

NORTHERN STAR SCOUTING

TOMAHAWK SCOUT CAMP



PROGRAM CATALOG

2023



NORTHERN STAR SCOUTING

TOMAHAWK SCOUT CAMP

PLANNING YOUR PROGRAMS

IN THIS CATALOG

The following pages are designed to give you all the information about programs that you'll need to plan your week at camp.

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- 14-20 High Adventure and Older Scout Activity Details**
- 21 Personal Schedule:** Use to fill out your personal activity preferences.
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- 24-27 Details:** Lists minimum ages, costs, and extra notes on each program/badge.

MERIT BADGE ROTATION

Each summer we swap in some merit badges and swap out others. We do this to provide more merit badge options to Scouts over all the years they camp at Tomahawk.

Merit Badges Offered Even Years:

Bird Study, Forestry, Mammal Study, Orienteering, Rowing, Salesmanship, Soil & Water Conservation, Weather

Merit Badges Offered Odd Years:

Fingerprinting, Geocaching, Geology, Insect Study, Nature, Oceanography, Pioneering, Plant Science

A BALANCED SCHEDULE

At Tomahawk, we offer a schedule that balances advancement with fun activities. Scouts should earn merit badges, but that shouldn't be all they do at camp. At Tomahawk, mornings are generally spent on merit badges, afternoons are spent doing fun activities as a troop, and evenings are for the patrol or buddy groups to explore open areas of camp together.

PROGRAM SIGN UP

1. Review the daily schedules and program details pages.
2. Solidify your commitment to attend camp with \$50 deposit to your camp coordinator in March so they can get you on your troop's roster before program sign up opens.
3. Use the Scout Program Planning Worksheet on page 21 to build your schedule. Work with your camp coordinator to fill this out.
 - Place programs into the morning and afternoon session spaces.
 - Use the secondary options area to list other programs you are interested in, just in case a first choice fills up.
 - Rank your troop activity preferences from pages 4-7
4. Give your Scout Program Planning Worksheet to your camp coordinator. They will enter your basic information and program choices into the online registration system (ScoutingEvent.com)

WHEN PROGRAM

REGISTRATION OPENS

For Merit Badges and High Adventures programs (individual programs) sign up opens on different dates in April to give the oldest Scouts the first opportunity to book programs. **Registration is first come, first served.**

Here is the Individual Program registration schedule :

- April 4th at 7pm: 16 and older
- April 11th at 7pm: 14 and older
- April 18th at 7pm: 10 and older

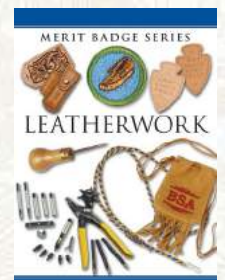
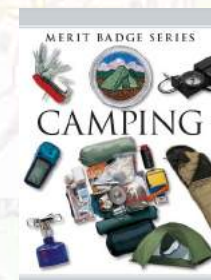
Registration will be closed on the days above from 3pm to 6:59pm to make minimum age adjustments.

Troop Activities:

Your camp coordinator will collect your troop activity rankings and submit rankings on behalf of the troop starting April 4th. These are due by June 1st.

MERIT BADGE PREP

Learning doesn't start at camp. Before you come to camp, review the Merit Badge Pamphlet for each badge you are taking. These pamphlets are extremely helpful and are available for sale in your local Scout Shop.





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 (TROOP TIME)

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



EVENING (OPEN TIME)

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



HIGH ADVENTURES AND SPECIALTY PROGRAMS FOR OLDER SCOUTS

High Adventure programs are commonly all-day long, but some are only half-day. Please review schedules carefully to ensure you don't overbook yourself. There are ways to organize your schedule to incorporate some high adventures, all-day programs, and all-morning programs alongside some merit badges.

The schedule below will give you a rough idea of what the Tomahawk program looks like and how it is organized. Some programs may take up multiple time slots, a full morning or a full day!

	SUN	MON	TUE	WED	THURS	FRI	SAT
8:00 AM		Flags & Breakfast					
8:45 AM-10:25 AM		Merit Badge Session 1 MWF	Merit Badge Session 1 T,TH	Merit Badge Session 1 MWF	Merit Badge Session 1 T,TH	Merit Badge Session 1 MWF	Check-Out
10:35 AM-12:15 PM		Merit Badge Session 2 MWF	Merit Badge Session 2 T,TH	Merit Badge Session 2 MWF	Merit Badge Session 2 T,TH	Merit Badge Session 2 MWF	
12:30 PM		Lunch					
2:00 PM	Check-In, Set up, Dining Orientation Swim Tests	Troop/ Crew Activity	Troop/ Crew Activity	Troop/ Crew Activity	Troop/ Crew Activity	Troop/ Crew Activity	
3:00 PM		Troop/ Crew Activity	Troop/ Crew Activity	Troop/ Crew Activity	Troop/ Crew Activity	Troop/ Crew Activity	
4:00 PM		Troop/ Crew Activity	Troop/ Crew Activity	Troop/ Crew Activity	Troop/ Crew Activity	Troop/ Crew Activity	
6:00 PM	Supper						
7:00 PM - 8:30 PM	Roundtable Camp Tour Campfire	Open Program	Open Program	Open Program	Open Program	Closing Campfire	



RANK YOUR TROOP ACTIVITY OPTIONS

In the afternoon, the Troop participates in activities as a group. Review the following programs and pick your top ten that you'd like to do with your troop. Communicate your top ten troop activities with your camp coordinator using the Scout Program Planning Worksheet.

Your camp coordinator will take the top choices from everyone in your troop and submit your troop's collective top 15 choices to camp. The camp staff will use your troop's submission to craft an afternoon scheduled tailored to your troop.



Troop Swim ☐

Troop Snorkeling ☐



SHOTGUN SHOOTING ☐



ICE CREAM OUTPOST ☐



AQUA TRAMPOLINE ☐



TROOP CLIMB ☐



ARCHERY SHOOTING ☐



RIFLE SHOOTING ☐



CONSERVATION PROJECT ☐



TOMAHAWK THROWING ☐

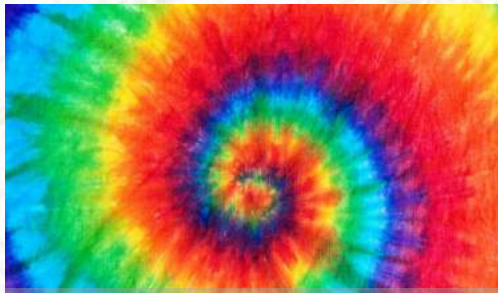


VOYAGEUR CANOE ☐



NORTHERN STAR SCOUTING **TOMAHAWK** SCOUT CAMP

TROOP/CREW ACTIVITIES



TIE DYE T-SHIRT MAKING



Have everyone in your troop tie dye a shirt, handkerchief or other item. White shirts with Tomahawk logos are available in the trading post.



TROOP BOATING



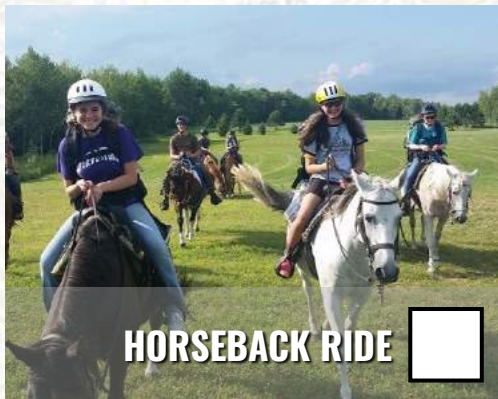
Choose from canoes, kayaks, row boats or paddle boards for this troop activity. Go to the other side of the lake, fish, or play boat tag.



TEAM BUILDING GAMES



Want to grow stronger as a patrol and troop? Play games that challenge your communication, team work, and cooperation skills.



HORSEBACK RIDE



Scheduled for two hours. Rides will be an hour long, but travel/prep time is needed on either end of ride. Rides are \$20 per person.



Bison, Fire Tower, History & Bike Tour



Grab a bike from the Berglund Center and find the Bison by bike. Ride down to the Fire Tower and return for a tour on the history exhibit.



DISC GOLF



Play the 18 hole Tomahawk disc golf course or play 9 holes before or after a bike tour.



GEOCACHING



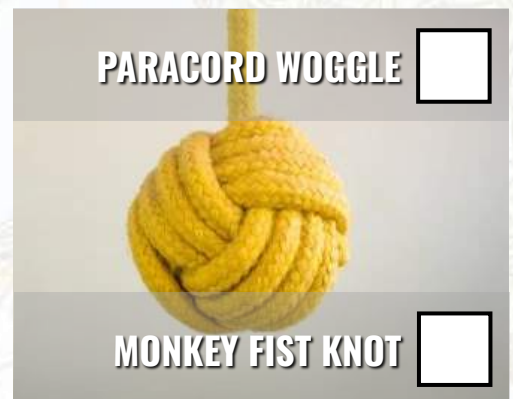
Explore camp by GPS. Take an item from a geocache and leave an item for others to find. We provide the GPS units and instruction.



FIRE TOWER



Climb 100' in the air and see above the trees. See the Mega Tower and Long Lake. Discuss how fire towers worked to spot fires.



PARACORD WOGGLE



MONKEY FIST KNOT



Create something truly unique in Handicraft. Make a Turks Head to use as a neckerchief slide or a monkey fist key chain.



NORTHERN STAR SCOUTING **TOMAHAWK** SCOUT CAMP

TROOP/CREW ACTIVITIES



ORIENTEERING COURSE ☐

Go through the 1 mile orienteering course. Use map and compass to find all the controls in the woods. Will your troop be the fastest?



FIRST CLASS AQUATICS ☐

Need to do reaching, throwing, and line and tender rescues? We've got you covered. This can be paired with a troop swim.



OWL PELLETS ☐

Dissect owl pellets in Ecology and learn about the many things that make owls unique.



BEAVER TAILS ☐

Beavers are considered a keystone species. Learn how beavers shape their environment for themselves and other plants and animals.



5 MILE HIKE ☐

A 5 mile hike is a requirement for advancement. Tomahawk is a perfect place to do this. This activity pairs well with a trip to Logging Camp.



WATERMELON MAUL ☐

This fast paced game at the beach will build up an appetite. Afterwards, enjoy some tenderized watermelon.



PIONEER POWER ☐

Learn and practice your lashing while building a useful camp gadget in Scoutcraft.



LEAVE NO TRACE ☐

NATURE /BOG HIKE ☐

Learn about leave no trace or go on nature walk. Bog walk not available in White Pine.



CAMPSITE/FREE TIME ☐

Sometimes your campsite is the best place to be. If you'd like extra time to do your own thing or rest, let us know.



LOGGING CAMP

TRAVEL BACK TO 1893

From chopping wood to making candles, the Knapp Stout Logging Camp on Long Lake will teach you how to be a bona-fide lumberjack!

Take a swing at the forge and make a mini-tomahawk, or use the two-person saws to cut a wood cookie that you can brand with the blacksmiths.

Personalize a mug, water bottle, or wood cookie by branding it with one of our many branding irons.

Explore the log cabin, originally constructed before the Civil War.

There are three ways to experience logging camp:

AFTERNOON SESSION



Hike or drive up to Logging Camp right after lunch and experience programs from 2:00pm to 4:00pm. Hike or drive back to camp in time for supper.

SUPPER SESSION



Hike or drive up to Logging Camp later in the afternoon and experience programs from 4:30pm to 5:30pm. Cook supper with logging camp staff and do one last program from 6:30pm to 7:30pm before returning back to your camp.

LOGGING OVERNIGHT

This option is only available for Scouts 14 and older on select nights. See details on the Logging Overnight program description on page 14.





NORTHERN STAR SCOUTING
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EVENING ACTIVITIES

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 AQUATRAPLINE



OPEN SCOUTCRAFT



OPEN FISHING



OPEN HANDICRAFT



OPEN RIFLE



OPEN ARCHERY



OPEN SHOTGUN



NORTHERN STAR SCOUTING
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EVENING ACTIVITIES



TOWER RACES KNOT TYING RACES

Who's the fastest climber and fastest at knot tying? Only one way to find out—multi bracket competition. Race against all of the fastest Scouts.



HIGH ADVENTURE FUN NIGHT

Offered on Monday night to Scouts aged 10-12 to learn about the many High Adventure opportunities awaiting them in summers to come.



TOURNAMENTS: WATERPOLO VOLLEYBALL & CHESS

Troops and patrols compete against each other through the week. The winners get to play against the staff at the end of the week.



HORSEBACK RIDING

The horse corral is open every night. Go on a trail ride or just hang out with the horses. Sign up for horse rides with your commissioner.



BEACH BASH

Wednesday night is Beach Bash! Swim, play games, win points, sink a rowboat, listen to music, and enjoy cheeseburgers in paradise.



POKER SHOOT

How's your aim? Can you shoot the best hand of cards? Shoot stuff, with stuff, at stuff with your friends at this fast paced shootout.



COOKING DEMO ROPE MAKING DEMO

Learn how to cook in a dutch oven on Tuesday night in Scoutcraft. Learn how rope is made on Monday night in Scoutcraft. Help make rope.



5K ROOT BEER RUN

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



MILE SWIM

Build up to swimming a mile throughout the week 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 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 Scouts practice skills and to work continuously with them throughout the week.

SCHEDULE

Brownsea is offered during Session 1 and the program runs Monday-Friday. When you sign up you'll select Brownsea Group A, B, or C. Each group will have a different schedule.

	A	B	C
Sharp&Pointy	MON	TUE	WED
Fire/Stove	TUE	WED	THUR
First Aid/Flag	WED	THUR	FRI
Orienteering	THUR	FRI	MON
Nature	FRI	MON	TUE

WHAT'S TAUGHT

Refer to the columns to the right for details. Knot instruction will be spread out through the week.

Aquatics, Hiking, and Lashing requirements can be accomplished during select troop activities in the afternoon.



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.

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.)

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.

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.

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.



NORTHERN STAR SCOUTING
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ALL-STAR PROGRAM

GET MORE CAMP, HAVE MORE FUN!

Are you looking for more summer camp? Are you unable to go to summer camp with your own troop or crew? Join the All-Star Troop at Tomahawk!

WHAT IS THE ALL-STAR TROOP?

You and Scouts from other troops will come together to form a special troop for one week at camp. Tomahawk will provide all the equipment and adult leadership necessary for the troop to function.

WHEN ARE ALL-STAR WEEKS AVAILABLE?

The All-Star program is offered during three weeks for 2023:

- Week 1: June 18—June 24
- Week 5: July 16—July 22
- Week 7: July 30 - August 5

WHO ARE THE ADULT LEADERS?

The All-Star troop has two full-time staff acting as the Scoutmaster and Assistant Scoutmaster to serve the troop. They will help make sure you don't miss a thing at camp.

OPTIONAL SHUTTLE TO CAMP

For an additional \$50 per Scout, a shuttle from Base Camp at Fort Snelling to Tomahawk Scout Camp is available.



HOW DO I SIGN UP?

Step 1: Go to the Tomahawk website and find the All Star Page under the Program menu. Follow the link and start your registration.

Step 2: Pick your session

Step 3: Enter personal information

Step 4: Submit \$50 deposit

Step 5: Review Program Catalog

Step 6: Starting March 14th, go into your registration and start signing up for merit badges and high adventures. You get to sign up before other troops do.

Step 6: Submit full payment by June 1st.



NORTHERN STAR SCOUTING

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Counselor In Training Program

GET THE CAMP STAFF EXPERIENCE!

The Counselor in Training (CIT) program at Tomahawk Scout Camp has been designed to develop the future staff members for Tomahawk and to provide personal development for Scouts.

The program is four weeks long. In these four weeks, CITs will learn first-hand the challenge and the fun of being a Tomahawk staff member. CITs have the chance to work on merit badges while assisting the full-time staff in teaching them.

COST

The total fee for the CIT program is \$75. This includes food and lodging for the duration of your stay. \$25 is due at the time of registration, while the remaining \$50 balance is due on June 1st.

2023 SESSION DATES

Session 1: June 18-July 15

Session 2: July 16- August 12



WHO CAN BE A CIT?

CITs must be at least 14 years of age to be a CIT.

WHERE WILL I SLEEP?

CITs Sleep in the staff tenting area in a canvas wall tent (9'x7'). They usually share this tent with another CIT. CITs have a cot to sleep on and a wooden deck floor.

WHAT TO BRING?

Refer to the Staff Packing List on the Tomahawk Website.

ANNUAL PHYSICAL REQUIRED

Be sure to schedule your annual physical, as it requires a physician's signature. The health form can be found in the documents on the Tomahawk Website by following the QR Code.

WHAT IF I CAN'T ATTEND THE ENTIRE SESSION?

If a CIT needs to leave early or needs to miss a few days; that is fine. However, CITs are required to attend the first week of their session as the week is dedicated to formal CIT training.



SCAN ME



WILDERNESS FIRST AID

Wilderness First Aid (WFA) is a course for everyone planning a remote high adventure ranging from lay responders to medical professionals. It focuses on prevention, assessment, and treatment for an ill or injured person in a remote environment where definitive care by a physician and/or rapid transport is not readily available. This is defined as being an hour or more away from advanced care. CPR/AED Training is not included in this course.

Cost: \$75

Location: White Pine Program Building. Sioux and Chippewa leaders ride the bus or drive.



Times Offered: WFA will be offered as a two-day, all-day course on Monday and Tuesday. There will be 4 different sessions available. See weeks offered for sessions.

How to sign up: Sign up through your troop's online registration. Sign up for this program is similar to how Scouts sign up for merit badges.



Weeks Offered:

In even-numbered years, WFA will be offered on even-numbered weeks. For example, in 2024, WFA will be offered weeks 2, 4, 6, and 8.

In odd-numbered years, WFA will be offered on odd-numbered weeks. For example, in 2025, WFA will be offered weeks 1, 3, 5, and 7.

INTRODUCTION TO OUTDOOR LEADERSHIP SKILLS (IOLS)

This hands-on program gives adult leaders a practical introduction to the patrol method of a Scout-led troop by teaching many of the practical outdoor skills they need to lead Scouts in the out-of-doors. In addition, the teaching methods, activities, and games model the variety of teaching used in effective and engaging Scouting programs.

Cost: \$30 per adult

Location: Attend Brownsea in your sub-camp. The afternoon session is hosted in Chippewa at the dining hall. Sioux leaders should walk over. White Pine leaders will ride the bus to Chippewa.



Times Offered: IOLS takes place during afternoons Sunday-Thursday with an overnight on Thursday night. In addition, participants are required to assist with the Brownsea program.

How to sign up: Sign up through your troop's online registration. Sign up for this program is similar to how Scouts sign up for merit badges.



Extra Commitments:

- Attend Brownsea each morning
- Attend and help with the cooking demo
- Assist with at least one additional evening program.



LOGGING OVERNIGHT

- Sleep in Log Cabin or Hammock Tent
- Notch a log for new log cabin.
- Double Barrel Shotgun, Lever Action Rifle, Black Powder Rifle
- Blacksmithing
- Branding
- Logging History

Age: 14 years old on day of shooting

Cost: \$5

Prerequisites: Completed Hold Harmless Agreement for the specialty shooting sports. Scan the QR Code on this page to find form.

Location: Logging Camp via bus

Times Offered: Thursday at 5:30pm through Friday at 12:00pm.



SPARKS BUNDLE

Use a propane forge, hammers, and anvil. Make hooks and punch rivets with red hot metal. Learn the basics of welding. Use Lincoln Electric wire-feed welders on practice blanks before creating a small project.

What's included:

- Welding Merit Badge
- Metalworking Merit Badge

Age by 8/31/23: 13 years old

Cost: \$20

Location: Gruenhagen Shop via bus

Times Offered: All-Day Tuesday & Thursday OR All-Day Wednesday & Friday





NORTHERN STAR SCOUTING
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OLDER SCOUT PROGRAMS

CLIMBING PROGRAMS

MEGA TOWER & FLYING SQUIRREL

Climbing the 60' tower, slingshot your friends to the top of the flying squirrel, and build climbing skills to get you ready for the next level!

Age by 8/31/23: 13 years old

Cost: \$5

Prerequisites: None

Location: Berglund Center via bus

Times Offered: All-Morning Monday OR All-Afternoon Monday OR All-Afternoon Tuesday



HIGH ROPES & ZIPLINE

Our course is 50' above the ground and our zipline is 500' long. There are 7 aerial elements and 3 ascent options!

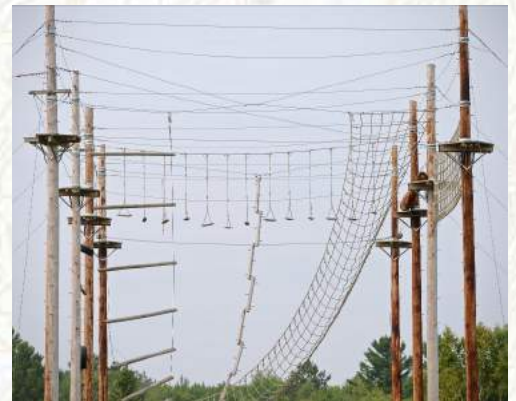
Age by 8/31/23: 13 years old

Cost: \$5

Prerequisites: None

Location: Berglund Center via bus

Times Offered: All-Morning Tuesday OR All-Morning Friday OR All-Afternoon Friday



CLIMBING BUNDLE

Take your skills to real rock! Climb the cliffs in the Blue Hills about 40 minutes from camp. Do training on the Mega Tower, High Ropes, and at the Low COPE course before going offsite to climbing on real rock.

Age by 8/31/23: 14 years old

Cost: \$15

Prerequisites: None

Location: Berglund Center via bus

Times Offered: All-Day Tuesday & Thursday. Must attend both days.





ATV PROGRAMS

TIER 1: SAFETY COURSE AND RIDE

This first level will take you through the ATV Safety Institute's (ASI) safety riding course. This course is completely hands on. Each participant will get their own ATV to ride. Training is at the ATV riding range and will end with a trail ride!

Age on day of riding: 14 years old

Cost: \$40

Prerequisites:

- Must have Completed the online E-Course before riding.
- Sign the Hold Harmless agreement and turn in at check-in on Sunday.
- Scan the QR Code on this page or visit the Tomahawk Website for links.

Location: Berglund Center via bus

Times Offered: Each morning and afternoon from Monday through Thursday. (8 different options)

Notes: Every rider must come dressed with long pants, a long sleeve shirt, and ankle-high boots.

TIER 2: ATV EXTENDED RIDE

Ride over 10 miles of back trails all on the Tomahawk Property. See parts of camp no one else sees!

Age by 8/31/23: 15 years old

Cost: \$40

Prerequisites:

- Completed Tier 1
- Sign the Hold Harmless agreement and turn in at check-in.

Location: Berglund Center via bus

Times Offered: All-Morning Friday
OR All-Afternoon Friday.

Notes: Not to be taken in the same year as Tier 1. See clothing requirements above.





AQUA RIG RAFT

This floating behemoth will launch you in all directions! Includes rope swing and giant blob.

Age by 8/31/23: 13 years old

Cost: None

Prerequisites: Must be a swimmer

Location: Chippewa Marina. Sioux Campers should walk over. White Pine Campers will ride the bus to the Aqua Rig.

Times Offered:

- Any Afternoon Monday-Friday



WHITewater PROGRAMS

Age by 8/31/23: 14 years old

Location: Chippewa Beach. Sioux campers should walk over. White Pine campers will ride the bus to Chippewa Beach. Offsite trip will be at Brule or Flambeau Rivers.

Prerequisites: Must be a swimmer & Flatwater Training.

DAY TRIP OPTION

- Flatwater Training
- Whitewater Kayaking Day Trip

Cost: \$15 per camper

Times Offered: Monday Afternoon Flatwater Training & Friday Day Trip.

OVERNIGHT OPTION

- Can earn Whitewater MB
- Flatwater Training
- Whitewater Kayaking Overnight

Cost: \$20 per camper

Times Offered: Tuesday Afternoon Flatwater Training & Wednesday Afternoon-Thursday Afternoon Overnight.





SAILING PROGRAMS

SMALL-BOAT SAILING MB

Age by 8/31/23: 13 years old

Cost: None

Prerequisites: Must be a swimmer

Location: Offered at each beach

Times Offered: Monday-Thursday
2:00pm-5:00pm. Must attend all days.



ADVANCED SAILING BUNDLE

Want more sailing? Here's two full days of it. This includes:

- Wind Surfing
- Big Boat Sailing
- Catamaran Sailing
- Board Sailing BSA

Age by 8/31/23: 14 years old

Cost: None

Prerequisites: Must be a swimmer and have sailed before.

Location: Sioux Beach. Chippewa Scouts walk over. White Pine Scouts will ride the bus.

Times Offered: All-Day Monday & All-Day Wednesday.



SHOOTING SPORTS OUTPOST

Shoot stuff at stuff with stuff! In the shooting sports outpost you'll participate in the following:

- Sporting Arrows
- Long-Range Archery
- Paintball Markers

Age by 8/31/23: 13 years old

Cost: \$5 per camper

Prerequisites: none

Location: Berglund Center via bus

Times Offered: All-Morning Monday **OR** All-Afternoon Monday **OR** All-Morning Wednesday **OR** All-Afternoon Thursday





COMPLETE ANGLER BUNDLE

Earn Fishing, Fly Fishing, and Fish and Wildlife Management Merit Badges. Staff will provide bait. Includes an evening trip to the dam for premium fishing.

Plan extra time for fishing in the evenings.

Age by 8/31/23: 13 years old

Cost: \$5

Prerequisites: 16+ needs WI Fishing License

Location: Chippewa Marina. Sioux campers should walk over. White Pine campers will ride the bus to the Marina.

Times Offered: All-Morning Monday & Wednesday & Friday



STEM PROGRAMS

NOVA WHOOSH!

- NOVA Whoosh!
- Robotics Merit Badge

Times Offered: All-Morning Monday & Wednesday & Friday.

NOVA SHOOT!

- NOVA Shoot!
- Merit Badge not included. Attend Archery or Rifle separately.

Times Offered: All-Morning Tuesday & Thursday

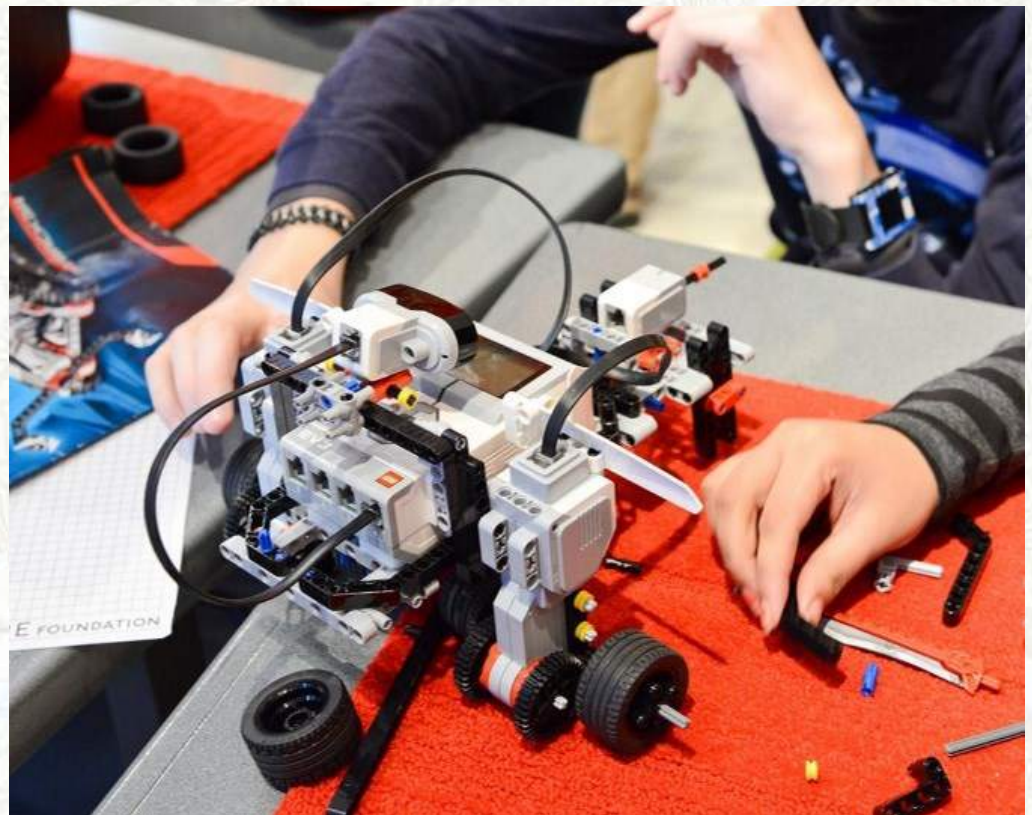
Notes for both programs:

Age by 8/31/23: 13 years old

Cost: None

Prerequisites: Watch documentaries before arrival to camp.

Location: Berglund Center via bus





BIKING PROGRAMS

MOUNTAIN BIKING TIER 1 BASIC SKILLS

Introduction to basic mountain biking and a skill assessment to qualify for the Tier 2 Off-Site Trip. 5 mile bike loop including roads, trails, and single track. Ride the pump track to learn how to move your body independent of the bike.

Age by 8/31/23: 13 years old

Cost: None

Prerequisites: Must be able to bike standing up.

Location: Berglund Center via bus

Times Offered: All-Afternoon Monday OR All Morning Wednesday OR All-Afternoon Wednesday.



MOUNTAIN BIKING TIER 2 OFF-SITE TRIP

Travel off-camp to the Camba Single Track trails near Cable, WI for a day of biking. Bring your own bike or use one of ours.

Age by 8/31/23: 13 years old

Cost: \$10

Prerequisites: Must be able to bike standing up. The badge requirements are physically demanding. You will sweat. Must take Tier 1 first.

Location: Berglund Center via bus

Times Offered: Friday All-Day. Also Take Tier 1 on Monday or Wednesday.





Name: _____ Age as of 8/31/23: _____ Grade Next Year: _____

Review pages 14-27 in the Program Catalog to see when Merit Badges and High Adventures are offered. Age requirements, costs, and special notes are also listed on these pages.

Write the programs you want to do in the grid below. Most programs take place over multiple days. Make sure you account for each day the program is taking place. There are two examples below that show how this grid could be filled out. The example on the left shows what a first year Scout's schedule might look like. The example on the right shows what a Scout 14 years of age or older might choose.

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Morning Session 1	Brownsea	Brownsea	Brownsea	Brownsea	Brownsea
Morning Session 2	Swimming MB	Leatherwork MB	Swimming MB	Leatherwork MB	Swimming MB
Afternoon Session 1-3	Troop Activities	Troop Activities	Troop Activities	Troop Activities	Troop Activities

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Morning Session 1	Mega Tower	Chess MB	Mountain Biking	Chess MB	Whitewater
Morning Session 2	↓	Kayaking MB	↓	Kayaking MB	↓
Afternoon Session 1-3	Whitewater	ATV Safety Course	Troop Activities	Aqua Rig	↓

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Morning Session 1 8:45 - 10:25					
Morning Session 2 10:35 - 12:15					
Afternoon Session 1-3 2:00 - 5:00					

LIST SECONDARY OPTIONS

If the activities you choose fill up or are unavailable, please list some alternative options that you are also interested in.

RANK YOUR TROOP ACTIVITIES

Most Scouts spend their afternoons at camp doing activities with their troop around camp.

Review the available troop activities on pages 4-6. There are more activities offered for troop activities than you will have time for at camp—that's why it is important to come back to camp year after year to experience all the fun Tomahawk has to offer.

Rank your top 10 choices to the right. (1 is the top choice).

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____



Morning Advancement Programs

These lists represent all the advancement based programs offered exclusively in the morning. You may pick up to four programs from the list below, one for each block. Programs like Brownsea and Shotgun Shooting span over two blocks. In these cases you must attend both blocks.

Session 1 8:45-10:25	Session 1 MWF Block	Session 1 TTh Block
	Brownsea Monday-Friday	
	Lifesaving MB Monday-Friday	
	Archery MB	Chess MB
	Basketry MB	Emergency Prep. MB
	Camping MB Option 1	Fishing MB Option 1
	Climbing MB Option 1	Kayaking MB Option 1
	Complete Angler Bundle (Attend both session 1 & 2)	Nature MB
	Environmental Science MB Option 1	Oceanography MB
	Horsemanship MB (Attend session 1 & 2)	Personal Fitness MB
	Rifle Shooting MB Option 1	Plant Science MB
	Space Exploration MB	Shotgun Shooting MB (Attend session 1 & 2)
	Swimming MB Option 1	STEM NOVA Shoot! (Attend session 1 & 2)
	STEM NOVA Whoosh! (Attend session 1 & 2)	

Session 2 10:35-12:15	Session 2 MWF Block	Session 2 TTh Block
	Camping MB Option 2	Astronomy MB
	Canoeing MB	Cooking MB
	Climbing MB Option 2	Fingerprinting MB
	Environmental Science MB Option 2	Fishing MB Option 2
	First Aid MB	Geology MB
	Pioneering MB	Insect Study MB
	Geocaching MB	Kayaking MB Option 2
	Horsemanship MB (Attend both session 1 & 2)	Leatherwork MB
	Rifle Shooting MB Option 2	Photography MB
	STEM NOVA Whoosh (Attend session 1 & 2)	STEM NOVA Shoot! (Attend session 1 & 2)
	Swimming MB Option 2	Shotgun Shooting MB (Attend session 1 & 2)
	Wilderness Survival. MB	Swimming Lessons
	Woodcarving MB	



The grid below shows when Older Scout Programs and High Adventures are offered throughout the week. Some programs are offered more than once. Some programs require attendance of multiple sessions. Review the Program details for clarification. Some programs will conflict with morning merit badges.

	Monday		Tuesday		Wednesday		Thursday		Friday	
	8:45 AM-12:15 PM	1:45-5:15 PM	8:45 AM-12:15 PM	1:45-5:15 PM	8:45 AM-12:15 PM	1:45-5:15 PM	8:45 AM-12:15 PM	1:45-5:15 PM	8:45 AM-12:15 PM	1:45-5:15 PM
ATV	Tier 1 Option 1	Tier 1 Option 2	Tier 1 Option 3	Tier 1 Option 4	Tier 1 Option 5	Tier 1 Option 6	Tier 1 Option 7	Tier 1 Option 8	Tier 2 Option 1	Tier 2 Option 2
Horses	Horse MB Attend M,W&F				Horse MB Attend M,W&F		Extended Ride		Horse MB Attend M,W&F	
Sparks Bundle			Option 1 Tue & Thur		Option 2 Wed & Fri		Option 1 Tue & Thur		Option 2 Wed & Fri	
Advanced Sailing Bundle	Mon & Wed Attend Both				Mon & Wed Attend Both					
High Ropes Mega Tower	Mega Tower Option 1	Mega Tower Option 2	High Ropes Option 1	Mega Tower Option 3					High Ropes Option 2	High Ropes Option 3
Climbing Bundle			Tue & Thur Attend Both				Tue & Thur Attend Both			
Aqua Rig		Option 1		Option 2		Option 3		Option 4		Option 5
Whitewater		Day Trip Flatwater Training		MB Flatwater		Whitewater MB Overnight Must attend Tuesday Flatwater			Day Trip Must attend Monday Flatwater	
Complete Angler Bundle	MWF Attend all				MWF Attend all				MWF Attend all	
STEM NOVA	Whoosh! Attend M,W&F		Shoot! Attend T & Th		Whoosh! Attend M,W&F		Shoot! Attend T & Th		Whoosh! Attend M,W&F	
Biking		Tier 1 Option 1			Tier 1 Option 2	Tier 1 Option 3			Offsite Bike Trip Must complete Tier 1	
Logging Camp Overnight									Only Option	
Sailing Merit Badge		MTWTh Attend all		MTWTh Attend all		MTWTh Attend all		MTWTh Attend all		
Shooting Sports Outpost	Option 1	Option 2			Option 3			Option 4		



Individual Program Details

Many badges will require work outside the scheduled time. Keep this in mind when choosing badges and other programs at camp. Registration for programs begins in April.

Badge/Activity	Minimum Age as of 8/31/23	Session	Days	Cost	Pre-requisites/Requirements not earned at camp/Extra Commitments/Notes
Advanced Sailing Bundle	13	All Day	MW	None	Must be Swimmer Level and must have previous sailing experience. Program runs
Aqua Rig	13	See Page 17		None	Must be Swimmer Level.
Archery MB	12	1	MWF	\$7.50	Scouts will need to attend open range times to finish shooting requirements.
Astronomy MB	11	2	TTh	None	Scouts will have to attend a Tuesday evening session and make moon charts throughout the week. Host a star party for your troop. Bring binoculars to camp.
ATV Tier 1: Safety Riding Course & Trail Ride	14 on day of riding	See Page 16		\$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 complete for before camp for Tier 1. Tier 2 is intended for Scouts that took the safety course last year.
ATV Tier 2: Extended Ride	15	See Page 16		\$40	
Basketry MB	12	1	MWF	\$20	Scouts should plan on spending time working on their baskets outside of class time or go to open handicraft. Please send one adult to help.
Bird Study MB	11	2	TTh	None	<u>Bird Study will not be offered in 2023</u> , but will be offered in 2024. May require extra bird watching on your own time. Bird Study is offered every other year.
Brownsea	11	1	MTW ThF	None	There are three Brownsea Program Options. See Brownsea Page for more information. Must have adult attend class to assist.
Camping MB	12	1 <u>or</u> 2	MWF	None	Req. 9a and 8c needs to be completed outside of camp. 9b can be completed at camp, but most Scouts have done this on other campouts. Submit record sheet to show completion of 8c, 9a, 9b, and 9c.
Canoeing MB	11	2	MWF	None	Must be Swimmer Level.
Chess MB	11	1	TTh	None	Outside of class, organize and run a chess tournament with at least four players plus you.
Climbing MB	12	1 <u>or</u> 2	MWF	None	To complete all the climbs and rappels Scouts should plan on attending the Open Climbs in the evenings.
Cooking MB	13	2	TTh	None	This is a "Start a Badge" and cannot be completed in one week at camp. Scouts in this class will go through all the meal planning so they can complete this requirement on future troop campouts.
Complete Angler Bundle	13	1 <u>&</u> 2	MWF	\$5	Driving off camp to dam to fish. Plan extra time for fishing in the evenings or mornings. 16+ need WI fishing license. Includes Fishing, Fly Fishing, and Fish and Wildlife Management Merit Badges



Individual Program Details

Some badges will require work outside the scheduled time. Keep this in mind when choosing badges and other programs at camp. Registration for programs begins in April.

Badge/Activity	Minimum Age as of 8/31/23	Session	Days	Cost	Pre-requisites/Requirements not earned at camp/Extra Commitments/Notes
Climbing Bundle	13	All Day TTh		\$15	None
Emergency Preparedness MB	12	1	TTh	None	Be enrolled in First Aid Merit Badge or have previously earned it. Cannot be completed at camp. Must submit work back to camp after getting home.
Environmental Science MB	11	1 <u>or</u> 2	MWF	None	Expect out of class work doing observations and writing reports (Req. 1, 4, and 6). Make sure to bring a note book and pencil to this merit badge.
Extended Horse Ride	11	1 <u>&</u> 2	Th	\$30	None
Fingerprinting MB	11	2	TTh	None	Fingerprinting is offered every other year. Fingerprinting will be offered in 2023, but will not be offered in 2024.
First Aid MB	12	2	MWF	None	Should have earned First Class Rank before camp. Bring materials to create a first aid kit and inspect your Troop 1st Aid Kit for Requirement 5.
Fishing MB	11	1 <u>or</u> 2	TTh	None	Plan extra time for fishing in the evenings or mornings. Clean and cook fish. 16+ need WI fishing license.
Forestry MB	11	2	MWF	None	Forestry is offered every other year. Forestry will not be offered in 2023, but will be offered in 2024.
Geocaching MB	12	2	MWF	None	Geocaching is offered every other year. Geocaching will be offered in 2023, but will not be offered in 2024. Significant amount of time outside of class plan a geo-hunt.
Geology MB	11	2	TTh	None	Geology is offered every other year. Geology will be offered in 2023, but will not be offered in 2024.
Horsemanship MB	12	1 <u>&</u> 2	MWF	\$50	Scouts from White Pine will take bus to Corral. If more Horseback riding is desired, also sign up for the extended ride on Thursday.
High Ropes	13	See Page 15		\$5	None
Insect Study MB	12	2	TTh	None	Req. 9 cannot be completed at camp—bring evidence of completion to camp or submit proof at camp. Plan extra time outside of class for observing 20 insects. Insect Study is offered every other year. Insect Study will be offered in 2023, but will not be offered in 2024.
Kayaking MB	11	1 <u>or</u> 2	TTh	None	Must be Swimmer Level.
Leatherwork MB	11	2	TTh	\$10	Plan extra time to complete leatherworking project outside of class. Have one adult attend to help.



Individual Program Details

Some badges will require work outside the scheduled time. Keep this in mind when choosing badges and other programs at camp. Registration for programs begins in April.

Badge/Activity	Minimum Age as of 8/31/23	Session	Days	Cost	Pre-requisites/Requirements not earned at camp/Extra Commitments/Notes
Lifesaving MB	12	1	MTW ThF	None	Must be Swimmer Level and have already completed swimming merit badge. Must be able to swim 400 yards in a strong manner.
Logging Overnight	14	See page 14		\$5	Must be 14 years old on day of shooting. Complete Hold Harmless Agreement.
Mammal Study MB	11	2	TTh	None	Mammal Study is offered every other year. Mammal Study will not be offered in 2023, but will be offered in 2024. 6 hours of observations or life history report to be completed outside of class.
Mega Tower	13	See Page 15		\$5	None
Mountain Biking Tier 1	13	See Page 20		None	Need to be able to ride a bike standing up.
Mountain Biking Tier 2 Offsite	13	See Page 20		\$15	Need to be a strong biker. Need to attend the Tier 1 program or have equivalent experience biking.
Nature MB	11	1	TTh	None	Collection of plant, rock, other outside of class. Nature is offered every other year. Nature will be offered in 2023, but will not be offered in 2024.
Oceanography MB	11	1	TTh	None	Visit an aquarium and write a 500-word report about your visit or do a presentation to your troop. Oceanography is offered every other year. Oceanography will be offered in 2023, but will not be offered in 2024.
Orienteering MB	11	2	MWF	None	Orienteering is offered every other year. Orienteering will not be offered in 2023, but will be offered in 2024. Work outside of class to plan orienteering event.
Personal Fitness MB	11	1	TTh	None	Badge can be started, but cannot be completed at camp. Submit work back to camp after getting home to complete.
Photography MB	11	2	TTh	None	Some point and shoot cameras are available to checkout. Suggested that you bring a own camera or smart phone. Will need time outside of class to take and organize photos.
Pioneering MB	11	2	MWF	None	Pioneering is offered every other year. Pioneering will be offered in 2023, but will not be offered in 2024. Must attend Rope Making evening program.
Plant Science MB	11	1	TTh	None	Badge can be started, but cannot be completed at camp. Submit work back to camp after getting home to complete. Plant Science is offered every other year. Plant Science will be offered in 2023, but will not be offered in 2024.



Individual Program Details

Some badges will require work outside the scheduled time. Keep this in mind when choosing badges and other programs at camp. Registration for programs begins in April.

Badge/Activity	Minimum Age as of 8/31/23	Session	Days	Cost	Pre-requisites/Requirements not earned at camp/Extra Commitments/Notes
Rifle Shooting MB	12	1 <u>or</u> 2	MWF	\$5	Scouts should plan on going to the Open Shoots during evenings to complete the shooting requirements.
Rowing MB	11	1	TTh	None	Must be Swimmer Level. Rowing is offered every other year. Rowing will not be offered in 2023, but will be offered in 2024.
Salesmanship MB	11	2	TTh	None	Salesmanship will not be offered in 2023, but will be offered in 2024. Badge can be started, but cannot be completed at camp. Sell popcorn to help with the requirement. Submit work back to camp after getting home to complete.
Shoot! NOVA Award	13	1 <u>&</u> 2	TTh	None	Need to watch 3 hours of documentaries before coming to camp. Links to videos will be made available on website May 1st. Req. 2 needs to be complete outside of class.
Shooting Sports Outpost	13	See Page 19		\$5	None
Shotgun Shooting MB	13	1 <u>&</u> 2	TTh	\$30	Scouts should plan on going to the Open Shoots during evenings to complete the shooting requirements.
Small Boat Sailing MB	13	Afternoon Sessions	MTWTh	None	Must be Swimmer Level. Class is 2pm-5pm Monday through Thursday
Soil and Water Conservation MB	12	1	TTh	None	Soil and Water Conservation is offered every other year. It will not be offered in 2023, but will be offered in 2024.
Space Exploration	12	2	MWF	\$15	Plan time to construct rocket. Rocket Launch is Thursday Afternoon at Berglund Center.
Sparks	13	See Page 14		\$20	Adults welcome to sign up to help.
Swimming MB	11	1 <u>or</u> 2	MWF	None	Must be Swimmer Level.
Weather MB	11	1	TTh	None	Weather will not be offered in 2023, but will be offered in 2024. Daily weather log entries. Troop should bring weather radio or plan to use weather app on smart phone. Weather is offered every other year.
Whitewater	14	See Page 17			Must be Swimmer Level and strong paddler. This will include a flatwater training prior to the daytrip.
Wilderness Survival MB	12	2	MWF	None	Scouts will need to construct and sleep in an improvised shelter for one night in their campsite.
Woodcarving MB	12	2	MWF	\$10	Plan for time outside of class to complete carving projects..
Whoosh NOVA Award	13	1 <u>&</u> 2	MWF	None	Need to watch 3 hours of documentaries before coming to camp. Links to videos will be made available on website May 1st.



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