



White Pine Companion

2017 Edition

****For use at camp****

For planning information see Leader's Guide
and www.CampTomahawk.org/Resources

Program Schedule

Block A M, W, F 8:45-10:25am	Block B T, Th 8:45-10:25am	Block C M, W, F 10:40am-12:20pm	Block D T, Th 10:40am-12:20pm
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Ride High Adventure
(Block A+B+C+D+E)

Treks High Adventure
(Block A+B+C+D+E)
Climbing, Geology, and Kayaking Merit Badges

Aquatics High Adventure
(Block A+B+C+D+E)
Kayaking, Motorboating, and Whitewater Merit Badges

Apostle Island Sea Kayaking
Kayaking MB
(Picked up Sunday afternoon and return Friday Afternoon)

Ranch Hands
(Block A+B+C+D)
Horsemanship and Animal Science Merit Badges

Explore (Morning Session)
(Block A+B+C+D)

News Team
(Block A+B+C+D)
Radio, Journalism, Photography, Moviemaking Merit Badges

Brownsea
(Block A+B+C+D)
(Includes Leatherwork and Swimming Merit Badges)

Block A M, W, F 8:45-10:25am	Block B T, Th 8:45-10:25am	Block C M, W, F 10:40am-12:20pm	Block D T, Th 10:40am-12:20pm
Archery	Chess	Basketry	Geology
Astronomy	Fish & Wild Mgmt.	Canoeing	Mammal Study
Camping	Kayaking	Climbing	Nature
Climbing	Pioneering (B+D)*	Cooking	
Environmental Science	Rowing	Emergency Prep	Personal Fitness
Fishing	Salesmanship	Environmental Science	Pioneering (B+D)*
First Aid		Forestry	Shotgun (B+D)*
Lifesaving		Geocaching	Weather
Orienteering	Shotgun (B+D)*	Rifle Shooting	Wilderness survival
Swimming	Space Exploration	Swimming	Wood Carving

Program Schedule

Block E Sunday—Thursday 2:00pm—5:00pm

Ride High Adventure
(Block A+B+C+D+E)

Treks High Adventure
(Block A+B+C+D+E)
Climbing, Geology, and Kayaking Merit Badges

Aquatics High Adventure
(Block A+B+C+D+E)
Kayaking, Motorboating, and Whitewater Merit Badges

Apostle Island Sea Kayaking
Kayaking MB
(Picked up Sunday afternoon and return Friday Afternoon)

Sailing Merit Badge (2-4pm)
(Block E Only)

Explore High Adventure (Afternoon Session)
(Block E Only)

STEM NOVA
(Block E Only)
Nuclear Science and Robotics

Unit Activities
(Block E Only)
Climbing, Rifle, Archery, Shotgun, Horse Corral, Low Cope, Logging Camp, Disc Golf, Fire Tower, Bison Visit, Canoeing

Independent Study Merit Badges Require the Scout to meet a minimum of twice during the week with the merit badge counselor. The Scout receives a document with the tasks necessary to earn the badge independently. Merit badge counselors are available by appointment. All requirements are due BEFORE Lunch on Friday. Badges available: Bird Study, Leatherwork, Reptile & Amphibian Study, Soil & Water Conservation, and Public Speaking.

Sign-up is Sunday after the beach demo in the Program Building

*Scouts completing Shotgun and Pioneering must attend both B and D sessions

Merit Badge

Badge/Program	Location	Completed Grade
Apostle Islands	Bus Stop (Van) *	8th
Archery	Archery Range	6th
Astronomy	Ecology	5th
Basketry	Scoutcraft	5th
Bird Study	Ecology	5th
Brownsea	Parade Field	5th
Camping	Scoutcraft	6th
Canoeing	Beach	5th
Chess	Program Building	5th
Climbing	Scoutcraft	6th
Cooking	Program Building	8th
Emergency Preparedness	Scoutcraft	7th
Environmental Science	Ecology	5th
Explore (Afternoon)	Bus Stop (Bus) *	7th
Explore (Morning)	Bus Stop (Bus) *	7th
Fingerprinting	Ecology	5th
First Aid	Program Building	6th
Fish & Wildlife Management	Ecology	5th
Fishing	Beach	5th
Forestry	Ecology	5th
Geocaching	Weekes Dining Shelter	5th
Geology	Ecology	5th
HA Aquatics	Bus Stop (Van) *	8th

Merit Badge

Badge/Program	Location	Completed Grade
HA Ride	Bus Stop (Van) *	(14 yr old)
HA Treks	Bus Stop (Van) *	8th
Kayaking	Beach	7th
Leatherwork	Scoutcraft	5th
Lifesaving	Beach	5th
Mammal Study	Ecology	5th
Nature	Ecology	5th
News Team	Bus Stop (Bus) *	7th
NOVA	Bus Stop (Bus) *	7th
Orienteering	Weekes Dining Shelter	5th
Personal Fitness	Program Building	5th
Pioneering	Scoutcraft	5th
Ranch Hands	Horse Corral	7th
Reptile & Amphibian Study	Ecology	5th
Rifle Shooting	Rifle Range	6th
Rowing	Beach	5th
Salesmanship	Trading Post	5th
Shotgun Shooting	Shotgun Range	7th
Small Boat Sailing	Beach	7th
Soil & Water Conservation	Ecology	5th
Space Exploration	Ecology	7th
Swimming	Beach	5th
Weather	Ecology	5th
Wilderness Survival	Scoutcraft	6th
Wood Carving	Scoutcraft	5th

*For Bus Schedule See Page #26

Brownsea

The Brownsea first-time camper program is an exposure program to the outdoor skills needed for advancement. Though Brownsea teaches scouts many of the skills needed to earn first class rank, it is the duty of the unit leaders to sign-off on the requirements.

What do they earn?

- Swimming OR Basketry Merit Badge
- Leatherwork Merit Badge
- Second Class: 1b, 2a, 2b, 2c, 2f, 2g, 3a, 3c, 3d, 4, 5a, 5b, 5c, 5d, 6a, 6b, 6c
- First Class: 1b, 4a, 5a, 5b, 5c, 5d, 6a, 6b, 6e, 7a, 7b, 7c

Outpost Hike: There will be opportunities for scouts to earn second class requirement 3b if they join the Brownsea staff on a hike to logging camp. These hikes will take place in the afternoons or evenings. To sign your unit up talk to your commissioner or camp director.

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

Traveling Brownsea: If there are additional requirements you would like to have covered with your scouts, talk to the Brownsea Director to schedule a time to work with one of our Brownsea staff.

Requirements that can be covered through traveling Brownsea include, but are not limited to:

Scout: 1a-1f, 3a, 4a, 4b, 5

Tenderfoot: 1a-1c, 3a-3d, 4a-4c, 5a-5c, 7a, 8

Second Class: 6d, 6e, 8a, 8b

First Class: 3a-3d, 4b, 6c, 6d, 7d, 7e, 7f

For troops that are not participating in the regular morning Brownsea sessions we can also cover any of those requirements through the traveling Brownsea program with advanced notice.

Brownsea meets at the Weekes Dining Shelter the first day of instruction.

Brownsea

(Patrol D)**				
Monday	Tuesday	Wednesday	Thursday	Friday
Ecology Day	Scoutcraft Day	Aquatic Day #1	Orienteering Day	Aquatic Day #2
Second Class: 1b, 4, First Class: 1b, 5a, 5b, 5c, 5d	Second Class: 2a, 2b, 2c,	Second Class: 5a, 5b, 5c, 5d First Class: 6e	Second Class: 3a, 3c, 3d, First Class: 4a	First Class: 6a, 6b
Leatherwork Merit Badge Day One	Leatherwork Merit Badge Day Two	Swimming or Basketry Merit Badge Day One	Leatherwork Merit Badge Day Three	Swimming or Basketry Merit Badge Day Two
Covered Throughout the Week: Second Class: 2f, 2g, 6a, 6b, 6c First Class: 7a, 7b, 7c				
Patrol Breakouts schedule will change depending on which patrol you are placed in.				

Saturday

1:00 pm	Check-in (1:00-3:00pm) <ul style="list-style-type: none"> • Establish Camp • Health Check 	Welcome Center In Campsite
5:30 pm	Dining Shelter Demo (Note #1)	Dining Shelter
6:00 pm	Flag Ceremony Supper (Wear Class A Uniform)	Parade Field Dining Shelter
7:00 pm	Emergency Mobilization Drill (Note #2)	Go to Designated Storm Shelter
7:30 pm	Scoutmaster Roundtable (Note #3)	Program Building
7:30 pm	Camp Orientation (Note #4)	Starts at Storm Shelter
8:00- 9:30 pm	Trading Post and Commissary Open	

Saturday Notes

Upon arrival, **arrange for your camp coordinator to check-in at the Welcome Center.** The rest of the unit can proceed straight down to the campsite **with health forms** to begin setting up camp for the week. After unloading, the vehicles should be brought to Long Term Parking.

Notes:

#1: Your **whole** unit should venture to the Dining Shelter for the demo, where you will be assigned tables and review procedures, prior to dinner - this demo will be available for your unit when you have been checked in by your commissioner.

#2 The Storm Shelter in White Pine for all campsites is the Program Building basement.

Saturday Notes

#3: The Saturday night Scoutmaster Roundtable meeting is the chance to get any unanswered questions addressed before your week starts. We will cover further equipment needs, high adventure sign-ups, and a host of other topics to make sure you start the week prepared. Bring two adult leaders and your SPL to the Program Building.

#4 The camp orientation will review where everything is and where merit badges will be held. This is when we will discuss the new items at camp and cover all the camp rules. **ALL SCOUTS NEED TO ATTEND.** This will end at the trading post around the same time the roundtable ends.

Sunday

Time	Event	Location
8:00 AM	<ul style="list-style-type: none"> Camp-wide Flag Raising Breakfast 	Parade Field Dining Shelter
9:30 AM To 11:30 AM	<ul style="list-style-type: none"> Beach Demo and Swim Checks (Note #1) CPR and Sailing Demos (Note #2) Independent Study Signups (Note #3) Climbing Tower Demo (Note #4) Adult Shoot (Note #5) SPL Meeting (Note #6) 	
11:45 AM To 12:15 PM	<ul style="list-style-type: none"> Protestant Chapel Interfaith Chapel 	Weekes Dining Shelter
12:45 PM	Lunch	Dining Shelter
2:00 PM To 2:55 PM	Unit Activity	
3:00 PM To 3:55 PM	Unit Activity	
4:00 PM To 4:55 PM	Unit Activity	
5:15 PM	<ul style="list-style-type: none"> Catholic Mass—Transportation from Program Building leaves at 4:50 PM 	Chippewa Campfire Ring
6:30 PM	<ul style="list-style-type: none"> Flag Ceremony Supper 	Parade Field Dining Shelter
8:30 PM	Campfire & OA Callout	Campfire Ring

Sunday Notes

Notes: **#1:** The Beach Demo introduces Scouts to the Aquatics area; they learn the rules of the Waterfront. **All Scouts are required to attend.** Swim checks will be conducted during this time.

#2: The CPR Demo is for: Climbing, First Aid, and all other aquatic merit badges (except fishing) you must demonstrate your ability to do CPR. This is a time for you to learn how and show your skills to a counselor.

Sailing Demo: If you want to sail a boat while at camp make sure you attend this demo to learn the sailing basics, how boats should be set up, and how to put boats away properly. A staff member will sign the back of your buddy tag showing you can sail.

#3: Independent Study: If you have Scouts interested in participating in an independent study they can sign up after the Beach Demo. They will be given outside class work to complete throughout the week.

#4: Climbing Demo: Anyone, especially leaders that want to learn how to belay are invited to the tower to practice belaying. The more belayers your unit has the more climbing you'll be able to do during the week.

#5: Adult Leader Shoot: Adults with an affinity for shooting are invited to the rifle range. After shooting, the range staff will give you information on opportunities to help with coaching out at the ranges. Proficient shooters will be encouraged to help throughout the week.

#6: SPL Meeting: At this meeting SPLs will meet with the Camp Director and discuss responsibilities at camp, program information, and end of the week campfire planning. Through participation in the meetings, and other events during the week SPLs will also have the opportunity to earn public speaking merit badge.

Monday

Time	Event	Location
8:00 AM	<ul style="list-style-type: none"> Camp-wide Flag Raising Breakfast 	Dining Shelter
8:45 AM To 10:25 AM	Block A Merit Badge Instruction Scout Master Round Table Note #1	Program Building 9 AM
10:40 AM To 12:20 PM	Block C Merit Badge Instruction	
12:45 PM	Lunch	Dining Shelter
2:00 PM To 2:55 PM	Unit Activity	
3:00 PM To 3:55 PM	Unit Activity	
4:00 PM To 4:55 PM	Unit Activity	
6:00 PM	<ul style="list-style-type: none"> Flag Ceremony Supper 	Dining Shelter
7:00 PM To 8:30 PM	High Adventure Fun Night (Note #2) Wipeout: Aqua obstacle course. Edible Eco Mile Swim—400 yard Swim Safety Afloat/Safe Swim Defense Training Star Party: Party starts at 10pm. Stars start at 10:30pm. Parade Field. If cloudy Star Party will be rescheduled.	Welcome Center Beach Ecology Beach Beach 7:30 PM Weekes Parade Field

Monday Notes

Notes: **#1:** Discuss Wednesday Dining procedures, and Merit Badge procedures for the end of the week. Logging camp logistics will be a major part of this meeting.

#2: High Adventure Night is for any age Scout. They try the pump track, flying squirrel, mega tower, and bouldering. Transportation to the Welcome Center is available, but limited. Feel free to drive your own Scouts.

Tuesday

Time	Event	Location
8:00 AM	<ul style="list-style-type: none"> • Camp-wide Flag Raising • Breakfast 	Dining Shelter
8:45 AM To 10:25 AM	Block B Merit Badge Instruction	
10:40 AM To 12:20 PM	Block D Merit Badge Instruction	
12:45 PM	Lunch	Dining Shelter
2:00 PM To 2:55 PM	Unit Activity	
3:00 PM To 3:55 PM	Unit Activity	
4:00 PM To 4:55 PM	Unit Activity	
6:00 PM	<ul style="list-style-type: none"> • Flag Ceremony • Supper • Scoutmaster's Dinner (Note #1) 	Dining Shelter
7:00 PM To 8:30 PM	Mile Swim—800 yard Swim Sand Castle Siege Predator vs. Prey Fruit Shoot Chess Tournament Merit Badge Check Up (Note #2)	Beach Beach Ecology Archery Range Program Bldg.

Tuesday Notes

#1: The Scoutmaster dinner will take place in the White Pine Program Building.

#2: Merit Badge Counselors will be in the Dining Shelter to meet with you and give progress updates on scouts' merit badges.

Iomanawk Scout Reservation

N1910 Scout Road, Birchwood, WI 54817

Phone: (715)354-3841

www.camptomahawk.org

Northern Star Council
Boy Scouts of America



White Pine Camp

Spruce
Balsam
Tamarack
Cedar

Juniper

Aspen

Ironwood

Birch

Maple

Oak

Long Lake

Red Pine

Long Lake
Birchwood, WI



Road Legend

- Main Road
- Service Road
- Trail



White Pine Camp

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

Wednesday (Cook in Campsite)

Time	Event	Location
8:00 AM	<ul style="list-style-type: none"> Flag Raising Breakfast cooked in campsite (Note #1) 	Campsite Campsite
8:45 AM To 10:25 AM	Block A Merit Badge Instruction	
10:40 AM To 12:20 PM	Block C Merit Badge Instruction	
12:45 PM	Cheeseburgers in Paradise (Note #2)	Scoutcraft
2:00 PM To 2:55 PM	Outpost Day / Unit Activities <ul style="list-style-type: none"> Logging Camp. (Note #4) Special activities in White Pine <ul style="list-style-type: none"> Tie Dye Canvas Paint Shoot—Rifle Range Pioneer Power Hour—Scoutcraft 	
3:00 PM To 3:55 PM		
4:00 PM To 4:55 PM		
6:00 PM	<ul style="list-style-type: none"> Flag Ceremony Supper cooked in campsite (Note #3) 	Campsite Campsite
7:00 PM To 8:30 PM	Outpost / Camp-Wide Activities <ul style="list-style-type: none"> Logging Camp (Note #4) In the past games have included Big Base, Kick Ball, and Ultimate Frisbee. The game this year will be announced at camp. 	

Wednesday Cooking

Wednesday is the cooks day off and a great opportunity to cook as a unit. Breakfast will be pancakes, link sausage, and fruit. Supper is steak, potatoes, carrots, onions and cobbler mix. Please come prepared to cook, serve, and clean up in your campsite on Wednesday.

Notes: **#1:** Crates with supplies can be picked up in the Dining Shelter at 7:00 AM.

#2: Cheeseburgers in Paradise is a cookout in Scoutcraft. The staff do all the cooking. **Please bring your own mess kit and cup.**

#3: You can pick up supper from the Program Building starting at 4:30 PM. Details for Wednesday food will be reviewed at the Monday Roundtable.

#4: Logging Camp will be available to White Pine. Units will discuss their options for traveling to logging camp, activities offered, and meal options at the Monday Roundtable.

Thursday

Time	Event	Location
8:00 AM	<ul style="list-style-type: none"> Camp-wide Flag Raising Breakfast 	Dining Shelter
8:45 AM To 10:25 AM	Block B Merit Badge Instruction Scoutmaster Roundtable (Note #1) Badge Orders Due to Camp Director	Dining Shelter 9am
10:40 AM To 12:20 PM	Block D Merit Badge Instruction	
12:45 PM	Lunch	Dining Shelter
2:00 PM To 2:55 PM	Unit Activity	
3:00 PM To 3:55 PM	Unit Activity	
4:00 PM To 4:55 PM	Unit Activity Camping and Cooking Merit Badge Hike: (Note #2)	Scoutcraft
6:00 PM	<ul style="list-style-type: none"> Flag Ceremony Supper 	Dining Shelter
7:00 PM To 8:30 PM	Merit Badge Cards returned (Note #3) King of the Tower Mile Swim: Bring 2 people for watch boat Root Bear Run: 5K run. Free root bear float to anyone that finishes. Animal Races —No mammals, no birds Poker Shoot: Wilderness Survival Campout: 8:30pm in Scoutcraft. Bring a tarp, sleeping bag, pillow, mosquito netting, flashlight, pocket knife. Scouts will be back for breakfast.	Mailboxes Climbing Tower Beach Chippewa Dining Shelter Ecology Archery and Rifle Scoutcraft

Thursday Notes

Notes: **#1:** Review checkout procedures. Badge orders will be due with highest potential quantities needed.

#2: Come prepared for an overnight campout. Group will depart at 4:30pm and return by 9pm

#3: B and D merit badge cards will be in campsite mail boxes by 7:00pm.

Friday

Time	Event	Location
6:30 am	Polar Bear Swim	Beach
8:00 am	Flag Ceremony Breakfast	Dining Shelter
8:45 AM To 10:25 AM	Block A Merit Badge Instruction	
10:40 AM To 12:20 PM	Block C Merit Badge Instruction	
12:45 pm	Lunch	Dining Shelter
1:30 pm	SPL Meeting—review checkout expectations and canvas demo	Parade Field
2:00 pm	Friday Games Merit Badge Cards Returned (Note #1) Merit Badge Pick Up (Note #2)	Parade Field Dinning Shelter Trading Post
3:00 pm	Beach Bash	Beach
6:00 pm	Flag Ceremony Supper	Dining Shelter
7:00 pm	Unit Campfires and Courts of Honor (Note #2)	Campsites
8:30 pm	Camp Wide Closing Campfire Winner of the Tomahawk Cup Announced	Campfire Ring

Friday Notes

Notes: **#1:** All merit badge cards will be delivered to campsite mail boxes.

Notes: **#2:** Review completed and partial MB cards

- Complete Patch order form
- Fill patches order in Trading Post
- Submit patch order form and advancement report to trading post operator.

You must submit an advancement report to the trading post before you can receive any merit badges or rank badges. Hard copy advancement reports are available. We recommend you take your copy of advancement report and use it to complete your advancement online. This will ensure your units advancements are recorded right away.

#3: Commissioners will be visiting to check canvas and recognizing scout masters.

Saturday

Time	Event	Location
7:00 am	Breakfast crates will be available at this time.	Dining Shelter
8:00 am	Breakfast	Campsite
8:00-10:00 am	<p>Campsite Checkout</p> <ul style="list-style-type: none"> • All unit equipment designated by your commissioner should taken down and packed before commissioner arrives, Equipment might stay set up for next unit. • Campsite should be free of trash • Have cots set up outside of tent for inspection • Canvas should be rolled tightly, tied, and stacked correctly • Any broken equipment should be stored below bakers tent with a repair tag attached. 	Campsite
8:30 am—10:30 am	<p>Check-out: At the Welcome Center.</p> <p>Bring these forms:</p> <ul style="list-style-type: none"> • Checkbook for payment • Camper Survey (1 per unit) • Commissioner Campsite/Equipment Inspection • Medication Distribution Records <p>All lost and found will be at Welcome Center on Saturday Morning.</p> <p>Last minute patch exchanges and orders can be filled at this time.</p>	Welcome Center

RECORDS: In accordance with Wisconsin state law, Tomahawk Scout Reservation must retain a copy of health histories for all campers for two years. To be in compliance with this law, it is necessary for all campers and adults to submit a copy of their entire health form to the health officer. **Tomahawk will keep the copy submitted.** Records are kept in locked storage and are destroyed after two years.

Saturday Notes

Emergency Procedures

Emergency: THREE (3) HORN BLASTS

Upcoming Severe Weather, Missing Person, Lost Bather, Fire, Weekly Drill

Unit Mobilization

1. All program areas stop
2. Scouts and leaders return to campsites
3. When entire unit is accounted for, unit sends two (2) runners to camp program building to report and receive information
4. If unit is unaccounted for after 15 minutes from sound of horn, send two (2) runners to report missing person(s) and receive information for the unit

Units remain in campsite on standby until runners return to campsite with instructions

High Emergency: FOUR (4) HORN BLASTS

Severe Thunderstorm Warning, Tornado Warning

Unit Mobilization

1. All program stops
2. Scouts and leaders move to predesignated storm shelter
3. Units will receive instructions at pre-determined storm locations

Extreme Emergency: SOLID HORN

Imminent Severe Weather

Unit Mobilization

1. All program areas stop
2. Scouts and leaders seek shelter immediately in nearest storm location
3. When the "all clear" is given, units return to campsites.
4. Units remain in campsite on standby until staff arrives with instructions.

The storm shelter for everyone in White Pine is the basement of the Program Building.

Camp Rules

Camp Rules:

Buddy System: Scouts must be instructed to use the buddy system when hiking or exploring around camp and are encouraged to inform their leaders of their plans when leaving their campsite.

Vehicles: All vehicles must be parked in the Long Term lots for the week. In camp traffic is restricted to camp vehicles and vehicles with a permit.

Bikes: Bikes are allowed only for adult leaders to get around camp. Bikes are not allowed for Scouts. Helmets **MUST** be worn when using a bike.

Horse Corral

Regular Ride: \$10 per person. 40 minutes long.

All costs for trail rides will be charged to your unit account and can be settled at the end of the week.

Rodeo rides gives each scout an opportunity to ride a horse through a barrel pattern giving them experience guiding the horse independently. If it is raining rodeo rides will be cancelled and money refunded. Cost is \$5 per rider.

- **Note: Riders are required to wear closed-toe shoes and long pants**
- **Do not drive on the road to the Horse Corral.**

People with hay fever or bee allergies must seek approval from the health officer before going to the horse corral.

Open/ Evening Programs

Open Boating: Canoeing, Kayaking, Rowing, and Sailing

- 9am-12pm Monday-Friday
- 2pm-5pm Sunday-Thursday (excluding Wednesday)
- 7pm-sunset Monday-Thursday (excluding Wednesday)

Open Swim:

- 2pm-5pm Sunday-Thursday
- 7pm-sunset Monday– Thursday
- 9am-12pm Friday

Open Tower:

- 7pm-sunset Monday– Thursday

Open Rifle Range:

- 7pm-sunset Monday– Thursday
- \$0.50 for 10 shots.

Open Shotgun Range:

- 7pm-Sunset Monday– Thursday
- \$1.25 for 3 shots

Open Archery Range:

- 7pm-sunset Monday– Thursday
- No charge

Ecology

Star Party: Party with the stars! Come to star party to hang out and learn about the Constellations and their stories!

Predator vs Prey: Learn about the food chain in this fun and exciting game.

Animal Races: No birds and no mammals allowed!

Edible Ecology: Learn about all of the edible plants around Tomahawk!

Shooting Ranges

Fruit Shoot: Shoot at Fruit at the Archery Range!

Poker Shoot : Shoot at cards at either the archery or rifle range to try and get the best hand.

Evening Programs

Scoutcraft

Tie Dye: Purchase a shirt from the Trading post and head on down to Scoutcraft to give it a nice tie dye!

Pioneer Power: Learn about Pioneering and help build the Scoutcraft area!

King of the Tower: Enter the tournament to see who is the fastest climber in camp! Must have closed-toe shoes. No swim trucks.

Camp Wide

HA Fun Night: Get a taste of what it is like to do High Adventure!

Chess Tournament: See who is the ultimate grandmaster at chess! Required for chess merit badge.

Root Beer Run 5K: Run a 5K through Chippewa and Sioux with a refreshing root beer float at the end!

The Beach

Wipeout: Scouts will go through an obstacle course on the aqua tramp, trying to get to the other side without wiping out.

Sand Castle Siege: Build sandcastles and launch water balls at opposing sandcastles! Last Sandcastle Standing wins!

Mile Swim: Push your swimming ability to the limits with the mile swim! You must complete the 400m, and 800m qualifiers. Have two buddies ready to row next to you!

Safety Afloat/Safe Swim Defense: Learn the basics of safety from the Beach Director. This training is primarily for adults.

Segments

Emblem	Segment	Description
	Bison	Visit the Bison Ranch
	Bus	Hop aboard the Tomahawk bus service
	Canoeing	Go canoeing, demonstrate the j-stroke, paddle in the bow and stern of the boat
	Clasped Hands	Complete a service or conservation project recommended by the ecology staff
	Compass	Hike trails of Tomahawk using a map and compass.
	Disc Golf	Play our exciting disc golf course near the welcome center
	Driving Range	Try your hand at the driving range during evening program.
	Fire Tower	Climb the Phillippo Fire Tower
	Fish	Go fishing; catch and clean at least one fish
	Footprint	Hike at least 5 miles of Tomahawk's extensive trail system
	Geo-cache	Find three of the Tomahawk geocaches using a GPS device
	Horse Corral	Go on a trail ride
	Leave no Trace	Attend a Leave No Trace awareness workshop. Visit Ecology for details.
	Logging Camp	Visit the Knapp-Stout Logging Camp Program

Segments

Emblem	Segment	Description
	Mega Tower	Climb to the top of the 60' Mega-Tower located near the Welcome Center
	Mountain Biking	Ride the Tomahawk Mountain Biking Trail
	Order of the Arrow	Be an OA Member and participate in an approved OA service Project
	Polar Bear Swim	Attend and participate in the Polar Bear Swim.
	Race Flags	Friday Games– Participate in your sub-camps Friday Games and activities.
	Reverent	Attend Chapel Service and complete a chaplain approved service project.
	Sailing	Go sailing in one of the Big Boats or go sailing on one of camps many small sail boats
	Star Party	Participate in Star Party and learn about at least three constellations
	Storm Shelter	Visit the Storm Shelter during severe weather
	Target	Shoot at the Rifle or Shotgun and Archery Ranges
	Tepee	Become a Tomahawk Troop. See the requirements in the Leader's Guide
	Tree	Do an approved conservation project and complete an Ecology Merit Badge
	Brownsea	Participate in the TSR Brownsea program for first year Scouts
	Feathers	Complete the Feathers program at Ecology

Bus Schedule

The bus does one trip to the Welcome Center and back mornings Monday-Friday, and afternoons Sunday-Thursday. The bus picks up and drops off in front of the trading post. The bus is not for rides to Logging Camp and does not stop there.

	Depart	Return
Morning (Sun - Fri)	8:55 AM	12:20 PM
Afternoon (Sun-Thur)	1:45 PM	5:05 PM

Trading Post

SAT	SUN	MON	TUES	WED	THU	FRI
Closed Welcome Center Trading Post Open	10:30am—12:15pm					
	LUNCH					
	1:30pm—5:45pm					1:30—4:30
8:00pm— 9:00pm	6:30pm— 8:00pm	6:30pm—9:00pm				6:30-8:30pm No Troop Charges

Credit Policy: Unit leaders are allowed to charge program materials and recognition items to their troop account in the camp trading post. All charges will be settled at checkout on Saturday morning. Also, your friendly local Trading Post **now accepts MasterCard and Visa.**