



The next four pages list all merit badges and older Scout programs, including days offered, session times, minimum age, costs, and prerequisites. Please review carefully. Use the Program Planning Worksheet in the Planning Guide to organize your selections and communicate with your Camp Coordinator. Difficulty levels are listed in parentheses in the notes section for some activities.

Badge/Activity		Days Offered	Session Offered	Minimum Age as of 8/31/26	Can Finish MB at Camp	Cost	Pre-requisites/Requirements not earned at camp/Extra Commitments/Notes
<b>Aqua Rig</b>	Option 1	<b>M</b>	<b>3-5</b>	13	N/A	None	Must be Swimmer Level.
	Option 2	<b>T</b>	<b>3-5</b>				
	Option 3	<b>W</b>	<b>3-5</b>				
	Option 4	<b>TH</b>	<b>3-5</b>				
	Option 5	<b>F</b>	<b>3-5</b>				
<b>Archery MB</b>	Option 1	<b>M W F</b>	<b>1</b>	12	Yes	\$7.50	Scouts usually need to attend open range times to complete shooting requirements.
	Option 2	<b>M W F</b>	<b>2</b>				
<b>Astronomy MB</b>		<b>T TH</b>	<b>1</b>	11	Yes	None	(Intermediate) Attend a 15 minute evening session on Sunday after campfire AND attend Star Party on Tuesday night. Make moon charts throughout the week. Host a star party for your unit. Bring binoculars to camp.
<b>ATV: Tier 1</b> Safety Riding Course & Trail Ride	Option 1	<b>M</b>	<b>3-5</b>	14 on day of riding	N/A	\$40	Must be 14 years old on day of riding. Must wear ankle high boots, long sleeve shirt, and long pants. Complete hold harmless agreement. E-Course needs to be completed before camp for Tier 1. Tier 2 is intended for Scouts that took the safety course last year. Proof of Tier 1 completion required for Tier 2.
	Option 2	<b>T</b>	<b>3-5</b>				
	Option 3	<b>W</b>	<b>3-5</b>				
<b>ATV: Tier 2</b> Extended Ride	Option 1	<b>TH</b>	<b>3-5</b>	15	N/A	\$20	
	Option 2	<b>F</b>	<b>3-5</b>				
<b>Basketry MB</b>		<b>M W F</b>	<b>2</b>	11	Yes	\$20	(Hard) Scouts should plan on spending time working on their baskets outside of class time or go to handicraft in the evenings. Please send one adult to help.
<b>Bird Study MB</b>		<b>T TH</b>	<b>1</b>	11	Yes	None	(Intermediate) Requires extra bird watching on your own time. Download the Merlin App to help with bird identification. Required Bird hike on Wednesday morning at 6:30am.
<b>Brownsea</b> (First Year Advancement Program)	Track A	<b>M T W T H F</b>	<b>1</b>	11	N/A	None	(Easy) See Brownsea Page for more information. Must have at least one adult attend class to assist.
	Track B		<b>1</b>				
	Track C		<b>1</b>				
<b>Camping MB</b>	Option 1	<b>M W F</b>	<b>1</b>	11	Yes	None	(Intermediate) Req. 8c, 8d, and 9a need to be completed outside of camp/class. 9b and 9c can be done at camp outside of class, but may have been done elsewhere. Use record sheet to show completion of 8c, 8d, 9a, 9b, and 9c.
	Option 2	<b>M W F</b>	<b>2</b>				
<b>Canoeing MB</b>		<b>M W F</b>	<b>2</b>	11	Yes	None	(Intermediate) Must be Swimmer Level
<b>Chess MB</b>	Option 1	<b>T TH</b>	<b>1</b>	11	Yes	None	(Intermediate) Organize and run a chess tournament with at least 5 players (four players plus you).
	Option 2	<b>T TH</b>	<b>2</b>				
<b>Climbing MB</b>	Option 1	<b>M W F</b>	<b>1</b>	12	Yes	None	To complete the required climbs and rappels, Scouts should plan on attending Open Climb in the evenings.
	Option 2	<b>M W F</b>	<b>2</b>				



Badge/Activity		Days Offered	Session Offered	Minimum Age as of 8/31/26	Can Finish MB at Camp	Cost	Pre-requisites/Requirements not earned at camp/Extra Commitments/Notes
<b>Climbing Bundle 1:</b> Mega Tower and High Ropes		T TH	3-5	13	N/A	\$10	Climbing is physically demanding. Keep this in mind when signing up.
<b>Climbing Bundle 2:</b> Mega Tower, Natural Rock: Offsite Climbing, High Ropes		M W F	3-5	13	N/A	\$15	Climbing is physically demanding. Keep this in mind when signing up. Offsite trip on Wednesday. We'll need an adult to volunteer on the offsite trip.
<b>Cooking MB</b> (Start a badge)		T TH	2	13	No	None	This is a "Start a Badge" and cannot be completed in one week at camp. Scouts will plan meals to cook outside of camp. 4c-4e, 5d-5h, and 6d-6f are not done at camp. Scouts will cook lunch in class on Thursday.
<b>Cycling MB - Tier 1</b> Mountain Biking (Start a Badge)		M W F	3-5	13	No	\$15	Be able to ride a bike standing up. This program takes strength and endurance. You may bring your bike. You will start the cycling merit badge, but not finish it.
<b>Cycling MB - Tier 2</b> Mountain Biking (Finish a Badge)		T TH	1-5	13	Yes	\$20	Meet Tier 1 riding skills. You may bring your bike. On a mountain bike trail you must have previously done two 2-mile rides, one 5-mile ride, and one 8-mile ride.
<b>Emergency Preparedness MB</b>	Option 1	T TH	1	12	No	None	Be enrolled in 1st Aid Merit Badge or have previously earned it. Submit work back to camp after getting home.
	Option 2	T TH	2				
<b>Environmental Science MB</b>	Option 1	M W F	1	11	Yes	None	(Intermediate) Out of class work doing observations and writing reports (Req 1, 3, and 4). Make sure to bring a note book and pencil/pen to this merit badge.
	Option 2	M W F	2				
<b>First Aid MB</b>		T TH	1-2	12	Yes	None	Bring materials to create a first aid kit and inspect your unit's first aid kit for Requirement 2. Be First Class Rank.
<b>Fishing MB</b>	Option 1	T TH	1	11	Yes	None	(Easy) Plan extra time for fishing outside of class. Scouts 16+ need a WI fishing license. Bring a fishing rod and tackle if you have it. Camp provides supplies if you can't.
	Option 2	T TH	2				
<b>Forestry MB</b>		M W F	1	11	Yes	None	(Intermediate) Write two reports outside of class.
<b>Golf MB</b>		T TH	3-5	13	Yes	None	Using the disc golf requirements.
<b>H.A. Bundle 1:</b> High Ropes, Mega Tower, ATV Tier 1		M W F	1-2	14	N/A	\$50	Must be 14 on the day of riding. Must wear ankle high boots, long sleeve shirt, and long pants. Complete hold harmless agreement. E-Course needs to be completed.
<b>H.A. Bundle 2:</b> ATV Tier 1, Mega Tower, Logging Legends		M W F	1-2	14	N/A	\$45	Must be 14 years old on the day of riding. Complete Hold Harmless Agreements for both Logging Camp Shooting and ATV Riding. Must wear ankle high boots, long sleeve shirt, and long pants. E-Course must be completed.
<b>H.A. Bundle 3:</b> High Ropes, ATV Tier 1, Logging Legends		M W F	1-2	14			
<b>H.A. Bundle 4:</b> Logging Legends, ATV Tier 1		T TH	1-2	14			
<b>HA Bundle 5:</b> Logging Legends, Sporting Arrows, Paintball Range		T TH	1-2	14	N/A	\$10	Must be 14 years old on the day of shooting. Have a parent/guardian sign the Hold Harmless Agreement. Must be able to pull a 20lb bow consistently.



Badge/Activity		Days Offered	Session Offered	Minimum Age as of 8/31/26	Can Finish MB at Camp	Cost	Pre-requisites/Requirements not earned at camp/Extra Commitments/Notes
<b>Horseback Rides</b>	Option 1	<b>M</b>	<b>6</b>	11	N/A	\$25	You should plan to sign up multiple Scouts and Leaders so you can travel to the corral as a group. Rides are \$25 per rider. We can take up to 10 riders per session.
	Option 2	<b>T</b>	<b>3</b>				
	Option 3	<b>T</b>	<b>4</b>				
	Option 4	<b>T</b>	<b>6</b>				
	Option 5	<b>W</b>	<b>6</b>				
	Option 6	<b>TH</b>	<b>3</b>				
	Option 7	<b>TH</b>	<b>4</b>				
	Option 8	<b>TH</b>	<b>6</b>				
<b>Horsemanship MB</b>	Option 1	<b>M W F</b>	<b>1-2</b>	12	Yes	\$75	Scouts from White Pine will take the bus to the corral. Must come with requirements 2, 3, 4, 5, and 6 completed. Rider weight limit of 225 lbs.
	Option 2	<b>M W F</b>	<b>3-5</b>				
<b>Kayaking MB</b>	Option 1	<b>T TH</b>	<b>1</b>	11	Yes	None	(Easy) Must be Swimmer Level.
	Option 2	<b>T TH</b>	<b>2</b>				
<b>Leatherwork MB</b>		<b>T TH</b>	<b>2</b>	11	Yes	\$10	(Easy) Plan extra time to complete leatherworking projects outside of class. Have one adult attend to help.
<b>Lifesaving MB</b>		<b>T TH</b>	<b>1-2</b>	13	Yes	None	Have already completed Swimming MB (2a). Must be able to swim 400 yards in a strong manner (2b).
<b>Motorboating MB</b>		<b>M W F</b>	<b>1</b>	13	Yes	\$15	Must be a swimmer. Course includes WI boater's permit on Monday Evening at the Welcome Center.
<b>Nuclear Science MB and Energy MB</b>		<b>M W F</b>	<b>1-2</b>	13	No	None	Watch pre-requisite videos and do energy audit at home before camp for Energy MB (4).
<b>Orienteering MB</b>		<b>M W F</b>	<b>2</b>	11	Yes	None	(Hard) While at camp, setup an orienteering course for your unit to do on Thursday night (8a). Serve as an official for your course and teach map and compass skills (9 & 10)
<b>Personal Fitness MB (Start a badge)</b>		<b>T TH</b>	<b>1</b>	11	No	None	(Intermediate) Badge can be started, but cannot be completed at camp. Submit work to camp after getting home to complete.
<b>Photography MB</b>		<b>T TH</b>	<b>2</b>	11	Yes	None	(Easy) Some cameras are available to checkout. Suggested that you bring own camera or smart phone. Requires personal time to take and organize photos.
<b>Radio MB</b>		<b>T TH</b>	<b>1-2</b>	13	Yes	None	Scout may need extra time outside of class to setup their 30 minute radio broadcast.
<b>Rifle Shooting MB</b>	Option 1	<b>M W F</b>	<b>1</b>	12	Yes	\$7	Plan on going to the Open Shoots during evenings to complete the shooting requirements.
	Option 2	<b>M W F</b>	<b>2</b>				
<b>Rowing MB</b>		<b>T TH</b>	<b>1</b>	11	Yes	None	(Intermediate) Must be swimmer level.



Badge/Activity		Days Offered	Session Offered	Minimum Age as of 8/31/26	Can Finish MB at Camp	Cost	Pre-requisites/Requirements not earned at camp/Extra Commitments/Notes
<b>Sailing Regatta</b>		F	3-5	11	N/A	None	Must have sailing experience, sailing merit badge or attend with someone that has the badge.
<b>Sailing Tier 1: Small Boat Sailing MB</b>		M T W TH	3-5	13	Yes	None	Must be Swimmer Level. Class is 2pm-5pm Monday through Thursday.
<b>Sailing Tier 2: Catmaran, Wind Surfing, Regatta</b>		M W F	3-5	13	N/A	None	Recommended Scouts have small boat sailing merit badge before doing this program.
<b>Salesmanship MB</b>		T TH	1	11	No	None	(Intermediate) Requirements 5 and 6 to be completed after camp and proof sent back to camp online.
<b>Shotgun Shooting MB</b>		T TH	1-2	13	Yes	\$30	Plan on going to the Open Shoots during evenings to complete the shooting requirements.
<b>Space Exploration MB</b>		M W F	2	11	Yes	\$15	(Intermediate) Plan personal time to construct rocket.
<b>Sporting Arrows and Paintball Range</b>		F	3-5	13	N/A	\$5	Be able to pull a 20lb bow consistently.
<b>Swim Lessons</b>	Option 1	M T	4	11	N/A	None	(Easy) These lessons will help get a Scout from the 'Learning' level to 'Beginner' level or from 'Beginner' to 'Swimmer'.
	Option 2	M T	5				
	Option 3	M T	6				
<b>Swimming MB</b>	Option 1	M W F	1	11	Yes	None	(Intermediate) Must be Swimmer Level.
	Option 2	M W F	2				
<b>Trades Bundle 1: Welding MB, Metalwork MB, Plumbing MB</b>		M W F	1-5	13	Yes	\$30	Full Day Program. Lunch will be provided to youth at the Berglund Center. Program held at the Gruenhagen Shop. Adults encouraged to attend class to help.
<b>Trades Bundle 2: Welding MB, Metalwork MB</b>		T TH	1-5	13	Yes	\$20	
<b>Trades Bundle 3: Woodwork MB &amp; Painting MB</b>		M W F	1-5	13	Yes	\$5	
<b>Troop Activities</b>		A La Carte	3-5	11	N/A		This option becomes the default if you are not signed up for another activity. See page 4 for more details.
<b>Weather MB</b>		T TH	2	11	Yes	None	(Easy) Daily weather log entries.
<b>Whitewater Bundle 1: Whitewater MB, Aqua Rig</b>		T TH	1-5	13	Yes	\$20	Full Day Program. Lunch will be provided to youth. Adults encouraged to attend class to help.
<b>Whitewater Bundle 2: Whitewater MB, Sailing Regatta, Aqua Rig</b>		M W F	1-5	13	Yes	\$20	
<b>Wilderness Survival MB</b>		M W F	2	12	Yes	None	Scouts must construct and sleep in an improvised shelter on Wednesday night in their campsite. Fire building requirement is particularly challenging.
<b>Woodcarving MB</b>	Option 1	M W F	1	11	Yes	\$10	(Intermediate) Plan for time outside of class to carve projects. Please send one adult to help.
	Option 2	M W F	2				



## INDEPENDENT STUDY BADGES

A limited number of merit badges can be completed independently at camp, but most require pre-camp work. On Monday evening, meet with the counselor to review your workbook and completed requirements. You'll schedule follow-up appointments as needed—download workbooks from the Tomahawk website before camp.

Badge/Activity	Minimum Age as of 8/31/26	Pre-requisites/Requirements not earned at camp/Extra Commitments/Notes
<b>Soil and Water Conservation MB</b>	12	Must come with requirements 1-6 and 7e completed. Extended observations and reports expected to be completed independently.
<b>Reptile &amp; Amphibian Study MB</b>	12	Must come with requirements 1-7 and 10 completed. Extended observations and reports expected to be completed independently.
<b>Mammal Study MB</b>	12	Must come with requirements 1, 2, and 4 completed. Observations and reports expected to be completed independently.
<b>Cooking MB (finish a badge)</b>	14	If you took Cooking-Start-a-Badge last year, and have completed the cooking at home meals you can finish Cooking MB while at camp. Go to <a href="http://CampTomahawk.org/Programs/Merit-Badges">CampTomahawk.org/Programs/Merit-Badges</a> to download the "Finish Cooking Merit Badge at Camp Guide" to learn more.
<b>Citizenship In The Nation MB</b>	13	Must come with requirements 1, 2, 3, 4, 5, 7, and 8 completed. Come with completed requirements to Monday Evening Session.
<b>Communication MB</b>	13	Must come with requirements 1, 2, 3, 4, 7, and 9 completed. Come with completed workbook to Monday Evening Session.

## MERIT BADGE ROTATION

Tomahawk rotates merit badge offerings each year to provide variety for Scouts. Most rotating badges are offered every other year, while select STEM badges follow a four-year rotation. Check the current schedule to plan ahead for your desired badges. See pages 22-26 for a complete list of this year's offerings.

Badge	Next Year Offered	Frequency
<b>Forestry</b>	2028	Every other year
<b>Orienteering</b>	2028	Every other year
<b>Rowing</b>	2028	Every other year
<b>Salesmanship</b>	2028	Every other year
<b>Weather</b>	2028	Every other year
<b>Bird Study</b>	2028	Every other year
<b>Motorboating</b>	2028	Every other year
<b>Citizenship in the Nation</b>	2028	Every other year
<b>Nuclear Science</b>	2028	Every other year
<b>Energy</b>	2028	Every other year
<b>Radio</b>	2028	Every other year
<b>Geocaching</b>	2027	Every other year
<b>Geology</b>	2027	Every other year

Badge	Next Year Offered	Frequency
<b>Nature</b>	2027	Every other year
<b>Fish and Wildlife Management</b>	2027	Every other year
<b>Pioneering</b>	2027	Every other year
<b>Fingerprinting</b>	2027	Every other year
<b>Water Sports</b>	2027	Every other year
<b>Citizenship in the World</b>	2027	Every other year
<b>Oceanography</b>	2028	Every 4 years
<b>Moviemaking</b>	2028	Every 4 years
<b>Chemistry</b>	2029	Every 4 years
<b>Composite Materials</b>	2029	Every 4 years
<b>Electronics</b>	2027	Every 4 years
<b>Robotics</b>	2027	Every 4 years
<b>Programming</b>	2028	Every 4 years