



# White Pine

## 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 sleeps in the room across from the directors office. The Program Director sleeps in the staff tenting near the shower house.

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

## How to Use the Radio:

- Say "TSR White Pine Program to White Pine 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** The storm shelter is the basement of the White Pine Program Building.



# MONDAY

Time	Event	Location
8:00 AM	<b>Flag Raising &amp; Daily Announcements Breakfast</b>	Dining Shelters
8:45 AM To 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 To 12:15 PM	<b>Session 2 (MWF) Program Time</b>	Program Areas
12:30 PM	<b>Lunch</b>	Dining Shelter
2:00 PM To 2:55 PM	<b>Unit Activity</b>	
3:00 PM To 3:55 PM	<b>Unit Activity</b>	
4:00 PM To 4:55 PM	<b>Unit Activity</b>	
6:00 PM	<b>Flag Lowering &amp; Supper</b> (Class A Uniform)	Dining Shelter
7:00 -8:30 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 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.**

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# TUESDAY

Time	Event	Location
8:00 AM	<b>Flag Raising &amp; Daily Announcements Breakfast</b>	Dining Shelter
8:45 AM To 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 To 12:15 PM	<b>Session 2 (TTH) Program Time</b>	Program Areas
12:30 PM	<b>Lunch</b>	Dining Shelter
2:00 PM To 2:55 PM	<b>Unit Activity</b>	
3:00 PM To 3:55 PM	<b>Unit Activity</b>	
4:00 PM To 4:55 PM	<b>Unit Activity</b>	
6:00 PM	<b>Flag Lowering &amp; Supper</b> (Class A Uniform)	Dining Shelter
7:00 -8:30 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 Beach Scoutcraft Scoutcraft
9:00-10:00 PM	• <b>Astronomy Star Party</b>	Parade Field

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# WEDNESDAY

Time	Event	Location
8:00 AM	<b>Flag Raising &amp; Daily Announcements Breakfast</b>	Dining Shelter Dining Shelter
8:45 AM To 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 To 12:15 PM	<b>Session 2 (MWF) Program Time</b>	Program Areas
12:30 PM	<b>Lunch</b>	Dining Shelter
2:00 PM To 2:55 PM	<b>Unit Activity</b>	
3:00 PM To 3:55 PM	<b>Unit Activity</b>	
4:00 PM To 4:55 PM	<b>Unit Activity</b>	
5:30 PM	<b>Scoutmaster Dinner (#2) Beach Bash/Cheeseburgers in Paradise (#1)</b>	Central Services Beach
7:00 –8:30 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>Poker Shoot</b></li> <li>• <b>Tic-Tac-Toe</b></li> </ul>	Beach Sub-Camp Beach Rifle Range Archery Range
9:00-9:30 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
8:30 AM	<b>Flag Raising &amp; Daily Announcements Breakfast</b>	Dining Shelter Dining Shelter
8:45 AM To 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 To 12:15 PM	<b>Session 2 (TTH) Program Time</b>	Program Areas
12:30 PM	<b>Lunch</b>	Dining Shelter
2:00 PM To 2:55 PM	<b>Unit Activity</b>	
3:00 PM To 3:55 PM	<b>Unit Activity</b>	
4:00 PM To 4:55 PM	<b>Unit Activity Logging Camp overnight scouts leave via Bus</b>	
6:00 PM	<b>Flag Lowering &amp; Supper (Class A Uniform)</b>	Dining Shelter
7:00 –8:30 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-out</b></li> </ul>	Sub-camp Beach Chippewa Dining Hall via Bus Tower Scoutcraft Shotgun Range Scoutcraft Campfire ring

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# FRIDAY

Time	Event	Location
8:00 AM	<b>Flag Raising &amp; Daily Announcements Breakfast</b>	Parade Field Dining Shelters
8:45 AM To 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 To 12:15 PM	<b>Session 2 (MWF) Program Time</b>	Program Areas
12:30 PM	<b>Lunch</b>	Dining Shelter
2:00 PM To 2:55 PM	<b>Unit Activity</b>	
3:00 PM To 3:55 PM	<b>Unit Activity</b>	
4:00 PM To 4:55 PM	<b>Unit Activity</b>	
6:00 PM	<b>Flag Lowering &amp; Supper</b> (Class A Uniform)	Dining Shelter
7:00 PM	<b>Advancement Summary delivered (#1) Troop Reflections Invoices delivered (#2) Canvas Inspections (#3)</b>	Campsite
8:30 PM	<b>Camp Wide Closing Campfire &amp; OA Callout</b> (class A uniform) <b>Winner of the Camp Cup Announced</b> (Note #4)	Campfire Ring

**#1:** You will be issued 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 and 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 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 Call outs will be done during closing campfire.

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# SATURDAY

Time	Event	Location
7:00 AM	Breakfast (Note #1)	Campsite
8:00 to 10:00 AM	<b>Pack Up Campsite</b> 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"> <li>• Load troop trailers and vehicles</li> <li>• Canvas tents centered on platforms. Ropes tight. Doors closed.</li> <li>• Cots setup inside tents.</li> <li>• Any broken equipment should be brought to program building.</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
	<b>Checkout</b> Have camp coordinator stop at the Berglund Center on the way out of camp to: <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. You may store your breakfast in the fridges in the Moo Shacks at the dining shelters.

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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 via Bus
	<b>Environmental Science MB</b> Option 1	Ecology
	<b>Horsemanship MB</b> (Attend session 1 &2)	Chippewa 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 via Bus
	<b>Rifle Shooting MB</b> Option 2	Rifle Range
	<b>STEM NOVA Whoosh!</b> (Attend session 1 &2)	Berglund Center
	<b>Swimming MB</b> Option 2	Beach
	<b>Wilderness Survival. MB</b>	Scoutcraft
	<b>Woodcarving MB</b>	Handicraft Shelter

# PROGRAM/MERIT BADGES

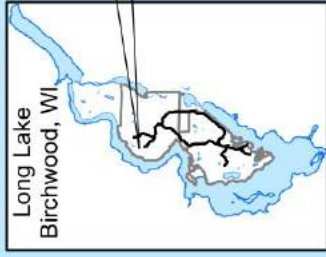
Session 1	TTh Block 8:45AM-10:25AM	Location
	<b>Browsea</b> Monday-Friday	Parade Field
	<b>Lifesaving MB</b> Monday-Friday	Beach
	<b>Chess MB</b>	Weekes Dining Shelter
	<b>Emergency Prep. MB</b>	Scoutcraft
	<b>Fishing MB</b> Option 1	Beach
	<b>Kayaking MB</b> Option 1	Beach
	<b>Nature MB</b>	Ecology
	<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

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>	Weekes Dining Shelter
	<b>STEM NOVA Shoot!</b> (Attend session 1 &2)	Berglund Center via
	<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)



Long Lake  
Birchwood, WI

White Pine  
Camp

# White Pine Camp

Spruce  
Tamarack  
Cedar

Balsam  
Protestant  
Chapel

Aspen

Ironwood

Long Lake

Birch

Maple

Oak

Red Pine

Rifle

Shotgun

White Pine Camp	
	Archery
	Aquatics
	Campfire
	Campsite
	Chapel
	Climbing Tower
	Dining Hall
	Ecology
	First Aid
	Flag Pole
	Horse Corral
	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 *Must Attend All	Sioux Beach via Bus
Mega Tower Option 1	Berglund Center via Bus
Complete Angler Bundle MWF	Chippewa Marina via Bus
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 via Bus
Mega Tower Option 2	Berglund Center via Bus
Aqua Rig Option 1	Chippewa Beach via Bus
Day Trip Flatwater Training	Chippewa Beach via Bus
Mountain Biking Tier 1 Option 1	Berglund Center via Bus
Shooting Sports Outpost Option 2	Berglund Center via Bus
Small Boat Sailing MB	White Pine 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 Center 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 via Bus
Whitewater MB Flatwater Training	Chippewa Beach via Bus
Small Boat Sailing MB	White Pine 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 via Bus
Compete Angler Bundle MWF	Chippewa Marina via Bus
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.	Berglund Center via Bus
Advanced Sailing Cont.	Sioux Beach
Aqua Rig Option 3	Chippewa Beach via Bus
Mountain Biking Tier 1 Option 3	Berglund Center via Bus
Small Boat Sailing MB	White Pine 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 via
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 via Bus
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 via Bus
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 2nd Class 1b 2nd Class 4 1st Class 1b 1st Class 5a
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Orienteering Day	2nd Class 3a 1st Class 4a
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First Aid and Flag Day	Tenderfoot 7a First Class 7a First Class 7b
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Sharp and Pointy Day	Tenderfoot 3d 2nd Class 2b
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Fire and Stove Day	2nd Class 2a 2nd Class 2c 2nd Class 2d
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# 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. Troops drive themselves to Berglund Center.
<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 drive back to camp in time for supper.
<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 Toe Shoes.
<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               <ul style="list-style-type: none"> <li>• 10 minutes to dismount, put gear away</li> </ul> </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 Dining 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 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**

# 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

# 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 (Mon - Fri)</b>	8:45 AM	12:30 PM
<b>Afternoon (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 @TSCWP 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.

## NOTES

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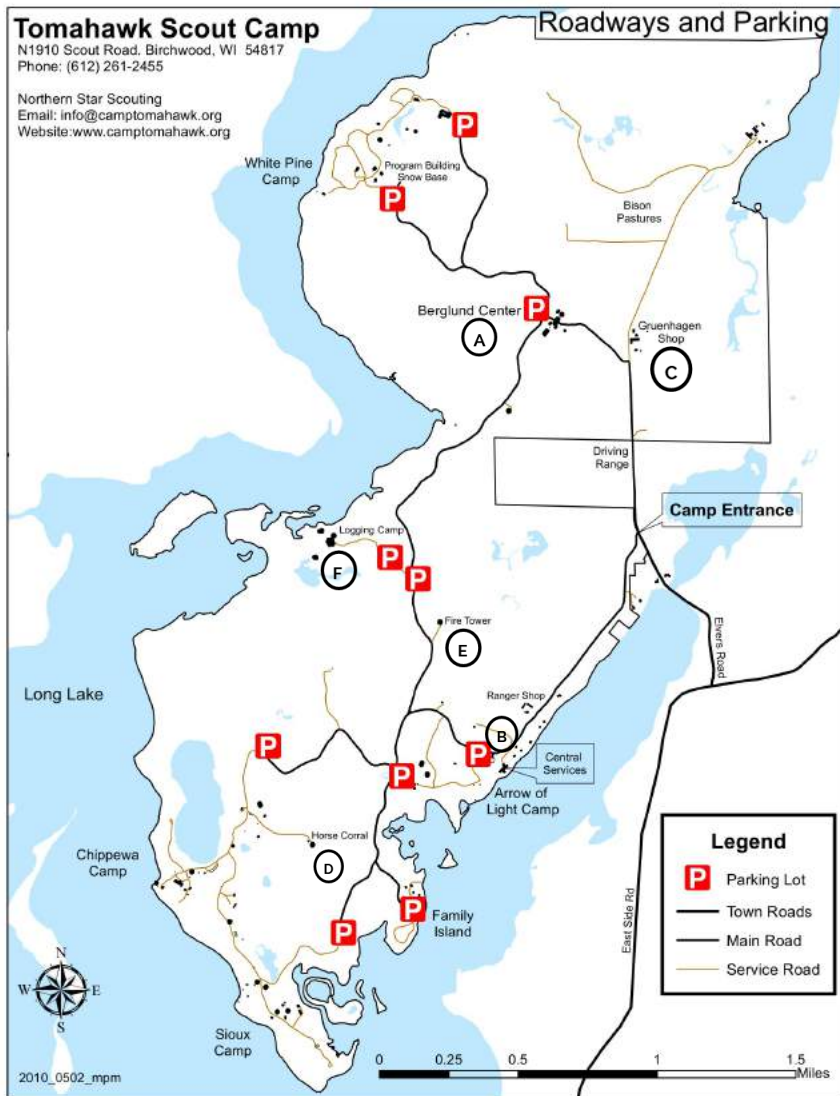
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**Key:**

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