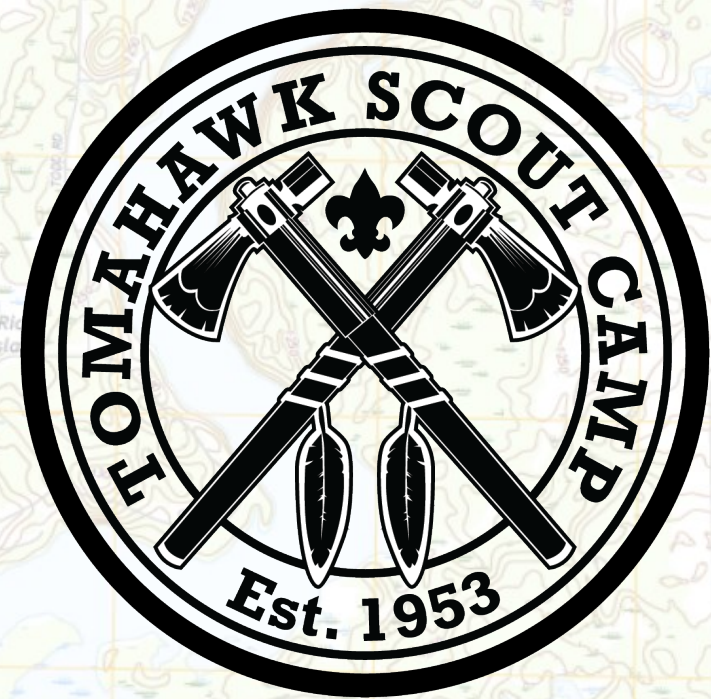


Key:

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

Name: _____ Unit: _____



White Pine

CAMP GUIDE

For SPLs and Adults
2024 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. Follow our 15MPH Speed Limit.

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. When bringing your own bike, you must bring your own helmet (or purchase one at any trading post). Park bikes upright and out of the way.

Wildlife: Harassment or hunting of wildlife is prohibited. Follow the guidelines of the Bear Policy Manual at all times.

Smoking: Smoking will only be allowed in long-term parking lots.

Not allowed at camp: Alcohol, personal firearms, and fixed blade knives greater than four inches. Large fixed blade knives are permitted at camp when supplied by your unit, such as a cooking or filet knife.

More rules and policies can be found at www.CampTomahawk.org/Details-Page/rules-and-policies-1, and the planning guide.

SIGN UP FOR TEXT NOTIFICATIONS

All Adults are expected to sign up.

Stay in the loop while at camp! With our texting service, you will receive updates about Tomahawk to your phone. Through this service, we let you know what is going on at camp and we use this service to communicate emergency information in case of severe weather, missing person(s), fire, or any other active threat to camp.

While at camp, text @TSCWP to 81010 in order to be added to the service.

NOTES

KEY STAFF

Camp Director: Each subcamp has a camp director to oversee the programs, staff, and facilities of the camp.

Your Camp Director: **Eric "Schmitt" Schmidt**.

Assistant Director: The assistant director leads the commissioner team, and manages program schedules.

Your Assistant Director: **Meg Balfanz**.

Commissioners: Your unit's commissioner is responsible for helping your unit with scheduling, campsite supplies, and guiding you through camp's policies and programs.

My Commissioner (circle one)		My Daily Touchbase
Andy	Will	Place: _____
Rooster	Isaac	Time: _____

Area Directors: Each subcamp has several area directors to lead staff and maintain the safety and quality of our camp programs.

- Shooting Sports Director: **Nicola**
- Scoutcraft Director: **Max**
- Beach Director: **Oliver**
- Ecology Director: **Tristan**

HOW TO BE A CAMP STAFF



Are you or someone in your unit interested in serving on our camp staff? Apply online or talk with your Camp Director and our Counselors!

Must be 15 years of age or older to work at camp.

Can't commit to the full summer or one year shy of being old enough to work at camp? Try our **Counselor In Training** program for a four-week experience preparing you for the life of a camp staff member.

IN AN EMERGENCY

Camp Phone Number: 612-261-2455

Anytime 911 is called, we must be notified!

Local emergency services rely on Tomahawk's direction and support once they've reached our property.

Camp Leadership: During the night, the Camp Director sleeps in the Staff Tenting by the Shower House. The Program Director sleeps also in the Staff Tenting by 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 Program Building.

How to Use the Radio:

- Say "TSC White Pine Program Building to White Pine Director"
- Repeat if no answer.
- Wait for this response: "Go ahead"
- Then state your emergency

EMERGENCY PROCEDURES

When you hear the siren,

1. All program stops.
2. **Check your phone for a message from our text service, or find a nearby staff member.**
3. Do as instructed.

In the event of severe weather, you will be directed to go to your designated storm shelter. Do not go to any storm shelter other than your designated storm shelter unless you are instructed to do so.

Your designated storm shelter is the basement of the Program Building.

SUNDAY

Time	Location	Event
1:00 PM	Berglund Center In Campsite Beach Dining Shelter	- Check-in (1:00-3:00pm) (#1) - Establish Camp - Swim Tests if needed (#2) - Dining Orientation (#3)
6:00 PM	Dining Shelter	Flag Lowering & Supper
7:00 PM – 8:30 PM	Storm Shelter Program Building	- Emergency Mobilization Drill (#4) Camp Orientation - Leader Roundtable (#5) Medication Administration Training (#6)
8:30 PM - 9:30 PM	Campfire Ring	Opening Campfire (Wear Class A/Field Uniform)

#1: Upon arrival each vehicle will be greeted at Berglund Welcome Center and issued a parking permit. Everyone with the exception of the camping coordinator should go to your campsite to start camp setup. Your camp coordinator will stay at the Berglund Welcome Center while we do the following:

- Verify your unit roster
- Collect and review health forms
- Collect your food count form
- Collect any ATV E-Course Certificates and Hold Harmless Agreements.
- Collect Logging Shooting Sports Hold Harmless Agreements
- Collect Bear training acknowledgement
- Verify Scout programs & pick up schedules

#2: If you were not able to do swim tests before camp you can do them at camp. Head to the beach as soon as you can change into your swimming gear. Buddy tags will be available there.

#3: Your commissioner will assign a time for you to visit the dining shelter before evening flags. The staff will guide you through the serving process and detail any expectations of your troop to help us ensure our meal times are enjoyable and efficient.

#4: Just after supper, you will hear the siren for a severe weather drill. At this time, our staff will show you the location of your storm shelter and tour you around camp. On this tour you will learn the rules at camp and learn where your merit badges meet. All Scouts and leaders should attend.

CONTACT INFORMATION

Camp Phone Number: 612-261-2455

Camp Email: Tomahawk@NorthernStar.org

Website: 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—Unit 1910
Sioux Camp
Tomahawk Scout Camp
N1910 Scout Road
Birchwood, WI 54817

CAMP CUP

The Camp Cup is awarded at the closing campfire to the unit whose scouts best lived up to the ideals of camp. Scouts are rewarded for their participation and service throughout the week, as well as by living the scout oath and law every day.

Category	Description
Participation	Attend your unit activities, join in evening programs, and explore our campwide opportunities such as High Adventure, and Logging Camp.
Service	Sign up for Unit of the Day, Shower Party, and Service Projects. Ask the staff if there are any special projects they might need help with.
Values	Staff will reward scouts who demonstrate the values of the Scout Oath and Law, and accomplish their good turns. <i>Note: asking for points for doing the right thing will disqualify you from earning points.</i>

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:**
 Monday-Friday 9:30 AM to 10:00 AM
 Monday-Friday 7:30 PM to 8:00 PM

WI-FI LOCATIONS

Wi-Fi can be found at the Berglund Welcome Center, Central Services, and in the Program Building.

BUS SCHEDULE

The bus does one trip to the Berglund Welcome Center and back mornings Monday-Friday, and afternoons Monday- Friday. The bus picks up and drops off at the Trading Post. The bus does not have the capacity to transport whole units to unit afternoon activities.

	Depart	Return
Morning (Mon - Fri)	8:45 AM	12:15 PM
Afternoon (Mon-Fri)	1:45 PM	5:15 PM

#5: 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 Callout Ceremony lists at this time.

#6: One leader in each troop must be designated to store and administer medications to scouts attending without a parent. Camp will provide a required training for each troop during the leader roundtable.

Health Forms: In accordance with Wisconsin state law, Tomahawk Scout Camp must retain a copy of health histories for all campers for ten years. To be in compliance with this law, all campers and adults must submit a copy of their health form (parts A-C) to the administrative staff member facilitating check in. **Tomahawk will keep the copy submitted.** Records are kept in locked storage and are destroyed after ten 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 31, 2024, would be valid until June 31, 2025.

MONDAY

Time	Location	Event
8:00 AM	Dining Shelter	Flag Raising & Daily Announcements
8:05 AM	Dining Shelter	Breakfast
8:45 AM - 10:25 AM	Program Areas	Session 1 (MWF) Program Time Daily Adult Leader Meeting @ 9:00 AM
10:35 AM - 12:15 PM	Program Areas	Session 2 (MWF) Program Time
12:30 PM	Dining Shelter	Lunch
2:00 PM - 2:55 PM		Unit Activity
3:00 PM - 3:55 PM		Unit Activity
4:00 PM - 4:55 PM		Unit Activity
6:00 PM	Dining Shelter	Flag Lowering & Supper Class A Uniform
7:00 PM - 8:30 PM	Program Areas Beach Berglund Center Berglund Center Scoutcraft	<ul style="list-style-type: none"> - Open Program - Mile Swim—400 yard Swim - High Adventure Fun Night (#1) - Lifesaving MB CPR Demo (#2) - Rope Making Demo

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

#2: Scouts in Lifesaving Merit Badge are required to attend the CPR demo.

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 Saturday's schedule regarding merit badge orders and check-out.
- 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 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				
	1:00 pm — 5:45 pm				
	Closed for Supper				
6:30 pm — 8:15 pm	7:00 pm — 8:45 pm				6:30 pm — 8:15 pm

TUESDAY

Time	Location	Event
8:00 AM	Dining Shelter	Flag Raising & Daily Announcements
8:05 AM	Dining Shelter	Breakfast
8:45 AM - 10:25 AM	Program Areas	Session 1 (TTh) Program Time Daily Adult Leader Meeting @ 9:00 AM
10:35 AM - 12:15 PM	Program Areas	Session 2 (TTh) Program Time
12:30 PM	Dining Shelter	Lunch
2:00 PM - 2:55 PM		Unit Activity
3:00 PM - 3:55 PM		Unit Activity
4:00 PM - 4:55 PM		Unit Activity
6:00 PM	Dining Shelter	Flag Lowering & Supper Class A Uniform
7:00 PM - 8:30 PM	Program Areas Beach Scoutcraft Scoutcraft Archery Range	- Open Program - Mile Swim—800 yard Swim - Cooking Demo - Camp Gadget Making - Tic-Tac-Toe
9:00 PM	Parade Field	Astronomy Star Party

WEDNESDAY

Time	Location	Event
8:00 AM	Dining Shelter	Flag Raising & Daily Announcements
8:05 AM	Dining Shelter	Breakfast
8:45 AM - 10:25 AM	Program Areas	Session 1 (MWF) Program Time Daily Adult Leader Meeting @ 9:00 AM
10:35 AM - 12:15 PM	Program Areas	Session 2 (MWF) Program Time
12:30 PM	Dining Shelter	Lunch
2:00 PM - 2:55 PM		Unit Activity
3:00 PM - 3:55 PM		Unit Activity
4:00 PM - 4:55 PM		Unit Activity
5:30 PM	Beach Central Services	- Beach Bash/Cheeseburgers in Paradise (#1) - Scoutmaster Dinner (#2)
7:00 PM - 8:30 PM	Beach Program Areas Handicraft Rifle Range	- Beach Bash (#1) - Open Program - Paracord Crafts - Dueling Targets
9:00 PM	Program Build-	Merit Badge Check-In (#3)

#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. Food will be served at 6:00pm.

#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. This is when you will receive your annual scoutmaster patch and mug. Provide your own transportation.

#3: Merit Badge Counselors will be in the Program Building from **9:00-9:20** to give updates on Merit Badge classes.

CAMPSITE INSPECTION

Have your commissioner run a campsite inspection as part of your Tomahawk Unit Award! The camping inspection can be conducted any time during your stay at camp by your commissioner.

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

- ___ Unit 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 unit 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 UNIT AWARD

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

What are the Benefits?

Units qualifying as a Tomahawk Unit are eligible to wear the Tomahawk Unit segment (Tipi) and will be able to display their unit 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 raising and lowering in 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 Unit Campfire.
13. Participate in Camp-Wide Programs.
14. 85% of Scouts in the Unit are in attendance at Camp or other long term camp..

THURSDAY

Time	Location	Event
8:00 AM	Dining Shelter	Flag Raising & Daily Announcements
8:05 AM	Dining Shelter	Breakfast
8:45 AM - 10:25 AM	Program Areas	Session 1 (TTh) Program Time Daily Adult Leader Meeting @ 9:00 AM
10:35 AM - 12:15 PM	Program Areas	Session 2 (TTh) Program Time
12:30 PM	Dining Shelter	Lunch
2:00 PM - 2:55 PM		Unit Activity
3:00 PM - 3:55 PM		Unit Activity
4:00 PM - 4:55 PM		Unit Activity
6:00 PM	Dining Shelter	Flag Lowering & Supper Class A Uniform
7:00 PM - 8:30 PM	Program Areas Beach Chippewa Dining Hall via Bus Climbing Tower Scoutcraft Shotgun Range Handicraft	- 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

FRIDAY

Time	Location	Event
6:30 AM	Beach	Polar Bear Plunge
8:00 AM	Dining Shelter	Flag Raising & Daily Announcements
8:05 AM	Dining Shelter	Breakfast
8:45 AM - 10:25 AM	Program Areas	Session 1 (MWF) Program Time Daily Adult Leader Meeting @ 9:00 AM
10:35 AM - 12:15 PM	Program Areas	Session 2 (MWF) Program Time
12:30 PM	Dining Shelter	Lunch
1:00 PM	Campfire Ring	Closing Campfire Skit Try-Outs
2:00 PM - 2:55 PM		Unit Activity
3:00 PM - 3:55 PM		Unit Activity <i>Advancement Reports Available (#1)</i>
4:00 PM - 4:55 PM		Open Program (#1)
6:00 PM	Dining Shelter	Flag Lowering & Supper Class A Uniform
7:00 PM	Campsite	Unit Reflections (#2) - Canvas Inspections (#3) - Invoices delivered (#4)
8:30 PM	Campfire Ring	Closing Campfire (Class A Uniform) (#5) - OA Callout Ceremony - Winner of the Camp Cup Announced

UNIT ACTIVITIES

Ecology Activities	Program Notes/Costs/Etc
Beaver Tails	Learn about Beavers
Conservation Project	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	Learn the basics of dissection! \$2 per owl pellet.

Range Activities	Program Notes/Costs/Etc
Archery & Tomahawks	Wear closed-toe shoes
Rifle Shooting	Two free 10-shot rounds of shooting per scout. \$0.50 for each additional round. Wear closed-toe shoes.
Shotgun Shooting	\$1.50 per three shots. Wear closed-toe shoes

Outside of Sub-Camp	Program Notes/Costs/Etc
Bison Visit & History Tour	Meet at Berglund Welcome Center. Units drive themselves to Berglund Welcome Center.
Disc Golf	Units drive themselves to Berglund Welcome Center.
Fire Tower	Hike or drive to the Fire Tower.
Five-Mile Hike	Get maps and compasses from Scoutcraft
Paddle the Peninsula	Must be swimmer level. Meet at bus stop at 1:30 pm. Canoe around the peninsula. Return by sundown.

Choose Your Own Advancement

Talk to your commissioner about scheduling rank advancement opportunities for your unit utilizing our experienced staff and our quality equipment

Logging Camp

Please arrive as closely to your start time as possible

- **2:00 Session - arrive by car at 2:00.** Program until 3:30
- **3:00 Session - arrive on foot at 3:00.** Program until 4:30
- **4:00 Session - arrive by car at 4:00.** Program until 5:30

Appropriate attire is as follows:

- **Must wear closed-toe shoes.**
- **Long pants are required for Spar Pole climbing.**
- **Non-synthetic shirt and pants encouraged for Blacksmithing.**

UNIT ACTIVITIES

Beach Activities	Program Notes/Costs/Etc
Aqua Trampoline	Must be swimmer level
Big Boat Sailing	Limited to six participants
First Class Aquatics	May be paired with Unit Swim
Ice Cream Outpost	Must be swimmer level. Beginners may go in a row-boat with a swimmer adult leader
Unit Boating	Must be swimmer level. Beginners may go in a row-boat with a swimmer adult leader
Unit Swim/Snorkeling	Divided by swimming ability groups
Voyageur Canoe	Limited to twelve participants at a time
Watermelon Maul	Must be at least beginner level.. \$12 for watermelon.

Scoutcraft Activities	Program Notes/Costs/Etc
Geocaching	Meet at Trading Post to collect GPS Units
Monkey Fist Knot	Meet under the handicraft shelter
Turks Head Slide	Meet under the handicraft shelter
Orienteering	Meet at Scoutcraft to collect Maps and Compasses
Team Building/Low COPE	Meet at Scoutcraft.
Tie Dye	Must bring your own item to dye. Shirts are available in the trading post.
Unit Climb	Wear closed toe shoes

Horse Corral
<ul style="list-style-type: none"> • 2:00 Session - arrive by 2:00 • 3:00 Session - arrive by 3:30 • \$20 per person. Charged to unit account. • Units scheduled for an hour and a half. <ul style="list-style-type: none"> • 20 minutes to gear up, review rules, and get on horses • 1 hour ride • 10 minutes to dismount, put gear away • 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 director before going to the horse corral.</i></p>

#1: A unit advancement summary will be printed and in your mailbox by 3 pm. The summary will display your scouts' final status of merit badge completion, and is also available in your Scouting Event registration under Reporting. All program areas will be open at 4 pm to give a last chance for scouts to complete requirements for merit badges.

#2: 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. With Patch Pick-up taking place Saturday morning, merit badges will not be available to hand out at a Unit Court of Honor.

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

#4: 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 the Berglund Welcome Center. Bring a check-book to have your unit's preferred bank routing information handy. We recommend the bank routing option for payment to avoid any convenience fee charges. If you have any questions about charges on your account, those can be resolved Saturday morning at the Berglund Welcome Center.

#5: Closing campfire is a great way to finish out the week. All of our staff will be there. Scouts that presented a skit during try-outs 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. Units must be present at closing campfire to win the Camp Cup. The OA Callout Ceremony will be done during closing campfire.

SATURDAY

Time	Event
7:00 AM	Breakfast (#1)
8:30 AM - 10:30 AM	<p>Pack Up Campsite Units will check themselves out of their campsites. We trust units to leave their campsites in good repair and better than they found them. Please do the following:</p> <ul style="list-style-type: none"> Load troop trailers and vehicles. Canvas tents centered on platforms. Ropes tightened. Doors closed. Cots set up inside tent. Any broken equipment should be brought to the program building. Any fire rings put out - cold to touch. Campsite cleared of trash. Latrine cleaned. Firewood restocked. Fire barrel filled and cleared of debris.
	<p>Checkout begins at 8:30 AM Have camp coordinator stop at Berglund Welcome Center on the way out of camp to:</p> <ul style="list-style-type: none"> - Make any corrections to advancements - Sign advancement report - Pick up Merit Badges (#2) - Pay your unit's bill - Turn in Medication Distribution Records - Turn in your Camp Feedback Form - Pick up this year's Tomahawk Patches - Book campsite for next summer - Submit campsite change request for next summer - Confirm estimated numbers for next summer
11:00 AM	<p>Priority registration closes for the current week of next summer This is your last chance to book your campsite before registration opens up live at noon as first-come first-serve.</p>

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
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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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BROWNSEA

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

Adult Leader Support: At least one leader from each unit with Scouts enrolled in the Brownsea program should attend alongside the scouts to help with instruction, organization, and skill testing.

Additional Requirements: Aquatics, Hiking, and Lashing requirements can be accomplished during the following unit activities in the afternoon:

- Unit 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
Sharp and Pointy	MON	TUE	WED
Fire and Stove	TUE	WED	THUR
First Aid and Flag	WED	THUR	FRI
Orienteering	THUR	FRI	MON
Nature	FRI	MON	TUE

#1: Breakfast will be dropped off with Friday Dinner. You may store your breakfast in the Moo Shack at the Dining Shelter..

#2: All units attending camp will have merit badge orders filled automatically. You will not need to fill out a merit badge order form 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 will 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 in your Scouting Event registration under Reports. You can upload this report to your Scoutbook account.

SEGMENTS

Emblem	Segment	Description
	4th of July	Be at the Independence Day Parade
	Aqua Rig	Go on the rope swing or get blobbed into the air on the Aqua Rig
	ATV	Go on an ATV ride
	Birthday	Have your birthday at camp!
	Bison	Visit the Bison Ranch
	Black Powder	Shoot Black Powder rifles at Logging Camp
	Bus	Ride the bus around camp
	Camp Cup	Win the Camp Cup for your week!
	Canoeing	Go canoeing on Long Lake.
	Clasped Hands	Complete a service or conservation project approved by the ecology staff
	Clean	Demonstrate that a scout is clean by taking a shower during the week
	Climber	Climb natural rock through the High Adventure Offsite Climbing 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 Welcome Center
	Driving Range	Try your hand at the driving range.
	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
	Geocache	Find three of the Tomahawk geocaches using a GPS device
	History	Go on the Berglund Welcome Center History Tour

OLDER SCOUT PACKING LIST

ALWAYS BRING	
<input type="checkbox"/> Water bottle <input type="checkbox"/> Closed-toed shoes <input type="checkbox"/> Sunscreen/bug spray	<input type="checkbox"/> Athletic clothes <input type="checkbox"/> Rain coat <input type="checkbox"/> Prescription or emergency meds
<p style="text-align: center;">ATV</p> <input type="checkbox"/> Over-the-ankle boots <input type="checkbox"/> Long-sleeved shirt <input type="checkbox"/> Long pants <input type="checkbox"/> ASI E-course number <input type="checkbox"/> Hold-harmless waiver	<p style="text-align: center;">STEM</p> <input type="checkbox"/> Writing supplies
	<p style="text-align: center;">Welding, Metalwork</p> <input type="checkbox"/> Long pants
	<p style="text-align: center;">Climbing, High Ropes, Mega Tower</p> <input type="checkbox"/> Athletic clothing
<p style="text-align: center;">Biking</p> <input type="checkbox"/> Athletic shorts <input type="checkbox"/> Small backpack <input type="checkbox"/> Long socks <input type="checkbox"/> Sunglasses (not required)	<p style="text-align: center;">White Water</p> <input type="checkbox"/> Swimsuit and change of clothes <input type="checkbox"/> Water shoes <input type="checkbox"/> Glasses strap (if applicable) <input type="checkbox"/> Towel

OLDER SCOUT PROGRAMS

	One Day Programs	Location
Afternoon	Aqua Rig	Chippewa Beach via
	ATV Tier 1	Berglund Center via Bus
	ATV Tier 2	Berglund Center via Bus
	Onsite Biking	Berglund Center via Bus
	Sailing Regatta	Sioux Beach via Bus
	Sporting Arrows, Paintball	Berglund Center via Bus

SEGMENTS

Emblem	Segment	Description
	Horse Corral	Go on a trail ride via horseback
	Leave No Trace	Attend a Leave No Trace awareness workshop, visit Ecology for details.
	Logging Camp	Visit the Knapp-Stout Logging Camp
	Mega Tower	Climb to the top of the 60' Mega-Tower located near the Berglund 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, or another 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 on Long Lake
	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 Archery Range, and at the Rifle or Shotgun Range
	Tipi	Become a Tomahawk Unit. See the requirements on page 22.
	Tree	Complete an Ecology merit badge and an Ecology-approved service project
	Zipline	Ride the zipline from High COPE
	Years	Keep track of how many years you have been at Tomahawk
	Brownsea	Complete the first year scout Brownsea program
	STEM NOVA	Complete a NOVA track at camp
	Subcamp	Show your subcamp pride for Chippewa, Sioux, Navajo, or White Pine

MORNING PROGRAMS

		MWF Programs	Location
Session 1	8:45-10:25	Brownsea Monday-Friday	Parade Field
		Archery MB	Archery Range
		Basketry MB	Handicraft Shelter
		Camping MB Option 1	Scoutcraft
		Climbing MB Option 1	Climbing Tower
		Environmental Science MB Option 1	Ecology
		Rifle Shooting MB Option 1	Rifle Range
		Space Exploration MB	Ecology
		Swimming MB Option 1	Beach
		Attend Both Sessions 1 & 2	ATV Tier 1, High Ropes, Mega Tower
ATV Tier 1, Mega Tower, Sporting Arrows	Berglund Center via Bus		
ATV Tier 1, High Ropes, Sporting Arrows	Berglund Center via Bus		
Fly Fishing MB & Fish and Wildlife Mgmt. MB	Chippewa Marina via Bus		
Horsemanship MB	Chippewa Horse Corral via		
NOVA Up & Away/Plumbing MB	Berglund Center via Bus		
Welding MB, Metalwork MB, Plumbing MB (ALL DAY)	Gruenhagen Shop via Bus		
Whitewater MB, Sailing Regatta, Aqua Rig (ALL DAY)	Chippewa Beach via Bus		
Woodwork & Painting MB (ALL DAY)	Gruenhagen Shop via Bus		
Session 2	10:35-12:15		Camping MB Option 2
		Canoeing MB	Beach
		Climbing MB Option 2	Climbing Tower
		Environmental Science MB Option 2	Ecology
		First Aid MB	Parade Field
		Forestry MB	Ecology
		Orienteering MB	Trading Post
		Rifle Shooting MB Option 2	Rifle Range
		Swimming MB Option 2	Beach
		Wilderness Survival MB	Scoutcraft
Woodcarving MB	Handicraft Shelter		

OLDER SCOUT PROGRAMS

		TTh Bundles	Location
Morning	ATV Tier 1, Logging Shooting Sports	Berglund Center via Bus	
	Logging Legends	Logging Camp via Bus	
	Logging Shooting Sports, Sporting Arrows, Paintball	Berglund Center via Bus	
	Moviemaking MB	Berglund Center via Bus	
All Day	Welding MB, Metalwork MB	Gruenhagen Shop via Bus	
	Whitewater MB, Aqua Rig	Chippewa Beach via Bus	
Afternoon	Biking Onsite, Offsite Biking	Berglund Center via Bus	
	Golf MB	Berglund Center via Bus	
	Mega Tower, High Ropes	Berglund Center via Bus	

OLDER SCOUT PROGRAMS

	MWF Bundles	Location
Morning	ATV Tier 1, High Ropes, Mega Tower	Berglund Center via Bus
	ATV Tier 1, Mega Tower, Sporting Arrows	Berglund Center via Bus
	ATV Tier 1, High Ropes, Sporting Arrows	Berglund Center via Bus
	Fly Fishing MB, Fish and Wildlife Management MB	Chippewa Marina via Bus
	NOVA Up & Away, Plumbing MB	Berglund Center via Bus
All Day	Welding MB, Metalwork MB, Plumbing MB	Gruenhagen Shop via Bus
	Whitewater MB, Sailing Regatta, Aqua Rig	Chippewa Beach via Bus
	Woodwork MB, Painting MB	Gruenhagen Shop via Bus
Afternoon	Biking Onsite, Start Cycling MB, Offsite Biking	Berglund Center via Bus
	Offsite Climbing, Mega Tower, High Ropes	Berglund Center via Bus
	Small-Boat Sailing MB Monday-Thursday	Beach

MORNING PROGRAMS

Location	TTh Programs		
Parade Field	Brownsea Monday-Friday	Attend Both Session 1 & 2	
Weekes Dining Shelter	Chess MB		
Scoutcraft	Emergency Prep. MB		
Beach	Fishing MB Option 1		
Beach	Kayaking MB Option 1		
Parade Field	Personal Fitness MB		
Beach	Rowing MB		
Ecology	Soil & Water Conservation MB		
Ecology	Weather MB		
Berglund Center via Bus	ATV Tier 1 & Logging Shooting Sports		Session 1 8:45-10:25
Beach	Lifesaving MB		
Logging Camp via Bus	Lumber Legends		
Berglund Center via Bus	Logging Shooting Sports, Sporting Arrows, Paintball		
Berglund Center via Bus	Movie Making MB		
Shotgun Range	Shotgun Shooting MB		
Gruenhagen Shop via Bus	Welding MB, Metalwork MB (ALL DAY)		
Chippewa Beach via Bus	Whitewater MB, Aqua Rig (ALL DAY)		
Ecology	Astronomy MB	Session 2 10:35-12:15	
Ecology	Bird Study MB		
Scoutcraft	Cooking MB		
Beach	Fishing MB Option 2		
Beach	Kayaking MB Option 2		
Handicraft Shelter	Leatherwork MB		
Ecology	Mammal Study MB		
Weekes Dining Shelter	Photography MB		
Trading Post	Salesmanship MB		
Beach	Swimming Lessons		

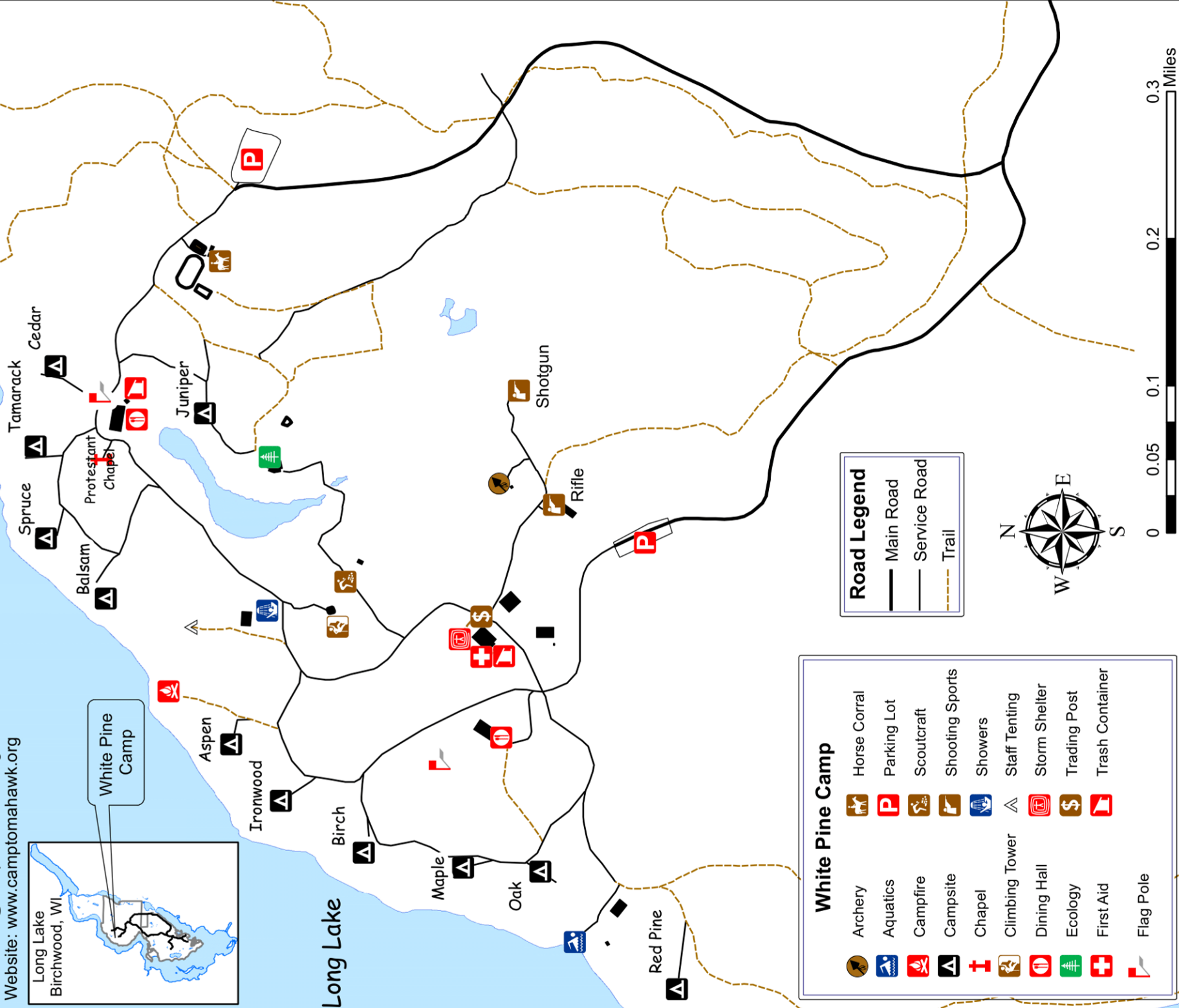
Tomahawk Scout Camp

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

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



White Pine Camp



Road Legend

- Main Road
- Service Road
- Trail



White Pine Camp

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