope



## Sioux Camp

- Archery
- Aquatics
- Campfire
- Campsite
- Chapel
- Climbing Tower
- Ecology
- First Aid
- Flag Pole
- Parking Lot
- Scoutcraft
- Shooting Sports
- Showers
- Staff Tenting
- Storm Shelter
- Trading Post
- Trash Container

## Road Legend

- Main Road
- Service Road
- Trail



# OLDER SCOUT PROGRAMS

| Monday Morning                       | Location                |
|--------------------------------------|-------------------------|
| ATV Tier 1 Option 1                  | Berglund Center via Bus |
| Advanced Sailing MW *Must Attend All | Sioux Beach             |
| Mega Tower Option 1                  | Berglund Center via Bus |
| Complete Angler Bundle MWF           | Chippewa Marina         |
| STEM NOVA Shoot! MWF                 | Berglund Center via Bus |
| Shooting Sports Outpost Option 1     | Berglund Center via Bus |

| Monday Afternoon                 | Location                |
|----------------------------------|-------------------------|
| ATV Tier 1 Option 2              | Berglund Center via Bus |
| Advanced Sailing Cont.           | Sioux Beach             |
| Mega Tower Option 2              | Berglund Center via Bus |
| Aqua Rig Option 1                | Chippewa Beach          |
| Day Trip Flatwater Training      | Chippewa Beach          |
| Mountain Biking Tier 1 Option 1  | Berglund Center via Bus |
| Shooting Sports Outpost Option 2 | Berglund Center via Bus |
| Small Boat Sailing MB            | Sioux Beach             |

| Tuesday Morning        | Location                |
|------------------------|-------------------------|
| ATV Tier 1 Option 3    | Berglund Center via Bus |
| Sparks Bundle Option 1 | Gruenhagen Shop via Bus |
| High Ropes Option 1    | Berglund Center via Bus |
| Climbing Bundle T TH   | Berglund via Bus        |
| STEM NOVA Whoosh! T TH | Berglund Center via Bus |

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# OLDER SCOUT PROGRAMS

| Tuesday Afternoon                | Location                |
|----------------------------------|-------------------------|
| ATV Tier 1 Option 4              | Berglund Center via Bus |
| Sparks Bundle Cont.              | Gruenhagen Shop         |
| Mega Tower Option 3              | Berglund Center via Bus |
| Aqua Rig Option 2                | Chippewa beach          |
| Whitewater MB Flatwater Training | Chippewa Beach          |
| Small Boat Sailing MB            | Sioux Beach             |

## NOTES

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# OLDER SCOUT PROGRAMS

| Wednesday Morning                 | Location                |
|-----------------------------------|-------------------------|
| ATV Tier 1 Option 5               | Berglund Center via Bus |
| Sparks Bundle Option 2            | Gruenhagen Shop via Bus |
| Advanced Sailing *Must Attend All | Sioux Beach             |
| Compete Angler Bundle MWF         | Chippewa Marina         |
| STEM NOVA Shoot! MWF              | Berglund Center via Bus |
| Mountain Biking Tier 1 Option 2   | Berglund Center via Bus |
| Shooting Sport Outpost Option 3   | Berglund Center via Bus |

| Wednesday Afternoon             | Location                |
|---------------------------------|-------------------------|
| ATV Tier 1 Option 6             | Berglund Center via Bus |
| Sparks Bundle Cont.             | Gruenhagen Shop         |
| Advanced Sailing Cont.          | Sioux Beach             |
| Aqua Rig Option 3               | Chippewa Beach          |
| Mountain Biking Tier 1 Option 3 | Berglund Center via Bus |
| Small Boat Sailing MB           | Sioux Beach             |
| Whitewater MB Overnight Leaves  | Sub-Camp Bus Stop       |

| Thursday Morning       | Location                |
|------------------------|-------------------------|
| ATV Tier 1 Option 7    | Berglund Center via Bus |
| Sparks Bundle Option 1 | Gruenhagen Shop via Bus |
| Climbing Bundle TTH    | Berglund Center via Bus |
| Whitewater MB Off-site | Off-site                |
| STEM NOVA Whoosh! T TH | Berglund Center via Bus |

# OLDER SCOUT PROGRAMS

| Thursday Afternoon               | Location                |
|----------------------------------|-------------------------|
| ATV Tier 1 Option 8              | Berglund Center via Bus |
| Sparks Bundle Cont.              | Gruenhagen Shop         |
| Climbing Bundle Cont.            | Berglund Center via Bus |
| Whitewater MB Off-site           | Off-site                |
| Aqua Rig Option 4                | Chippewa Beach          |
| Shooting Sports Outpost Option 4 | Berglund Center via Bus |
| Logging Camp Overnight           | Sub-Camp Bus Stop       |

| Friday Morning                       | Location                |
|--------------------------------------|-------------------------|
| ATV Tier 2 Option 1                  | Berglund Center via Bus |
| Sparks Bundle Option 2               | Gruenhagen Shop via Bus |
| High Ropes Option 2                  | Berglund Center via Bus |
| Whitewater MB Off-site               | Off-site                |
| Complete Angler Bundle MWF           | Chippewa Marina         |
| STEM NOVA Shoot!                     | Berglund Center via Bus |
| Mountain Biking Tier 2 Off-Site Trip | Sub-Camp Bus Stop       |
| Logging Camp Overnight               | Logging Camp via Bus    |

| Friday Afternoon       | Location                |
|------------------------|-------------------------|
| ATV Tier 2 Option 2    | Berglund Center via Bus |
| Sparks Bundle Cont.    | Gruenhagen Shop         |
| High Ropes Option 3    | Berglund Center via Bus |
| Aqua Rig Option 5      | Chippewa Beach          |
| Whitewater MB Off-site | Off-site                |
| Mountain Biking Tier 2 | Off-site                |

# 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 troop 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 with instruction, organization, and skill testing.

**Additional Requirements:** Aquatics, Hiking, and Lashing requirements can be accomplished during these troop activities in the afternoon.

Troop Swim/First Class Aquatics

Logging Camp/5 Mile Hike

Pioneer Power

Leave No Trace

Conservation Project

Nature Hike/ Bog Walk

**If you would like to work on additional requirements outside of class, please schedule that with the Brownsea director**

There are three Brownsea schedules which you can sign up for. Each track will complete the same requirements.

|                         | A    | B    | C    |
|-------------------------|------|------|------|
| <b>Sharp&amp;Pointy</b> | MON  | TUE  | WED  |
| <b>Fire/Stove</b>       | TUE  | WED  | THUR |
| <b>First Aid Flag</b>   | WED  | THUR | FRI  |
| <b>Orienteering</b>     | THUR | FRI  | MON  |
| <b>Nature</b>           | FRI  | MON  | TUE  |

# BROWNSEA

The Brownsea program is broken into smaller patrols for programming throughout the week. Each patrol has a different schedule, but does each of the following activities below. If you anticipate scheduling conflicts, please communicate them with the Brownsea Director at the beginning of the week.

|            |  |
|------------|--|
| Nature Day | Tenderfoot 4b<br>2nd Class 1b<br>2nd Class 4<br>1st Class 1b<br>1st Class 5a |
|------------|--|

|                  |                              |
|------------------|------------------------------|
| Orienteering Day | 2nd Class 3a<br>1st Class 4a |
|------------------|------------------------------|

|                        |   |
|------------------------|---|
| First Aid and Flag Day | Tenderfoot 7a<br>First Class 7a<br>First Class 7b |
|------------------------|---|

|                      |                               |
|----------------------|-------------------------------|
| Sharp and Pointy Day | Tenderfoot 3d<br>2nd Class 2b |
|----------------------|-------------------------------|

|                    |  |
|--------------------|--|
| Fire and Stove Day | 2nd Class 2a<br>2nd Class 2c<br>2nd Class 2d |
|--------------------|--|

# TROOP ACTIVITIES

| Beach Activities            | Program Notes/Costs/Etc                           |
|-----------------------------|---|
| <b>Aqua Trampoline</b>      | Must be Swimmer level                             |
| <b>First Class Aquatics</b> | May be paired with Troop Swim                     |
| <b>Ice Cream Outpost</b>    | Must be Swimmer level. Beginners may go in a row- |
| <b>Voyageur Canoe</b>       |   |
| <b>Watermelon Maul</b>      | Must be Beginner level. \$12 for watermelon.      |
| <b>Troop Boating</b>        | Must be Swimmer level. Beginners may go in a row- |
| <b>Troop Swim/</b>          |   |

| Ecology Activities          | Program Notes/Costs/Etc                            |
|-----------------------------|--|
| <b>Beaver Tails</b>         | Learn about beavers                                |
| <b>Conservation Project</b> | Required for the Tomahawk Troop Award. Wear closed |
| <b>Leave No Trace</b>       | Learn about Leave No Trace for Advancement         |
| <b>Nature Hike/Bog Walk</b> | Learn about all the distinct ecosystems at camp    |
| <b>Owl Pellets</b>          | \$2 per owl pellet                                 |

| Scoutcraft Activities     | Program Notes/Costs/Etc                          |
|---------------------------|--|
| <b>Monkey Fist Knot</b>   |  |
| <b>Pioneer Power Hour</b> | Build Pioneering Structures for Advancement      |
| <b>Team Building</b>      |  |
| <b>Tie Dye</b>            | \$10 per shirt at Trading Post                   |
| <b>Troop Climb</b>        | Wear closed toe shoes                            |
| <b>Turks Head Slide</b>   |  |
| <b>Geocaching</b>         | Meet at Trading Post to collect GPS Units        |
| <b>Orienteering</b>       | Meet at Scoutcraft to collect Maps and Compasses |

# TROOP ACTIVITIES

| Outside of Sub-Camp                                     | Program Notes  |
|---|--|
| <b>Bison Visit , Fire Tower, History and Bike Tours</b> | Meet at Berglund Center. Wear closed toe shoes. Each participant will be issued a bike to use for the activity.  |
| <b>Disc Golf</b>  | Meet at Berglund Center. Troops drive themselves to Berglund Center.   |
| <b>5 Mile Hike</b>                                      | Get maps and compasses from Scoutcraft   |
| <b>Logging Camp Afternoon Session</b>                   | Hike or drive up to Logging Camp right after lunch and experience programs from 2:00pm to 4:00pm. Hike or  |
| <b>Logging Camp Supper Session</b>                      | Hike or drive up to Logging Camp later in the afternoon and experience programs from 4:30pm to 5:30pm. Cook supper with logging camp staff and do one last program from 6:30pm to 7:30pm before returning back to your camp. |

| Ranges Activities        | Program Notes/Costs/Etc  |
|--------------------------|--|
| <b>Archery Shooting</b>  | Wear Closed Toe Shoes  |
| <b>Tomahawk Throwing</b> | Located at the Archery Range. Wear Closed  |
| <b>Rifle Shooting</b>    | Two free rounds of shooting. \$50 for each following 10 rounds shot. Wear Closed Toe Shoes |
| <b>Shotgun Shooting</b>  | \$1.50 per Three shots. Wear Closed Toe Shoes.   |

| Horse Corral  |
|---|
| <ul style="list-style-type: none"> <li>• \$20 per person. Charged to troop account.</li> <li>• Troops scheduled for 2 hours.</li> <li>• 15 minutes travel to corral</li> <li>• 20 minutes to gear up, review rules, and get on horses</li> <li>• 1 hour ride</li> <li>• 10 minutes to dismount, put gear away</li> <li>• 15 minutes travel back to camp</li> <li>• Weight Limit: Must be under 225 lbs. to ride.</li> <li>• <b>Riders are required to wear closed-toe shoes and long pants</b></li> </ul> <p><i>People with hay fever or bee allergies must seek approval from the health officer before going to the horse corral.</i></p> |

# TOMAHAWK TROOP/CREW AWARD

The Tomahawk Troop Award is designed as a tool to assist Scouts and adult troop leaders in building the quality and character of their troop and its individual members. The staff will be happy assist troop leaders in using this tool, but the Tomahawk Troop Award remains most valuable to the troop that uses it as a guide for their own troop operation.

## What are the Benefits?

Troops qualifying as a Tomahawk Troop are eligible to wear the Tomahawk Troop segment (Teepee) and will be able to display their troop neckerchief in the Dinning Hall or Program Building.

## What are the Requirements?

1. Demonstrate use of the patrol method
2. Do a conservation or camp project. (From the approved list)
3. Conduct a campsite inspection and receive a score of 45 or above. (See your commissioner for help)
4. Conduct daily flag raisings and lowering your campsite
5. Practice Leave No Trace principles
6. Display reverence by saying grace at every meal and conduct or attend a religious service or vespers.
7. Conduct one or more Patrol Leaders Council Meetings per week.
8. Each Scout works on Brownsea, a merit badge or coaches another Scout.
9. Patrol Campsites are visually identified (Flags or Signs)
10. The Scouts are generally in Camp uniform.
11. Conduct a special group program. (Hike, canoe trip, etc.)
12. Conduct a Troop Campfire
13. Participate in Camp-Wide Programs
14. 85% of Scouts in the Troop are in attendance at Camp or other long term camp.

# CAMPSITE INSPECTION

The Camping Inspection can be conducted any time during your stay at camp by you commissioner

Scoring: 3 for exceptional, 2 for average, 1 for below average, 0 for non-performance.

- Troop and patrol identified with signs and flags
- American, Unit, and patrol flags displayed properly
- Campsite well laid out (traffic patterns, safety patrol method)
- Tent and tarps properly pitched with correct knots.
- Campsite is clean.
- Latrine is cleaned daily.
- All equipment properly stored and cleaned.
- Use of Unit bulletin board (schedule and Fireguard Plan posted)
- Clothesline used for airing and drying
- Living space in tents neat. Equipment and clothes properly stored
- Unit first aid kit available. Scouts have knowledge of location.
- Fireguard plan followed
- Safe troop Site
- Axe Yard large enough and marked off
- Wood fuel cut and properly stored
- Proper storage of fuels other than wood
- Safe cooking area (or good manners in Dinning Hall)
- Proper food storage
- Proper garbage and waste disposal
- Respect for camp facility (no trenching, tree marking, etc.)
- All vehicles are parked in proper area at all times (not in campsite or along road)
- **Final Score**

# TRADING POST PROCEDURES

**Note:** Scout Participant Patches are free and Adult Leader Patches are \$2.50

**Note:** Adult Leaders can pick up any commissary items during the morning hours

**Patch Ordering:**

- See the note on page 12 regarding Merit Badge Orders
- You can add additional patches on Saturday morning at Central Services
- **While Merit Badges are not available until Saturday Morning, Segments can be purchased throughout the week as they are earned at the Trading Post.**

# TRADING POST SCHEDULE

| SUN               | MON  | TUES | WED | THU | FRI               |
|-------------------|--|------|-----|-----|-------------------|
| Closed            | Adult Leader Only Trading Post<br>Camp Director will open after Adult Leader Meeting |      |     |     |                   |
|                   | Closed for Lunch   |      |     |     |                   |
|                   | 1:00pm —5:45pm   |      |     |     |                   |
|                   | Closed for Supper  |      |     |     |                   |
| 6:30pm<br>—8:15pm | 7:00 pm —8:45 pm   |      |     |     | 6:30pm<br>—8:15pm |

# NOTES

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## SICK CALL

- **What is sick call?** Sick Call is a time where the Health Director and a volunteer doctor will be available to help with any health concerns you may have.
- **Location:** Central Services
- **Times:** Every morning except Saturday from 9 AM to 10 AM and every night except Sunday from 7 PM to 8 PM.

## BUS SCHEDULE

The bus does one trip to the Berglund Center and back mornings Monday-Friday, and afternoons Monday- Friday. The bus picks up and drops off at the ecology center. The bus does not have the capacity to transport whole troops to troop afternoon activities.

|                                | Depart  | Return   |
|--------------------------------|---------|----------|
| <b>Morning<br/>(Mon - Fri)</b> | 8:45 AM | 12:30 PM |
| <b>Afternoon<br/>(Mon-Fri)</b> | 1:45 PM | 5:30 PM  |

## CONTACT INFORMATION

**Camp Phone Number:** 612-261-2455

**Camp Email:** info@camptomahawk.org

**Mail in Camp:** We receive and sort mail on a daily basis. Please remind parents that it can take three days for mail to reach Tomahawk, so please write early.

**Mail should be addressed:**

**For Example:**

Name  
Site Name and Unit Number  
Camp Name  
Tomahawk Scout Camp  
N1910 Scout Road  
Birchwood, WI 54817

Johnny Scout  
Miami—Troop 1910  
Sioux Camp  
Tomahawk Scout Camp  
N1910 Scout Road  
Birchwood, WI 54817

## SIGN UP FOR TEXT NOTIFICATIONS

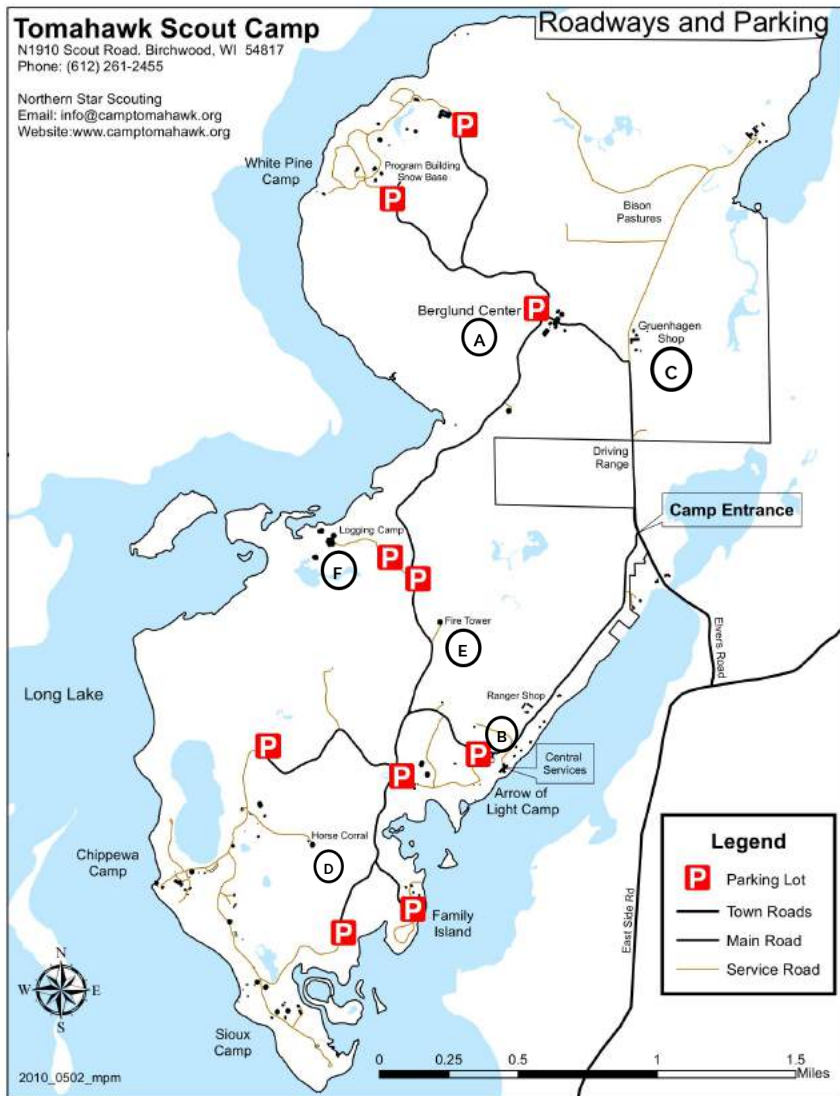
Stay in the loop while at camp! With our texting service, you can receive updates about Tomahawk to your phone. We send out texts all day letting you know what is going on at camp and we will send out notifications of possible severe weather.

Text @TSCSIUX to **81010** in order to be added to the service.

## WI-FI LOCATIONS

**Wi-Fi** can be found at the Berglund Center and Central Services.





**Key:**

- |                     |                 |
|---------------------|-----------------|
| A. Berglund Center  | D. Horse Corral |
| B. Central Services | E. Fire Tower   |
| C. Gruenhagen Shop  | F. Logging Camp |