

Key:

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



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

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, 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

NOTES

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<h1>EMERGENCY PROCEDURES</h1>
<h2>Emergency: THREE (3) HORN BLASTS</h2> <p>Upcoming Severe Weather, Missing Person, Lost Bather, Fire,</p> <p>Unit Mobilization</p> <ol style="list-style-type: none"> 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 <p>Units remain in campsite on standby until runners return to campsite with instructions</p>
<h2>High Emergency: FOUR (4) HORN BLASTS</h2> <p>Severe Thunderstorm Warning, Tornado Warning, Weekly Drill</p> <p>Unit Mobilization</p> <ol style="list-style-type: none"> 1. All program stops 2. Scouts and leaders move to predesignated storm shelter (Note #1) 3. Units will receive instructions at pre-determined storm locations
<h2>Extreme Emergency: SOLID HORN</h2> <p>Imminent Severe Weather</p> <p>Unit Mobilization</p> <ol style="list-style-type: none"> 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.
<p>#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</p>

SUNDAY

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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

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 @**TSCSI0UX** 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.

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
Morning (Mon - Fri)	8:45 AM	12:30 PM
Afternoon (Mon-Fri)	1:45 PM	5:30 PM

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

NOTES

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 Camp Director will open after Adult Leader Meeting				
	Closed for Lunch				
	1:00pm —5:45pm				
	Closed for Supper				
6:30pm —8:15pm	7:00 pm —8:45 pm				6:30pm —8:15pm

TUESDAY

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

WEDNESDAY

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

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 Dining 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**

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.

THURSDAY

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

FRIDAY

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

TROOP ACTIVITIES

Outside of Sub-Camp	Program Notes
Bison Visit , Fire Tower, History and Bike Tours	Meet at Berglund Center. Wear closed toe shoes. Each participant will be issued a bike to use for the activity. Troops drive themselves to Berglund Center.
Disc Golf	Meet at Berglund Center. Troops drive themselves to Berglund Center.
5 Mile Hike	Get maps and compasses from Scoutcraft
Logging Camp Afternoon Session	Hike or drive up to Logging Camp right after lunch and experience programs from 2:00pm to 4:00pm. Hike or drive back to camp in time for supper.
Logging Camp Supper Session	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
Archery Shooting	Wear Closed Toe Shoes
Tomahawk Throwing	Located at the Archery Range. Wear Closed Toe Shoes
Rifle Shooting	Two free rounds of shooting. \$.50 for each following 10 rounds shot. Wear Closed Toe Shoes
Shotgun Shooting	\$1.50 per Three shots. Wear Closed Toe Shoes.

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

TROOP ACTIVITIES

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

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

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

#1: You will be 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.

SATURDAY

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

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

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 2nd Class 1b 2nd Class 4 1st Class 1b
Orienteering Day	2nd Class 3a 1st Class 4a
First Aid and Flag Day	Tenderfoot 7a First Class 7a First Class 7b
Sharp and Pointy Day	Tenderfoot 3d 2nd Class 2b
Fire and Stove Day	2nd Class 2a 2nd Class 2c 2nd Class 2d

BROWNSEA

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.

- Troop Swim/First Class Aquatics
- Logging Camp/5 Mile Hike
- Pioneer Power
- Leave No Trace
- Conservation Project
- Nature Hike/ Bog Walk

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

	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

SCHEDULE NOTES

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.

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

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

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

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

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
Brownsea Monday-Friday			Parade Field
Lifesaving MB Monday-Friday			Beach
Archery MB			Archery Range
Basketry MB			Handicraft Shelter
Camping MB Option 1			Scoutcraft
Climbing MB Option 1			Climbing Tower
Complete Angler Bundle (Attend both session 1 &2)			Chippewa Marina
Environmental Science MB Option 1			Ecology
Horsemanship MB (Attend session 1 &2)			Horse Corral
Rifle Shooting MB Option 1			Rifle Range
Space Exploration MB			Ecology
Swimming MB Option 1			Beach
STEM NOVA Whoosh! (Attend session 1 &2)			Berglund Center via Bus

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

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

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

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

PROGRAM/MERIT BADGES

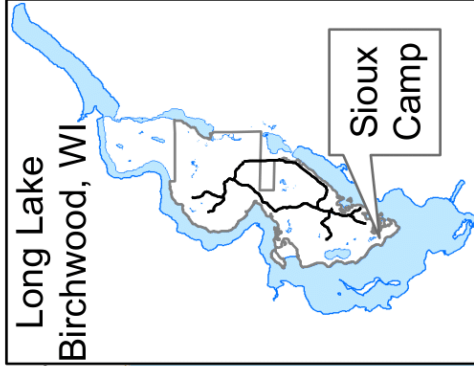
Session 1 TTh Block 8:45AM-10:25AM	Location
Brownsea Monday-Friday	Parade Field
Lifesaving MB Monday-Friday	Beach
Chess MB	Program Building
Emergency Prep. MB	Scoutcraft
Fishing MB Option 1	Beach
Kayaking MB Option 1	Beach
Nature MB	Ecology
Oceanography MB	Ecology
Personal Fitness MB	Parade Field
Plant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

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

Tomahawk Scout Camp

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

Northern Star Scouting
Email: info@camptomahawk.org
Website: www.camptomahawk.org

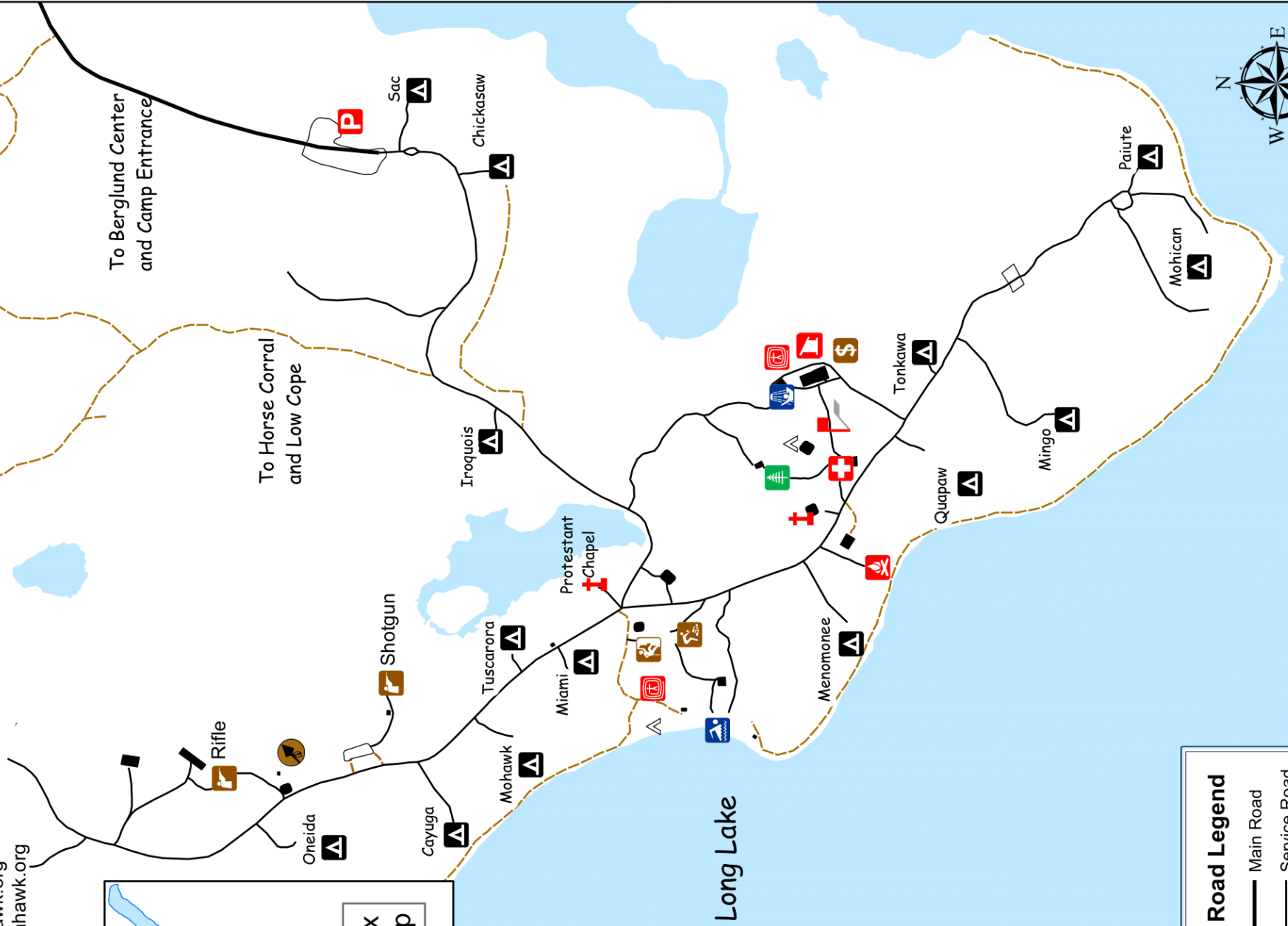


Sioux Camp

To Berglund Center
and Camp Entrance

To Horse Corral
and Low Cope

To Chippewa Camp



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

