



NORTHERN STAR SCOUTING  
**TOMAHAWK**  
SCOUT ♣ CAMP

# TOMAHAWK PROGRAM CATALOG



# A BALANCED PROGRAM

## MORNING (ADVANCEMENT TIME)

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



## AFTERNOON (UNIT TIME)

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



## EVENING (OPEN PROGRAM/FREE TIME)

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





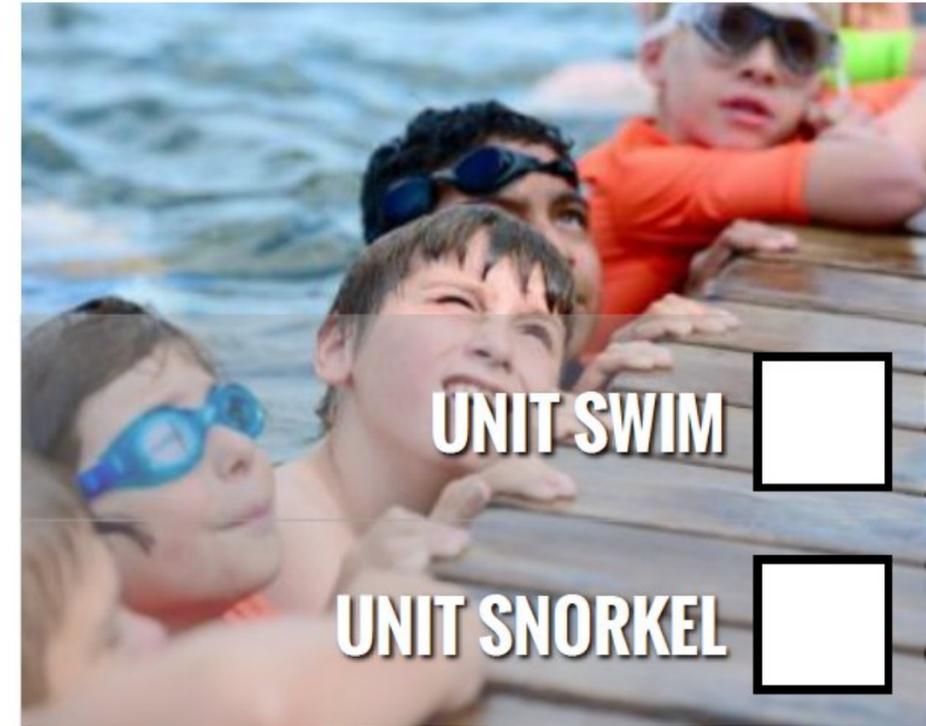
# A BALANCED PROGRAM

THURS	WED	TUE	MON		FRI
<b>FLAGS &amp; BREAKFAST</b>					
Session 1 T,TH	Session 1 MWF	Session 1 T,TH	Session 1 MWF	8:45 AM-10:25 AM	Session 1 MWF
Session 2 T,TH	Session 2 MWF	Session 2 T,TH	Session 2 MWF	10:35 AM-12:15 PM	Session 2 MWF
<b>LUNCH</b>					
Session 3	Session 3	Session 3	Session 3	2:00 PM	Session 3
Session 4	Session 4	Session 4	Session 4	3:00 PM	Session 4
Session 5	Session 5	Session 5	Session 5	4:00 PM	Session 5
<b>FLAGS &amp; SUPPER</b>					
Open Program Free Time	Open Program Free Time	Open Program Free Time	Open Program Free Time	7:00 PM - 8:30 PM	Closing Campfire



## RANK YOUR UNIT ACTIVITY OPTIONS

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



**UNIT SWIM**

**UNIT SNORKEL**



**CONSERVATION PROJECT**



**BIG BOAT SAILING**

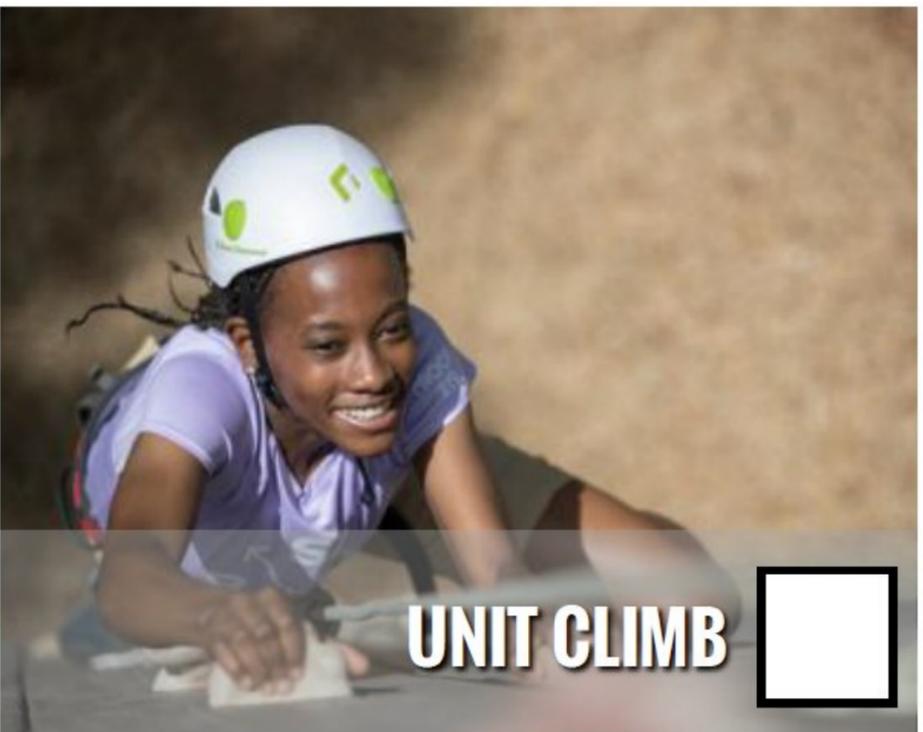


**VOYAGEUR CANOE (CAP. 13)**

**UNIT BOATING**



# TROOP ACTIVITIES





# TROOP ACTIVITIES





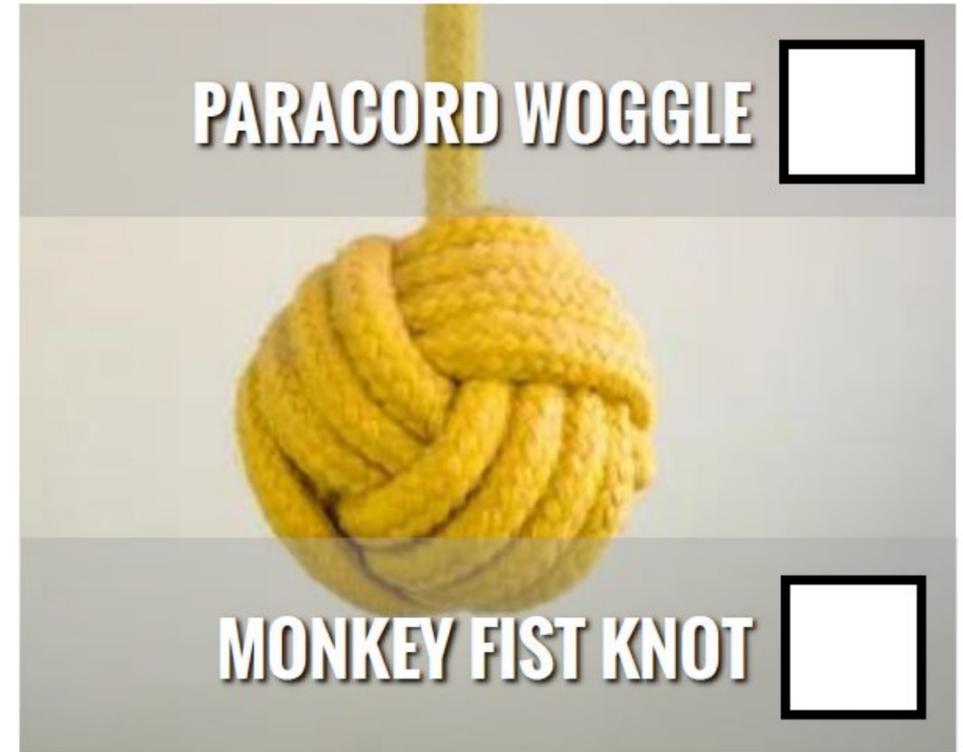
# TROOP ACTIVITIES



**GEOCACHING**



**ORIENTEERING COURSE**



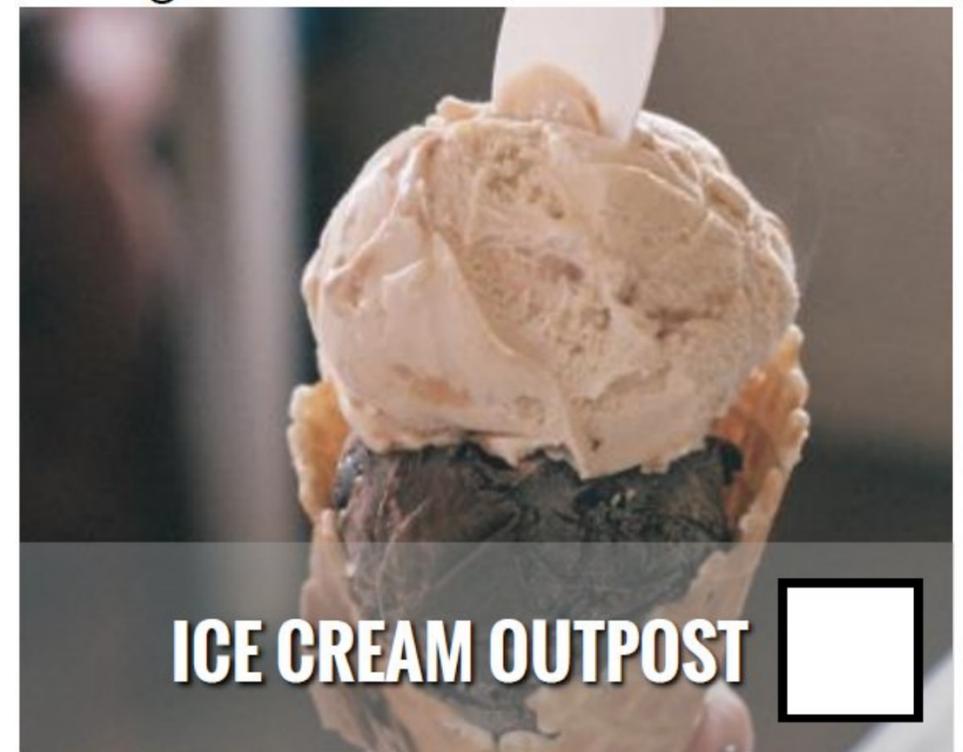
**PARACORD WOGGLE**



**LOGGING CAMP**



**TROOP BIKE**

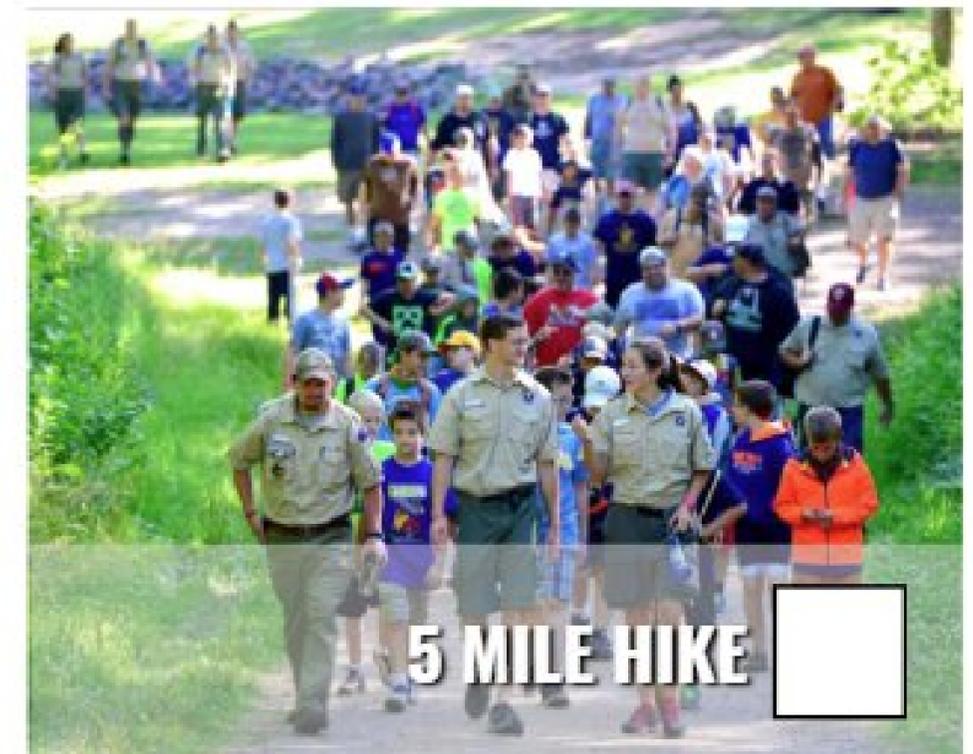
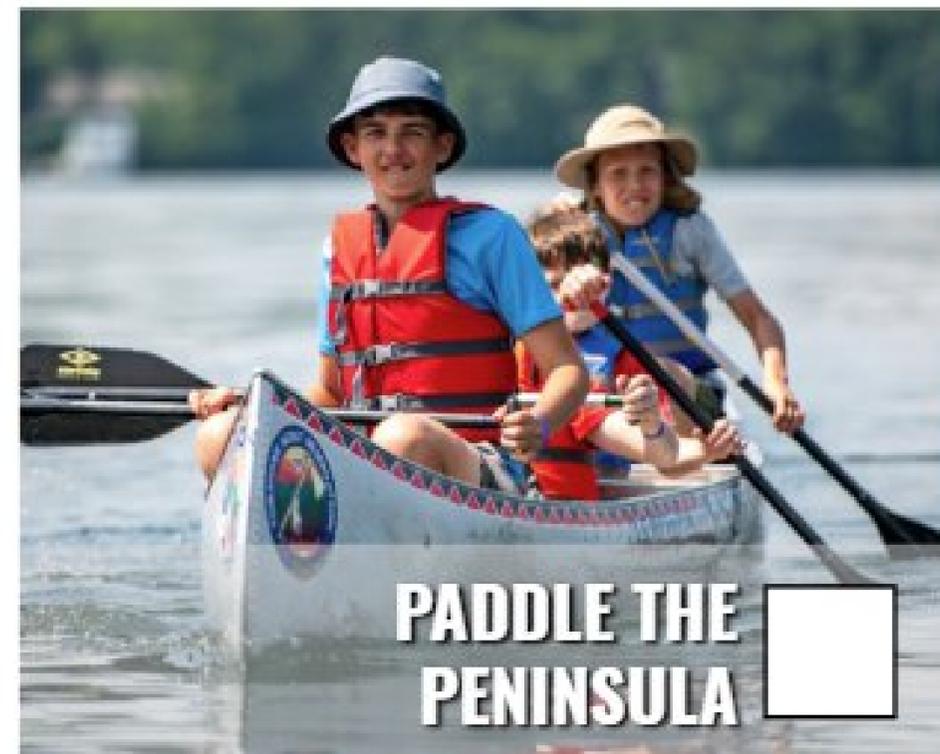


**ICE CREAM OUTPOST**





# TROOP ACTIVITIES





## LOGGING CAMP

Travel back to 1893!

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

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



## 2-3:30PM SESSION (DRIVE)

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

## 3-4:30PM SESSION (HIKE)

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

## 4-5:30PM SESSION (DRIVE)

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

## OVERNIGHT 7PM TO 8AM

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





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# FREE TIME/OPEN PROGRAM EVENINGS

## THE EVENING IS YOURS!

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



**OPEN TOWER**



**TRADING POST**



**OPEN SWIM**



**OPEN BOATING**



**OPEN AQUA TRAMPOLINE**

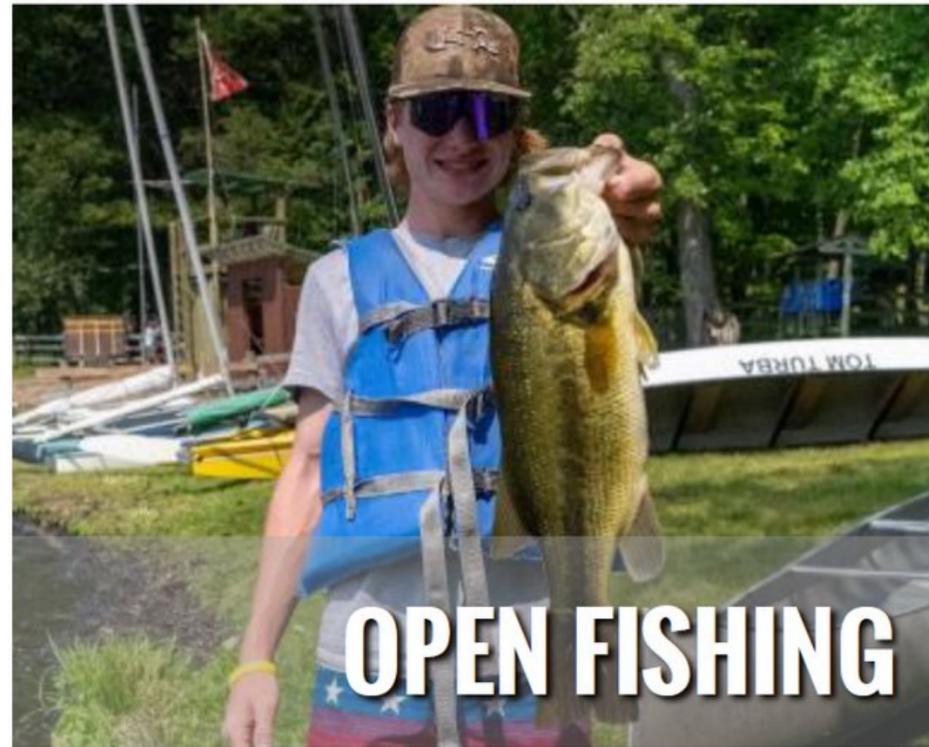


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# FREE TIME/OPEN PROGRAM EVENINGS



**OPEN SCOUTCRAFT**



**OPEN FISHING**



**OPEN HANDICRAFT**



**OPEN RIFLE**



**OPEN ARCHERY**



**OPEN SHOTGUN**



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# FREE TIME/OPEN PROGRAM EVENINGS



**RULER of the TOWER**  
**KNOT TYING RACES**



**HIGH ADVENTURE**  
**FUN NIGHT**



**TOURNAMENTS: WATERPOLO,**  
**VOLLEYBALL & CHESS**



**HORSEBACK RIDING**



**BEACH BASH**



**POKER SHOOT**



# FREE TIME/OPEN PROGRAM EVENINGS



## COOKING DEMO ROPE MAKING DEMO

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



## 5K ROOT BEER RUN

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



## MILE SWIM

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

## WHAT IS BROWNSEA?

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



## FIRST AID AND FLAG DAY

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

## ORIENTEERING DAY

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



## SHARP AND POINTY DAY

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



# FIRST YEAR CAMPER PROGRAM: BROWNSEA



## NATURE DAY

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

## FIRE AND STOVE DAY

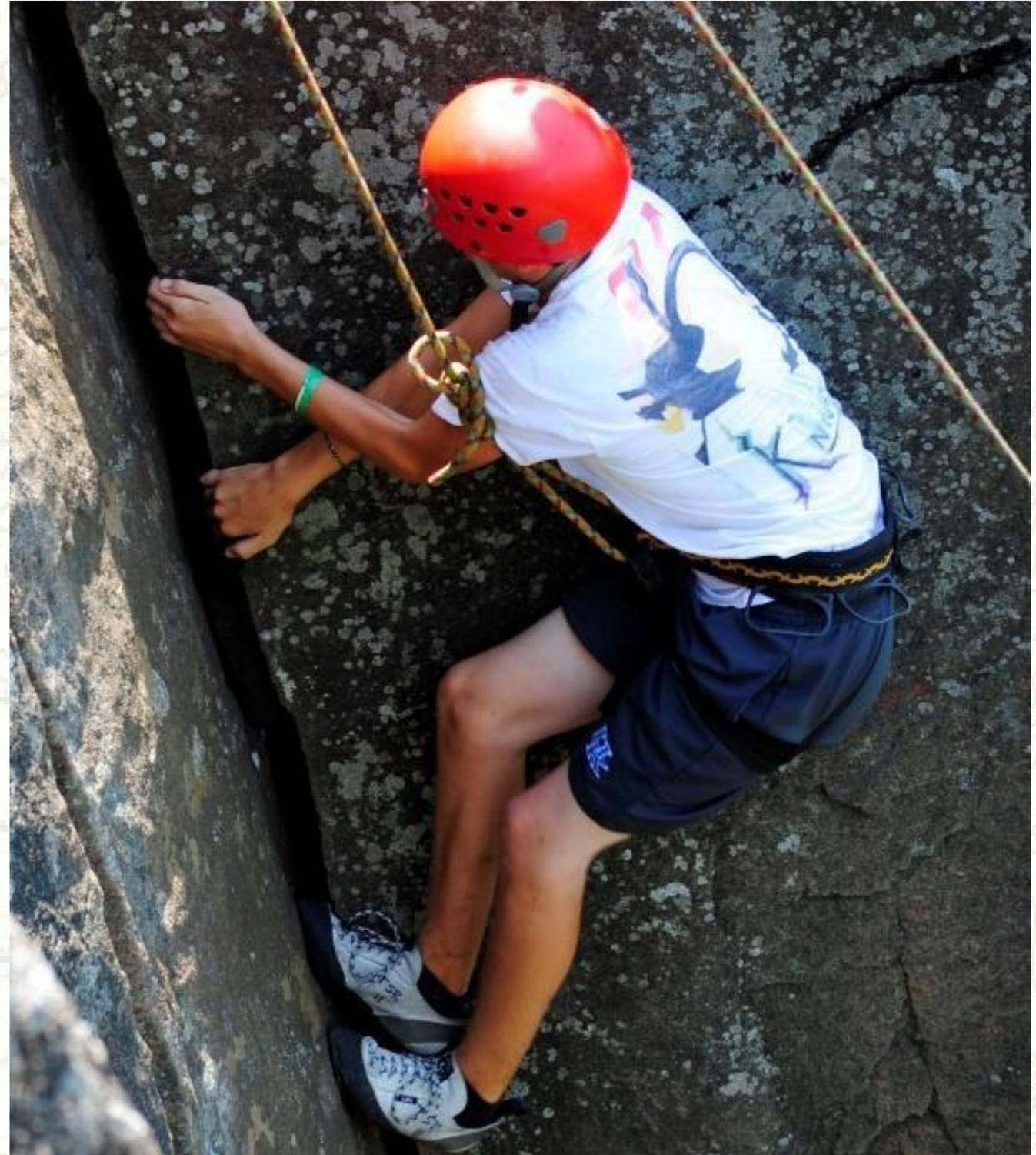
- ❑ **2nd Class 2a.** Explain when it is appropriate to use a fire for cooking or other purposes and when it would not be appropriate to do so.
- ❑ **2nd Class 2c.** Using a minimum-impact method [...], use tinder, kindling, and fuel wood [...] to demonstrate how to build a fire. [...] Light the fire.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



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# HORSEMANSHIP MB AND TRAIL RIDES

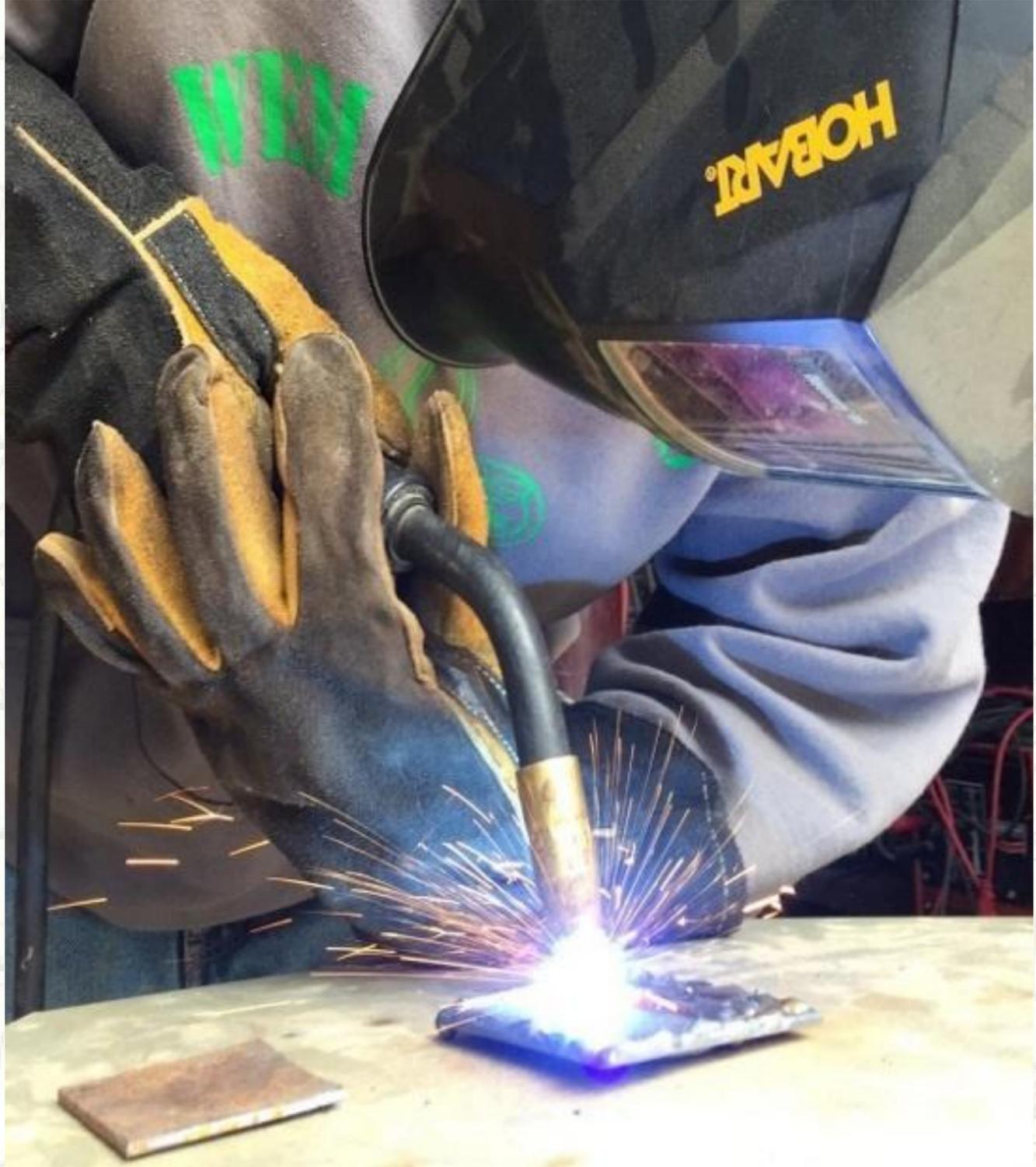






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# TRADES PROGRAMS





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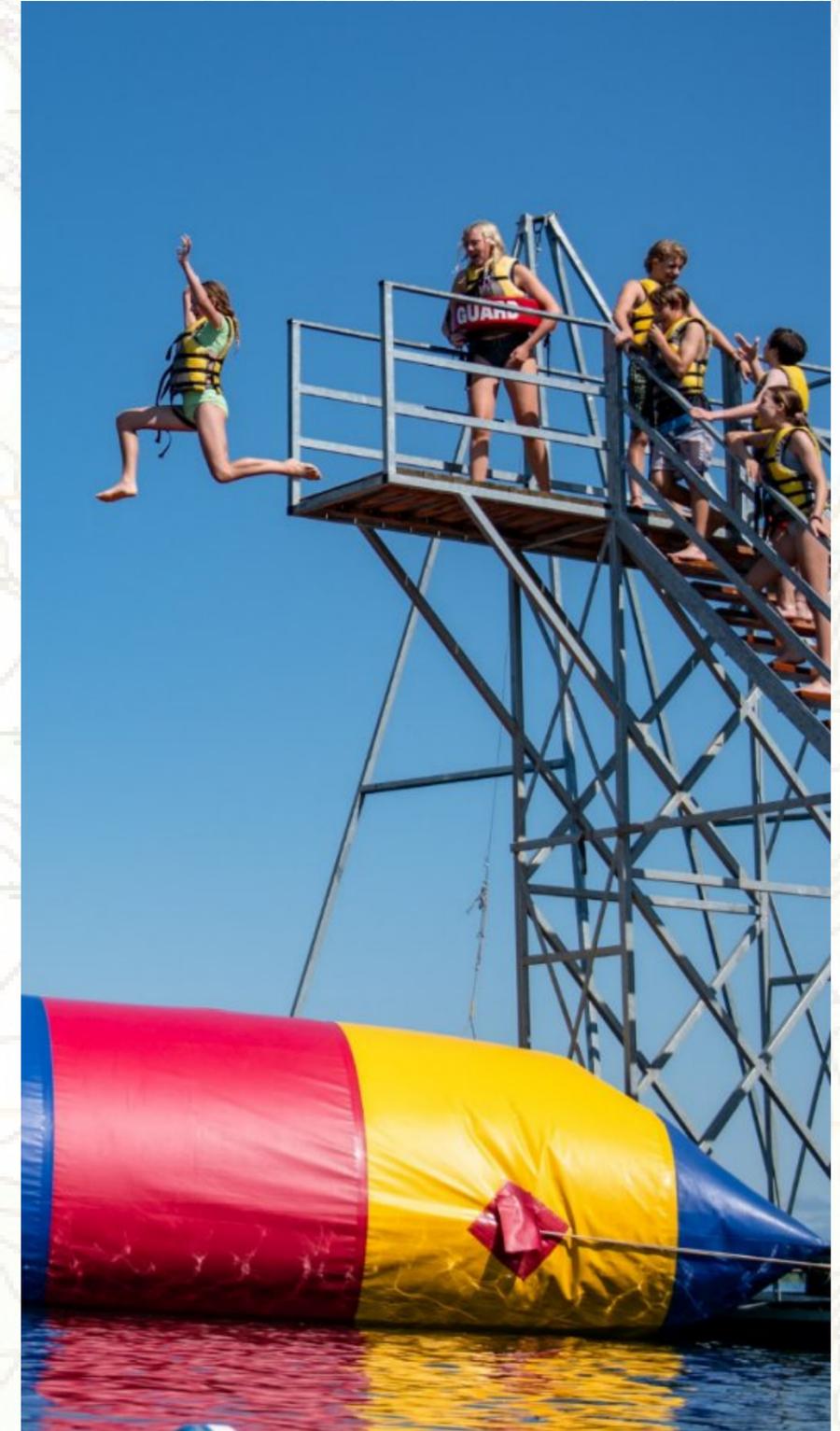
# HA: RANGE AND TARGET ACTIVITIES





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# GIANT BLOB AND ROPE SWING





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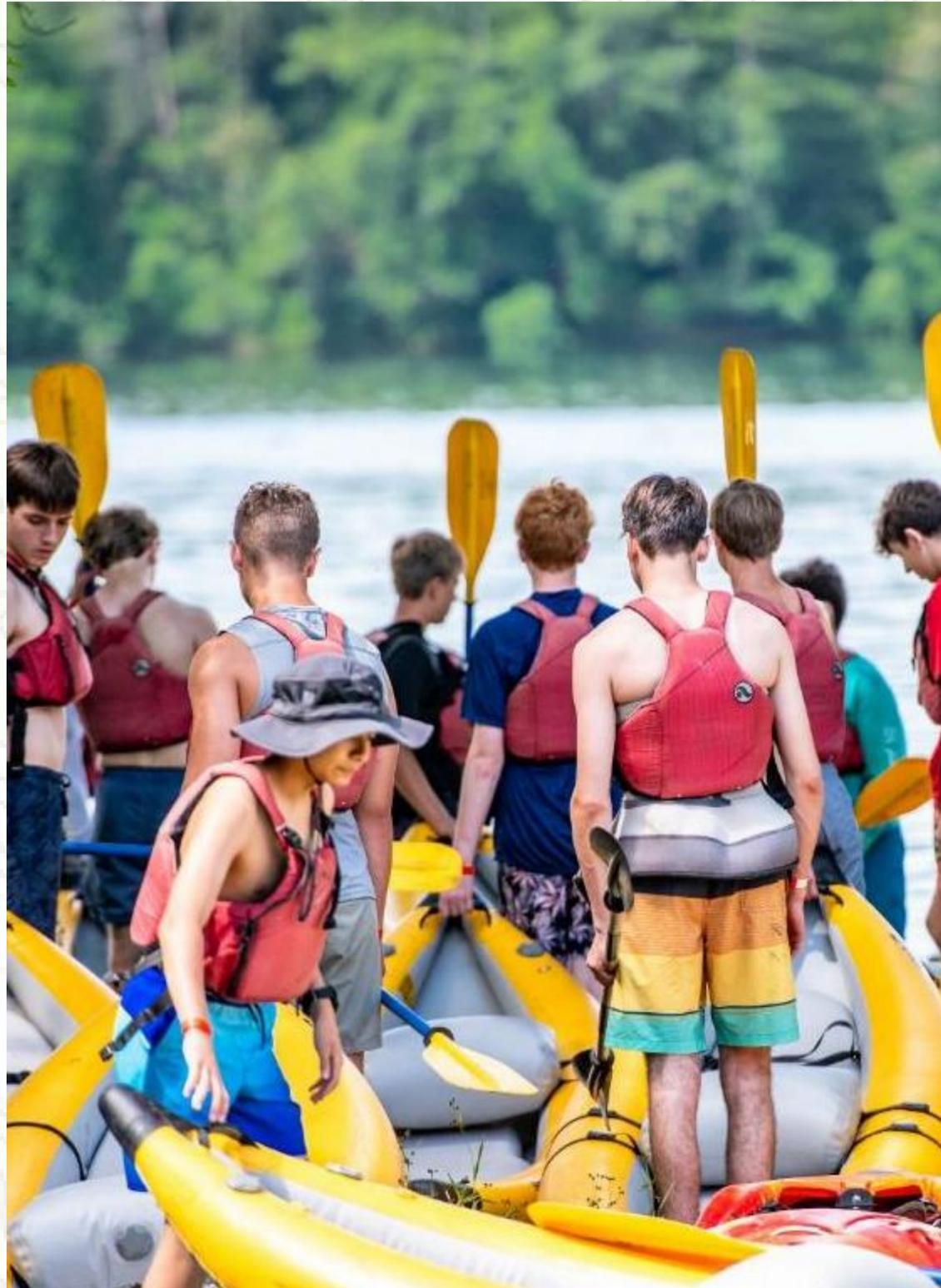
# HIGH ADVENTURE SAILING





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# WHITEWATER KAYAKING





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# ATV SAFETY COURSE





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# MOUNTAIN BIKING





## Advancements Rotating in for just 2026

- Forestry MB
- Orienteering MB
- Rowing MB
- Salesmanship MB
- Weather MB
- Bird Study MB
- Motorboating MB
- Citizenship in the Nation MB
- Nuclear Science MB
- Energy MB
- Radio MB





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# FISHING PROGRAM EXPANSION





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# NEW MOUNTAIN BIKING OPPORTUNITIES





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# COOKING MB AND CAMP



MORNINGSIDE RD





# COOKING MB AND CAMP GUIDE



	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Breakfast		<b>Cooking Scout A</b> <i>Camp Breakfast</i>  Cooking Scout A cooks their first breakfast for requirement 5d.	<b>Cooking Scout A</b> <i>Camp Breakfast</i>  Cooking Scout A cooks their second breakfast for requirement 5d.	<b>Cooking Scout B</b> <i>Camp Breakfast</i>  Cooking Scout B cooks their first breakfast for requirement 5d.	<b>Cooking Scout B</b> <i>Camp Breakfast</i>  Cooking Scout B cooks their second breakfast for requirement 5d.	<b>Camping Scout A</b> <i>Camp Breakfast</i>  Camping Scout A cooks an in-camp breakfast for requirement 8d.	<b>Camping Scout B</b> <i>Camp Breakfast</i>  Camping Scout B cooks an in-camp breakfast for requirement 8d.
Lunch		<b>Cooking Scout A</b> <i>Camp Lunch and Snack</i>  Cooking Scout A cooks their lunch for requirement 5d, and serves their camp snack for requirement 5e.	<b>Cooking Scouts A&amp;B</b> <i>Trail Lunch and Snack</i>  Patrol hikes out to trail cooking site (see map on Page __ for good sites). Cooking Scout A prepares their first trail meal and their snack for requirements 6d and 6e.	<b>Cooking Scout B</b> <i>Camp Lunch and Snack</i>  Cooking Scout B cooks their lunch for requirement 5d, and serves their camp snack for requirement 5e.	<b>Camping Scout A</b> <i>Trail Lunch in Camp</i>  Camping Scout A prepares their meal for requirement 8d using a lightweight stove.  NOTE: A first class scout would not need to use a lightweight stove.	<b>Camping Scout B</b> <i>Trail Lunch in Camp</i>  Camping Scout A prepares their meal for requirement 8d using a lightweight stove.  NOTE: A first class scout would not need to use a lightweight stove.	
Dinner	<b>Chef Choice</b> <i>Camp Dinner</i>  Patrol Leader, Adult Leader, or other delegate cooks the first meal. This should be someone with cooking experience that feels confident in their ability to setup a camp kitchen.	<b>Cooking Scout A</b> <i>Camp Dinner and Dessert</i>  Cooking Scout A cooks their dinner for requirement 5d, and their dessert for requirement 5e.	<b>Cooking Scouts A&amp;B</b> <i>Trail Dinner</i>  Patrol hikes out to trail cooking site (see map on Page __ for good sites). Cooking Scout A prepares their second trail meal for requirement 6d.	<b>Cooking Scout B</b> <i>Camp Dinner and Dessert</i>  Cooking Scout B cooks their dinner for requirement 5d, and their dessert for requirement 5e.	<b>Camping Scout A</b> <i>Camp Dinner</i>  Camping Scout A cooks an in-camp dinner for requirement 8d.	<b>Camping Scout B</b> <i>Camp Dinner</i>  Camping Scout B cooks an in-camp dinner for requirement 8d.	





## Ordering Deadlines

- Order by May 10th to get your shirts by June 11th
- Order by June 7th to get your shirts by July 9th



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# FOOD SERVICE





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# FAMILY ISLAND



## BEST PLACE IN CAMP

- \$475 for cabin.
- No per person fee
- Cabins fit up to 6 people
- Ride horses
- Climbing/Archery
- Bring the boat
- Visit with the troop
- Registrations open now





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# WORK PARTY MAY 29-31



**NEW! Nylon Tents \$10**

**Canvas Tents \$8**

**Cot \$3**

**Tarp \$4**

**Propane \$30 per tank**

**Camp chef stove \$40**





# TRADING POST AND SEGMENTS



## PATCH SEGMENTS

Scouts are encouraged to collect patch segments each year to place on the outside of their annual 3 in round Tomahawk patch. Patches are earned throughout the week and can be tracked at the troop level. Buy these at your camp Trading Post any time throughout the week.

Emblem	Segment	Description	Emblem	Segment	Description
	4th of July	Be there for the 4th of July Parade		History	Go on the Berglund Center History Tour
	Birthday	Have your birthday at camp!		Horse Corral	Go on a trail ride
	Bison	Visit the Bison Ranch		Leave No Trace	Attend a Leave No Trace awareness workshop, visit Ecology for details.
	Black Powder	Shoot Black Powder rifles at Logging Camp		Logging Camp	Visit the Knapp-Stout Logging Camp program
	Bus	Ride the bus		Mega Tower	Climb to the top of the 60' Mega-Tower
	Camp Cup	Win the Camp Cup!		Mountain Biking	Ride the Tomahawk Mountain Biking Trail
	Canoeing	Go canoeing.		Order of the Arrow	Be an OA Member and participate in an approved OA service Project
	Clasped Hands	Complete a service or conservation project recommended by the ecology staff		Polar Bear Swim	Attend and participate in the Polar Bear Swim.
	Clean	Demonstrate that a scout is clean by taking a shower throughout the week		Race Flags	Participate in Water polo, Volleyball, Chess, other camp competition.
	Climber	Climb natural rock through the Climbing Bundle High Adventure Program		Reverent	Lead a prayer session, grace, and do a chaplain approved service project.
	Closing Campfire	Participate in a skit at Closing Campfire		Root Beer 5k	Participate in the Root Beer 5K
	Compass	Hike trails of Tomahawk using a map and compass.		Sailing	Go sailing
	Disc Golf	Play our exciting disc golf course near the Berglund Center		Star Party	Participate in Star Party and learn about at least three constellations
	Driving Range	Try your hand at the driving range during evening program.		Storm Shelter	Visit the Storm Shelter during severe weather
	Fire Tower	Climb the Phillippe Fire Tower		Target	Shoot at the Rifle or Shotgun and Archery Ranges
	Fish	Go fishing, catch and clean at least one fish		Tepee	Become a Tomahawk Troop.
	Footprint	Hike at least 5 miles of Tomahawk's extensive trail system		Tree	Do an approved conservation project and complete an Ecology Merit Badge
	Geo-cache	Find three of the Tomahawk geo-caches using a GPS device		Years	Keep track of how many years you've been at Tomahawk



# AFTER CAMP HOMEWORK

## PERMISSIONS



All badge work accepted until October 1<sup>st</sup>.

Long term badges work accepted until December 1<sup>st</sup>.

## Participant Fees

**Youth Fee: \$415**

**Adult Full Week \$150**

**Adult Partial Week**

- Sunday \$17
- Monday-Friday \$29/day
- Saturday \$7

## Bringing your own food?

Troops/Scouts bringing their own food pay \$45 less per person.

## PAYMENT TIMELINE

**Upon Reservation:**

\$100 non-refundable campsite deposit

**April—Before Program Sign Up**

\$50 deposit (non-refundable) per Scout. The deposit is required before you can sign a Scout for any individual programs. These are due on or before April 15th.

**June 1st:** Full camper fee payment is due on June 1st, prior to camp.

**End of week at camp:** Any incidentals fees (patch sales, charges to trading post, troop program charges) accumulated at camp will be due upon checkout.

## FINANCIAL ASSISTANCE

For Scouts who are not able to afford the full fee of camp, there is financial support available. This assistance is like a scholarship for camp. We call these camperships. The funds to provide camperships are supplied by donors in Northern Star Council and are earmarked for Northern Star Scouts only.

To apply, go online or scan the QR Code below. Applications due by June 1st.

## Discount for camping twice

Scouts that attend Tomahawk or Many Point twice in a summer will receive \$50 off their second week.

