

CHIPPEWA CAMP

2010 LEADERS SUPPLEMENT



Tomahawk Scout Reservation

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February 2010

Dear Scout Leader,

Welcome to Chippewa Camp 2010! My name is Corey Friend and I am returning as the Chippewa Camp Director this summer. This year marks my eighth year on camp staff and my fifth year in Chippewa. I am extremely excited to return to Chippewa Camp after an unforgettable summer in 2009. While I have served at various positions around the Reservation, I was a camper in Chippewa and served my first three summers on staff in the Ecology area, truly making Chippewa my home away from home.

This May I will be graduating from Saint John's University and will be receiving a degree in Political Science, as well as double minors in Japanese Language and Asian Studies. During the past school year I worked at Saint John's Campus Life as a Student Worker for the Dean of Students and Residential Life Director.

Needless to say my staff and I are very excited to work with you and your Scouts this summer. We have already taken several steps to ensure an outstanding summer for everyone in Chippewa. As always we are creating new programs and revamping the existing programs to maintain Tomahawk's position as the pre-eminent Scouting camp in the nation.

Once again, for your older Scouts, be sure to check out the T-2 high adventure program, as well as all of the new High Adventure Programs. Because of these and many other new features, I encourage you to take time to review both the Tomahawk and Chippewa Leaders' Manuals to ensure that you are fully prepared for your week at camp.

To make your first few hours at camp easier, I would encourage your troop to conduct the swim classification test prior to your arrival. This will alleviate congestion at our busy beach and grant you and your Scouts more time to set-up camp. Details on how to manage and facilitate a swim classification test can be found in the 2010 Camp Leaders' Manual on pages 11-12.

Please don't hesitate to contact me with any of your camping concerns. I am more than happy to address your questions; whether they arise prior to or during camp, I'm always here to help!

Yours in Scouting,

Corey Friend

Corey Friend
2010 Chippewa Camp Director
cjfriend@csbsju.edu

MERIT BADGE PROGRAM

Chippewa Camp offers 33 different merit badges. The complete listing of the merit badges offered at camp is outlined below. Five of the required merit badges for Eagle Scout are offered including: Camping, Environmental Science, First Aid, Lifesaving, and Swimming. During the camp season we may add badges based on unique skills of our counselors. Please note that any information regarding added badges will be addressed at the Saturday evening leaders' roundtable. The numbers in parentheses (#) refer to the difficulty level of the badge.

- (1) = Easy
- (2) = Moderate
- (3) = Advanced

Merit Badge Locations:

Merit badge sessions are held in the related program areas of Chippewa Camp as listed below. This information is important to know when selecting merit badges so that Scouts can plan where they need to be throughout the week. The Block Schedule allows for ample time between merit badges to return to the troop campsite to gather materials for another merit badge, visit the trading post, or visit one of the open program areas.

Scoutcraft Area

- Camping (2)
- #Climbing (3)
- Pioneering (3)
- Wilderness Survival (2)

Handicraft Area

- Basketry (1)
- Leatherwork (1)
- Woodcarving (1)

Dining Hall

- First Aid (2)

Aquatics Area

- Canoeing (3)
- Lifesaving (3)
- Small-Boat Sailing (3)
- Swimming (2)

Field Sports Area

- Archery (3)
- #Rifle Shooting (3)
- #Shotgun Shooting (3)

Lake Nielsen Marina

- Fishing (2)
- Fly Fishing (3)
- Orienteering (2)
- Rowing (2)

Ecology Area

- Astronomy (3)
- Bird Study (1)
- Environmental Science (3)
- Fish & Wildlife Management (2)
- Forestry (3)
- Geology (2)
- Mammal Study (1)
- Nature (2)
- Plant Science (3)
- Reptile and Amphibian Study (2)
- Soil & Water Conservation (2)
- Weather (3)

Horse Corral

- Animal Science (2)
- #Horsemanship (3)

#Class size is limited, admittance based on age then rank

Merit Badge Class Restrictions:

Some merit badge class sizes are restricted due to limited equipment and space. This is to ensure that Scouts taking the merit badge receive the time and instruction needed to complete the badge at camp.

Chippewa Camp Merit Badge Guide

Merit Badge	Difficulty Level	Prerequisites	Requirements that can't be completed at camp	MB Book Needed	Location & Time
1. Animal Science	Intermediate (2)	None	None	2006	Horse Corral Block C
2. Archery	Advanced (3)	None *Minimum cost \$1.00	None	2004	Field Sports Block B
3. Astronomy	Advanced (3)	None	5B, 6, & 7B	2004	Ecology Block D
4. Basketry	Beginner (1)	None *Minimum cost \$20	None	2003	Handicraft Block D
5. Bird Study	Beginner (1)	None	5 and 6	2005	Ecology Block B
6. Camping	Intermediate (2)	None	9	2005	Scoutcraft Block B
7. Canoeing	Advanced (3)	Swimmer Classification	None	2004	Aquatics Blocks A , B
8. Climbing	Advanced (3)	None	None	2006	Scoutcraft Blocks A ,B
9. Environmental Science	Advanced (3)	None	None	2006	Ecology Blocks A , B
10. First Aid	Intermediate (2)	None	None	2007	Dining Hall Blocks A, B
11. Fish & Wildlife Management	Intermediate (2)	None	7c	2004	Ecology Block D
12. Fishing	Intermediate (2)	None	None	2009	Marina Block B
13. Fly Fishing	Advanced (3)	None	None	2009	Marina Block A
14. Forestry	Advanced (3)	None	None	2005	Ecology Block A
15. Geology	Intermediate (2)	None	None	2005	Ecology Block B
16. Horsemanship	Advanced (3)	None Fee: \$10.00	None	2004	Horse Corral Block B& D (5 days)

Chippewa Camp Merit Badge Guide

Merit Badge	Difficulty Level	Prerequisites	Requirements that can't be completed at camp	MB Book Needed	Location & Time
17. Leatherwork	Beginner (1)	None *Minimum cost \$2.00	None	2005	Handicraft Block C, D
18. Lifesaving	Advanced (3)	1a, 1b	None	2008	Aquatics Block B & D (5 days)
19. Mammal Study	Beginner (1)	None	None	2003	Ecology Block C
20. Nature	Intermediate (2)	None	None	2003	Ecology Block D
21. Orienteering	Intermediate (2)	None	None	2003	Marina Block D
22. Pioneering	Advanced (3)	None	None	2006	Scoutcraft Block A
23. Plant Science	Advanced (3)	None	None	2005	Ecology Block B
24. Reptile & Amphibian Study	Intermediate (2)	None	8	2005	Ecology Block D
25. Rifle Shooting	Advanced (3)	None Minimum cost \$2.00	None	2001	Field Sports Blocks A , B
26. Rowing	Intermediate (2)	None	None	2006	Marina Block C
27. Shotgun Shooting	Advanced (3)	None Minimum cost \$20.00	None	2005	Field Sports Block A
28. Small-Boat Sailing	Advanced (3)	Swimmer classification	None	2004	Aquatics Block A & C <u>OR</u> Block B & D (5 days)
29. Soil & Water Conservation	Intermediate (2)	None	None	2004	Ecology Block C
30. Swimming	Intermediate (2)	Swimmer classification	None	2008	Aquatics Blocks A, B
31. Weather	Advanced (3)	None	None	2006	Ecology Block A
32. Wilderness Survival	Intermediate (2)	None	None	2007	Scoutcraft Block B
33. Wood Carving	Beginner (1)	None *minimum cost \$1.00	None	2006	Handicraft Block C, D

SATURDAY

Time	Event	Leaders Comments
1:00 p.m.– 3 p.m.	Check-in at the Chippewa Camp gate.	
1:00 p.m.– 5:45 p.m.	Set up campsite. Complete health and swim checks, and Dining Hall Orientation (a time will be assigned at check-in). *It is greatly appreciated if you can do your swim checks before arriving at camp but this is not mandatory. (Note #1)	
5:45 p.m.	Food Service Duty	
6:00 p.m.	Flag Ceremony Supper	Dining Hall
7:00 p.m.	Commissioner Campfire	Camp Rules/Guidelines
7:15 p.m.	Beach Demo and Scout Orientation - Meet at the beach. Camp Tour follows.	
7:30 p.m.	Scoutmaster Roundtable • Please bring “Vehicles in Camp” forms and weeklong food counts. (Note #2)	Dining Hall Please have at least two (2) leaders and the Troop Senior Patrol Leader attend.
10:00 p.m.	Taps	

Upon arrival, Scoutmasters should check in at the Chippewa Camp gate, the rest of the troop should continue on to the campsite and begin set-up. After check-in you will be directed down to your campsite to meet your Commissioner. Please minimize the use of vehicles in camp to help reduce traffic during this process.

Notes:

#1 - If your troop wishes to conduct swim checks before arriving at camp you can find more information about the requirements and paperwork on pages 11-12 of the Camp Leader' Manual. Conducting swim checks before camp will provide more time for your troop to set up camp on Saturday.

#2 - The Saturday Night Scoutmaster Roundtable is the chance to get any unanswered questions addressed before your week starts. At check-in we will cover further equipment needs, High Adventure sign-ups, Troop Scheduled Program times, and a host of other topics to make sure you start the week off prepared.

#3 - Make sure all campers bring a photo copy of their insurance cards, front and back, and card holders name in the event of a hospital visit.

#4 - All campers need a current health form with a doctor's signature regardless of length of period in camp.

#5 - Driving Procedures: Only 1 trailer in campsite, not more than 30 yards from entrance. Vehicles must be removed from campsites BEFORE dinner.

SUNDAY

Time	Event	Leaders Comments
7:00 a.m.	Reveille	
7:45 a.m.	Food Service Duty	
8:00 a.m.	Post Colors in Parade Field Breakfast	Class A uniform at all flag ceremonies, please
9:00 a.m.	Protestant and Scout's Own Worship Services (Note #1)	
10:00 a.m.	Activity Sign-up in Parade Field (Note #2)	
12:00 p.m.	Emergency Mobilization Drill	
12:15 p.m.	Food Service Duty	
12:30 p.m.	Lunch	
1:15 p.m.	Climbing Tower Orientation (Note #3)	Scoutcraft Area
2:00 p.m.	Block A Merit Badge Instruction Brownsea Session A	
4:00 p.m.	Troop Scheduled Program (Note #4)	
5:00 p.m.	Catholic Church Service	Chippewa Campfire Ring
5:45 p.m.	Food Service Duty	
6:00 p.m.	Flag Ceremony Supper	
8:00 p.m.	CAMPFIRE at Campfire Ring OA CALLOUT CEREMONY (Note #5)	Time may change due to daylight conditions. Good day for visitors
10:00 p.m.	Taps	

Notes:

#1 - Program areas will be closed during worship services. Protestant services will be held in the Protestant chapel. "A Scout is Reverent" (non-denominational) service will be held in the campfire ring. Catholic services will be held at 5:00 p.m. in the Chippewa Campfire Ring and are available in Birchwood and the surrounding area for those who want to leave camp for church services. (see the Camp Leader Manual for details) **Times are also posted on the camp bulletin board.**

#2 - Staff will be available at Activity Sign-up to answer questions and sign Scouts up for special area programs during the week.

#3 - Troops who wish to use the climbing tower must send at least one adult leader who is 21+ years old to the orientation, and each troop climb.

#4 - Horseback Rides - Pre-planned horse ride tickets must be claimed and paid for at the camp trading post by 5:00 p.m. today. (If not claimed, they will go on sale Monday morning.)

#5 - The Sunday Night Campfire is our big show for the week. The staff will put on skits, songs, stories, and recognize the Scoutmasters. The OA Callout Ceremony recognizes newly elected candidates for the Order of the Arrow. Be sure to remind the parents of the new candidates so they have the opportunity to attend.

MONDAY

Time	Event	Leaders Comments
7:00 a.m.	Reveille	
7:45 a.m.	Food Service Duty	
8:00 a.m.	Post Colors in Parade Field Breakfast	
9:00 a.m.	Block B Merit Badge Instruction Brownsea Session B	
11:00 a.m.	Troop Scheduled Program	
12:15 p.m.	Food Service Duty	
12:30 p.m.	Lunch	
1:15 p.m.	Scoutmaster's Roundtable (Note #1)	Dining Hall
1:15 p.m.	Camp SPL's (Senior Patrol Leaders) Meeting	Parade Field
2:00 p.m.	Block C Merit Badge Instruction Brownsea Session A	
4:00 p.m.	Troop Scheduled Program	
5:45 p.m.	Food Service Duty	
6:00 p.m.	Flag Ceremony Supper	
6:45 p.m.	Order of the Arrow Meeting (Note #2)	Parade Field
7:00 p.m.	Open Program Safe Swim & Safety Afloat Demo	Aquatics Area
10:00 p.m.	Taps	

Notes:

#1 - The Monday Afternoon Scoutmaster Roundtable is a brief meeting to discuss how the week is going, cover upcoming days, and answer questions.

#2 - To earn the OA segment, members, including those inducted on Sunday night, must attend this meeting and select a service project to conduct at camp.

TUESDAY

Time	Event	Leaders Comments
7:00 a.m.	Reveille	
7:45 a.m.	Food Service Duty	
8:00 a.m.	Post Colors in Parade Field Breakfast	
9:00 a.m.	Block D Merit Badge Instruction Brownsea Session B	
11:00 a.m.	Troop Scheduled Program	
12:15 p.m.	Food Service Duty	
12:30 p.m.	Lunch	
2:00 p.m.	Block A Merit Badge Instruction Brownsea Session A	
4:00 p.m.	Troop Scheduled Program	
5:45 p.m.	Food Service Duty	
6:00 p.m.	Flag Ceremony Supper	
7:00 p.m.	Open Program	
10:00 p.m.	Taps	

Notes:

WEDNESDAY

Time	Event	Leaders Comments
7:00 a.m.	Reveille Food for breakfast available in Dining Hall	
8:00 a.m.	Breakfast in Campsite (Note #1)	
9:00 a.m.	Block B Merit Badge Instruction Brownsea Session B	
11:30 a.m.	Campwide Activity	Location to be announced
12:30 p.m.	“CHEESEBURGERS IN PARADISE” (Note #2)	Scoutcraft Area
2:00 p.m.	Block C Merit Badge Instruction Brownsea Session A	
4:00 p.m.	Troop Scheduled Program Food for dinner available in dining hall	
6:00 p.m.	Flag Ceremony Supper (Note #1)	
7:00 p.m.	Open Program	
10:00 p.m.	Taps	

Notes:

#1 - Details for Wednesday food provided at the Monday Afternoon Scoutmaster Roundtable. There are a limited supply of grates and griddles available in our commissary, however, we do not supply cooking utensils, so you will need to provide those. Also, we do not provide charcoal, although you may find it useful in your cooking endeavors.

#2 - “Cheeseburgers in Paradise” is a cookout in the Scoutcraft area. The staff do all the cooking and serving. The Scoutcraft Area will be open so Scouts can climb on the pioneering projects, as well as participate in our campwide activity. We will also have music and entertainment while the staff cook. **Please bring your own non-disposable dishes and utensils.** This will help cut down on the amount of trash for the event. A hand washing area will be provided at the dining hall.

THURSDAY

Time	Event	Leaders Comments
7:00 a.m.	Reveille	
7:45 a.m.	Food Service Duty	
8:00 a.m.	Post Colors in Parade Field Breakfast	
9:00 a.m.	Block D Merit Badge Instruction Brownsea Session B	
11:00 a.m.	Troop Scheduled Program	
12:15 p.m.	Food Service Duty	
12:30 p.m.	Lunch	
1:15 p.m.	Scoutmaster Roundtable (Note #1) Senior Patrol Leader's Meeting	Dining Hall Parade Field
2:00 p.m.	Block A Merit Badge Instruction Brownsea Session A	
4:00 p.m.	Troop Scheduled Program	
5:45 p.m.	Food Service Duty	
6:00 p.m.	Flag Ceremony Supper	
7:00 p.m.	Open Program	
10:00 p.m.	Taps	

Notes:

#1 - The Thursday Afternoon Scoutmaster Roundtable is a time to explain merit badge pre-orders, check-out procedure, and answer questions.

#2 - Merit Badge pre-orders due by Friday at 11:00 a.m. in the Trading Post.

#3 - If planning to leave before Saturday mid-morning, please talk to your Commissioner or Camp Director.

FRIDAY

Time	Event	Leaders Comments
6:30 a.m.	Polar Bear Swim	
7:00 a.m.	Reveille	
7:45 a.m.	Food Service Duty	
8:00 a.m.	Post Colors in Parade Field Breakfast	
9:00 a.m.	Block B Merit Badge Instruction Brownsea Session B	
11:00 a.m.	Troop Scheduled Program	
12:15 p.m.	Food Service Duty	
12:30 p.m.	Lunch	
1:00 p.m. - 4:00 p.m.	Merit Badge Sales (Note #1)	Only Leaders are allowed in the Trading Post
2:00 p.m.	King of the Tower	Scoutcraft Climbing Tower
3:00 p.m. - 4:30 p.m.	Beach Bash camp wide program Staff water polo game @ 4	Aquatics Area
5:45 p.m.	Food Service Duty	
6:00 p.m.	Flag Ceremony Supper	
7:00 p.m.	Troop Campfires and Courts of Honor	
10:00 p.m.	Taps	

Notes:

#1 - Merit Badge pre-orders due today at 11:00 a.m.

#2 - Visitors arriving in camp to visit troops **must** check in at the Welcome Center and park in the long-term parking lot in Chippewa. Visitors are asked to walk, not drive, to their campsite destination.

#3 - Schedule Saturday morning checkout time with your campsite Commissioner.

Any family with a registered Scouting member may register for cabins or tent/trailer sites.

SATURDAY

Time	Event	Leaders Comments
7:00 a.m.	Reveille	
7:45 a.m.	Food Service Duty	
8:00 a.m.	Breakfast	Food can be picked up at the dining hall and eaten in the campsites.
8:00 a.m.– 10:00 a.m.	Break down camp and check-in equipment. Commissioners will check campsites for broken/damaged equipment and campsite cleanliness. Upon completion, commissioners will clear troop to proceed to the Welcome Center to pay the troop bill.	Report all damaged equipment to your commissioner.
10:00 a.m.	Check-out: At the Welcome Center. Bring your bill statement and other paperwork from your Commissioner. Final fees due. Check-out at the Welcome Center	Make sure to review your bill prior to check-out. You will not get checked out at the Welcome Center if your campsite has not been cleared by your commissioner.

ADVANCEMENT RECORDS: Be sure signed records for all merit badges earned and signed records of all partially completed merit badges are picked up from your troop mailbox before leaving camp.

TRADING POST

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday
10:30 – 12 Merit Badge Supplies Only	10 a.m. - Noon	CLOSED for Inventory	10 a.m. - Noon	10 a.m. - Noon	10 a.m. - Noon
1:15 – 4:30 p.m.	1:15 – 4:30 p.m.	1:15 – 4:30 p.m.	1:15 – 4:30 p.m.	1:15 – 4:30 p.m.	1:30-4:00 p.m. Merit Badge Sales Only
CLOSED	7:00 – 8:30 p.m.	7:00 – 8:30 p.m.	7:00 – 8:30 p.m.	7:00 – 8:30 p.m.	7:00 – 8:30 p.m.

AQUATICS

MERIT BADGES:

Canoeing: Blocks A or B

Lifesaving: Blocks B AND D combined (meets all 5 days)

Small Boat Sailing: Block A and C (Afternoon Sailing) OR
Block B and D (Morning Sailing)- Sessions are
combined (Classes meet all 5 days)

Swimming: Monday - Blocks A or B

Block A - S, T, Th; 2 p.m.-4 p.m. Block B - M, W, F; 9 a.m.-11 a.m. Block C - M, W; 2 p.m. - 4 p.m. Block D - T, Th; 9 a.m.-11 a.m.
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SWIMMING MERIT BADGE:

Please make sure that every Scout taking Swimming MB **brings** a pair of jeans, a long-sleeved button-up shirt, belt, socks, and a pair of lace-up shoes (not sandals!) that can get wet. This is for Requirement #4, clothes inflation, of the merit badge. Scouts **must** be classified as a swimmer to work on this merit badge and have 1st and 2nd class water requirements completed or completed in Brownsea.

SWIM CLASSIFICATION TESTS:

Refer to the TSR Leaders' Manual pages 11-12 for details. See Aquatics staff for retesting.

INSTRUCTIONAL SWIMMING:

If Scouts want to work on swimming strokes or would like to schedule an instructional swimming lesson, they may talk to the Aquatics Director to schedule a time

CPR INSTRUCTIONAL:

CPR requirements will be covered during the merit badge sessions for Canoeing, Lifesaving, Rowing, Small-Boat Sailing, Swimming, First Aid, and Climbing Merit Badges. This is not CPR certification.

ACTIVITY SIGN UP

On Sunday morning at 10:00 a.m. in the Parade Field there will be an opportunity to sign up for various activities throughout the week such as Troop Water Polo and Troop Volleyball, as well as:

Snorkeling BSA: A week-long program that teaches Scouts the basics of snorkeling. Participants must be swimmers.

Kayaking BSA: A week-long program that teaches Scouts the basics of kayaking. Scouts must be classified as swimmers.

BSA Aquatics Supervisor: Swimming & Water Rescue: A week-long program scheduled with the Aquatics Director. **Scouts must be at least 16 years old.** Scouts must be swimmers.

BIG BOAT SAILING

2 hour troop / patrol sails on our 22 foot sailboat (maximum of 6 people) are offered at select times. Prior sailing experience is not required.

TROOP ACTIVITIES:

Open Swim: Block C, Block D, Monday - Friday 11 a.m. -12 p.m., Sunday - Thursday 4 - 5 p.m.,
Monday - Thursday 7p.m. - dusk

Open Water Polo: Available daily during open swim.

Open Boating: Available daily during open swim.

Troop Water Polo: Register on Sunday during Activity Sign-up

Polar Bear Swim: Friday 6:30 a.m.

***NOTE:** a person who has not been classified as a "swimmer" may ride as a passenger in a rowboat with an adult swimmer, or in a canoe or sailboat with an adult who is trained as a lifeguard or a lifesaver by a recognized agency or at the discretion of the Aquatics Director. Only swimmers may use kayaks.

PROGRAMS FOR ADULTS:

Safe Swim Defense and Safety Afloat (boating) orientation is offered for leaders on Monday night at 7:30 p.m. at the beach.

Please note that all watercraft and campsite beaches **must** be approved by the Aquatics Director.

BROWNSEA PROGRAM

Brownsea is a program for new Scouts and Leaders which focuses on requirements for advancement to the Tenderfoot, Second Class and First Class ranks while introducing kids to camp. Scouts choose to participate **in either the series of morning sessions or the series of afternoon sessions**, BUT NOT BOTH. Brownsea sessions meet at the campfire ring: 5 morning sessions, held from 9 – 11 a.m., Monday – Friday or 5 afternoon sessions, held from 2-4:00 p.m. Sunday—Thursday. In addition, patrols may sign up for optional topic-specific skill sessions. All sessions are taught by the Brownsea staff with the assistance of the adult leaders, and older Scouts. **Please provide at least one adult leader to work with your Brownsea patrol.**

Brownsea Daily Sessions - For Scouts working on Tenderfoot, Second and First Class ranks should attend with at least one leader from each participating troop. Topics will include knots and lashing, map & compass, fire-building, plant and animal identification, hiking skills, knife sharpening, first aid, and how to prepare for out-post. The Totin' Chip and Firem'n Chit may be earned through these sessions. A schedule and list of skills covered will be provided by the Brownsea Director.

Optional Skill Sessions – Troops may sign up for a topic-specific skill session with the Brownsea Director. These optional sessions are offered to expand on and enhance the lessons in the morning sessions, with a lower Scout:instructor ratio. If your Scouts are proficient in any of the skills to be covered on a particular day, do not feel obligated to attend that session. Sessions are taught in the related program area for each topic.

5-Mile Hike Requirement – The class will hike 5-miles through the Reservation, including Raven's Roost-

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday
9 a.m. - 11 a.m.	Brownsea Sign-up in Parade Field (10:00 a.m.- 11)	(Session B) Brownsea Day 1 (Campfire Ring)	(Session B) Brownsea Day 2 (Campfire Ring)	(Session B) Brownsea Day 3 (Campfire Ring)	(Session B) Brownsea Day 4 (Campfire Ring)	(Session B) Brownsea Hike (9 a.m.– 3 p.m.)
11 a.m.		Skill session: <i>Plant Identification</i> (Ecology)	Skill session: <i>Line Rescue</i> (Aquatics)	Campwide Activity	Skill session: <i>First Aid</i> (Parade Field)	
12:30 p.m.	Lunch	Lunch	Lunch	Cheeseburgers in Paradise (Scoutcraft)	Lunch	Lunch
2 p.m. - 4 p.m.	(Session A) Brownsea Day 1 (Campfire Ring)	(Session A) Brownsea Day 2 (Campfire Ring)	(Session A) Brownsea Day 3 (Campfire Ring)	(Session A) Brownsea Day 4 (Campfire Ring)	(Session A) Brownsea Hike (2 p.m.– 8 p.m.)	
4 p.m.	Skill session: <i>Plant Identification</i> (Ecology)	Skill session: <i>Line Rescue</i> (Aquatics)	Skill session: <i>Knots & Lashings</i> (Scoutcraft)	Skill session: <i>Map & Compass</i> (Marina)	Skill session: <i>Knots & Lashings</i> (Scoutcraft)	

Brownsea Requirements — The requirements listed below are covered in class, however, completion needs to be certified and signed off by your unit leader.

Scout: #4, 5, 6, 7,

Tenderfoot: #4a, 4b, 5, 6, 9, 11, 12

Second Class: #1, 3c, 4

First Class: #1, 6, 7a, 8, 9a

ECOLOGY

MERIT BADGES:

Astronomy: Block D
Bird Study: Block B
Environmental Science: Blocks A or B
Fish & Wildlife Management: Block D
Geology: Block B
Forestry: Block A
Mammal Study: Block C
Nature: Block D
Plant Science: Block B
Reptile and Amphibian Study: Block D
Soil & Water Conservation: Block C
Weather: Block A

Block A - S, T, Th; 2 p.m.-4 p.m. Block B - M, W, F: 9 a.m.-11 a.m. Block C - M, W; 2 p.m. - 4 p.m. Block D - T, Th; 9 a.m.-11 a.m.
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ECOLOGY CENTER:

The Ecology staff invites you to participate in demonstrations, projects, and hikes involving the natural world around you. These can be scheduled daily through the Ecology staff. The Ecology Center offers aquariums and terrariums filled with live animals native to the Tomahawk area, a live bee colony, along with rocks, bones, and animal hides you can touch and see up close. There is an observation deck overlooking a natural bog to catch some of Tomahawks' wildlife in action. There is also a library of books and guides for better understanding of the natural world.

SEGMENT RECOGNITION:

TREE

- Complete a project approved by the Ecology staff, and an Ecology Merit Badge.

CLASPED HANDS

- Do a Good Turn by completing a camp-approved conservation project.

FEATHERS

Increase your interest and understanding of wild birds! Tomahawk Feathers is available to all Scouts, but especially recommended for younger Scouts. Activities include bird-feeder building, bird identification, hiking, and more.

Talk to an Ecology staff member as early as possible to schedule projects and program times.

CONSERVATION PROJECTS:

If your troop, patrol, or Scouts are in need of service hours for rank advancement, merit badges, or just plain fun the Ecology staff has lots of conservation projects going on during the summer. Talk to the Ecology Director to find out about ongoing projects or about starting new projects. Please talk to the Ecology Director for more information.

STAR PARTY:

Stars, stories, and fun, fun, fun! Learn to identify stars, constellations, planets and other objects in the night sky. Mandatory for Scouts in Astronomy Merit Badge. Day and time will be announced at Dinner the night of, but may change according to weather and cloud cover.

*Evening Ecology programs will be announced at meals and posted on the bulletin board in Ecology. For additional details, talk to the Ecology staff.

Some merit badges have pre-requisites to be done. If these are not completed before camp, then the merit badge CAN NOT be earned at camp.

SCOUTCRAFT

MERIT BADGES:

Basketry: Block D
Camping: Block B
Climbing: Block A or B
Leatherwork: Block C or D
Pioneering: Block A
Wilderness Survival: Block B
Woodcarving: Block C or D

Block A - S, T, Th; 2 p.m.-4 p.m. Block B - M, W, F: 9 a.m.-11 a.m. Block C - M, W; 2 p.m. - 4 p.m. Block D - T, Th; 9 a.m.-11 a.m.
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HANDICRAFT MERIT BADGES:

The Handicraft shelter in Scoutcraft will be staffed during the scheduled times above. Leaders are encouraged to be on hand to assist the staff in reducing the student to teacher ratio.

WILDERNESS SURVIVAL AND CAMPING OUTPOST:

The Wilderness Survival Outpost is designed to help demonstrate and reinforce topics discussed in the Wilderness Survival Merit Badge class sessions. Scouts in the Wilderness Survival and Camping Merit Badges are expected to attend; however the outpost trip is open to all Scouts with 2 or more years of camping at Tomahawk. Participants will depart from Scoutcraft at 7:00 p.m. Thursday night and should show up fully prepared to hike with limited equipment on the Reservation, build a shelter, and stay overnight. Scouts will eat breakfast on trail and will return to camp at 11 a.m. Note: Camping merit badge Scouts must bring a backpack for the overnight hike.

CLIMBING TOWER:

Chippewa Camp has a thirty-two foot high, four-sided climbing tower located in the Scoutcraft area that offers a variety of climbing challenges with varying degrees of difficulty for the beginner, intermediate, or advanced climber. For safety reasons, the use of the tower is restricted to scheduled periods only when supervised by qualified staff or leaders. For each troop climb, there needs to be a 21 year old adult leader present who attended the Climbing Demo.

Note: Approximately 10-12 Scouts can complete a climb per hour session, however, based on the climbing experience of the Scouts the number may change during your climbing session.

CLIMBING DEMO:

The Climbing Demo is an informational demonstration to familiarize leaders with what goes on during the operation of the climbing tower. It is Tomahawk policy that a **minimum of one leader** attend the Climbing Demo and be present at your troops climbs during the week, however all leaders and Senior Patrol Leaders are encouraged to attend the climbing demonstration. This will help ensure the maximum number of Scouts get to climb the tower during your troop climb. The Climbing Demo is held at the Climbing Tower in Scoutcraft at 1:15 p.m. on Sunday.

LEADER TRAINING

Adult leaders have the opportunity to be trained in safe operation of the climbing tower. This eight-hour course will qualify leaders to run the climbing tower at all council camps. Certification is valid for two years. More information is available at the Saturday night Roundtable. Recertification should be arranged with the Scoutcraft Director at Sunday's climbing demonstration at 1:15 p.m. in the Scoutcraft area. *We encourage all units to have a minimum of one leader trained in climbing tower operation.

SCOUTCRAFT ACTIVITIES

Open Climb: Monday, Wednesday, and Thursday 7:00 p.m. - Dusk

Troop Climbs: May be scheduled at the Saturday Leaders' Roundtable

Mega Tower Climbs: Monday, Wednesday 7:00 p.m.– Dusk. Signup on Sunday afternoon.
Scouts must be 13 years or older.

Bouldering Beneath the Stars: Tuesday 7:00 p.m.– Dusk.

Open Pioneering: Tuesday, Wednesday, and Thursday 7:00 p.m.– Dusk

King of the Tower: Friday 2:00 p.m. Sign up will happen earlier in the week.

Knot Races, Cat and Mouse, Paul Bunyan Award, and Structures (All open activities)

HORSE CORRAL

MERIT BADGE:

Animal Science: Block C

Horsemanship: Block B & D combined (meets all 5 days) 9:00 a.m. - 11:30 a.m.

Fee is \$10.00

Trail rides are available daily at the horse corral. Rides last for approximately 35 minutes and include a short beginner's riding lesson. Tickets must be purchased in advance from the Trading Post by noon each day. Troop ride tickets must be purchased at the Trading Post by Monday morning or tickets will become available for general sale. The tickets cost \$6.00. The Wednesday extended ride will be \$10.00. The extended trail ride offers Scouts with riding experience a chance to see more of Tomahawk on horseback. The trail rides leave every hour, on the hour. No refunds for late arrivals. If it is raining, trail rides will be cancelled and money refunded.

Note: Riders are required to wear closed-toe shoes and long pants; they will protect you while riding on the trail and working with the horses. Be on time, or trail rides will start without you. 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. Approval may not be given based on risk to the individual.

The chart below outlines trail rides for Chippewa Camp. Chippewa times are shown as 'Chippewa', Merit Badge times are shown with a 'MB', and blocked out times are marked with an 'X'. Open ride times are available at the Trading Post.

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Horsemanship Merit Badge Chippewa Camp 9:00 a.m. – 11:30 a.m. Monday-Friday
9 – 11:30 a.m.	X	MB	MB	MB	MB	MB	
2 p.m.	X	Sioux	X	X	Extended Ride - Experienced Riders	X	
3 p.m.	X	Chippewa	Sioux	X		X	
4 p.m.	Chippewa	Sioux	Chippewa	Sioux	Chippewa	X	
7 p.m.	Campfire	Chippewa	Sioux	Chippewa	Sioux	X	

Horsemanship Merit Badge

- The test at the end of the merit badge is difficult. Be sure Scouts study during their week at camp to ensure completion.

FIELD SPORTS

ARCHERY RANGE

MERIT BADGE:

Archery: Block B

Note: Must purchase an arrow shaft at the trading post, cost approximately \$1.00.

ARCHERY RANGE: The archery range is available for troop shoots as outlined below.

Archery Troop Shoots: May be scheduled at Saturday Leaders' Roundtable

Archery Open Range Hours: Monday - Thursday 7-8:45 p.m.

Target Segment: Troops can purchase award segments for Scouts who participate in troop shoots at both the archery and rifle ranges.

LAKE NIELSEN MARINA

MERIT BADGES:

Orienteering: Block D

Fishing: Block B

Fly Fishing: Block A

Rowing: Block C

Note: Troops supplying their own watercraft must meet Safety Afloat and Safe Swim Defense requirements.

Note: Fly Fishing Merit Badge may be limited in size if too many participants register. Staff will try to provide the merit badge for all who wish to participate. Scout leaders should keep in mind this merit badge has a high degree of difficulty.

OPEN ROWBOATING: Open daily during program times.

Note: Rowing & Fishing Merit Badge classes have priority on boats during their class times. Please note that fishing is permitted only from shore or in a boat. In compliance with National Standards, do not fish while standing or wading in the water. Wisconsin State Fishing Licenses are required for all individuals 16 years of age or older. Licenses may be purchased at many resorts and bait shops on Long Lake.

RIFLE RANGE

MERIT BADGE:

Rifle Shooting: Blocks A or B

Rounds to complete the merit badge must be purchased at the range at a cost of 50 cents per 10 rounds. To help Scouts complete this difficult merit badge class sizes are limited. The class roster will be confirmed at the Saturday Roundtable.

RIFLE RANGE: The rifle range is available for troop shoots as outlined below.

Rifle Troop Shoots: May be scheduled at Saturday Leaders' Roundtable

Rifle Open Range Hours: Sunday-Thursday 4-5 p.m. and Monday-Thursday 7-8:45 p.m.

Rifle Ammunition: Each Scout will receive 20 rounds of .22 caliber ammunition for free. Ammo cards will be stored at the range. Additional .22 caliber ammo will cost 50 cents per 10 rounds.

Black Powder Rifle: The Rifle range will now house Black Powder Rifles, and will be available for troops during the week.

SHOTGUN RANGE

MERIT BADGE:

Shotgun Shooting: Block A at the Sioux Shotgun Range.

Note: Ammo to complete merit badge must be purchased at the range at a cost of \$1.00 for 3 shots. To help Scouts complete this difficult merit badge, class sizes are limited. The class roster will be confirmed at Saturday Roundtable.

Shotgun Range: The shotgun range is available for troop shoots as outlined below.

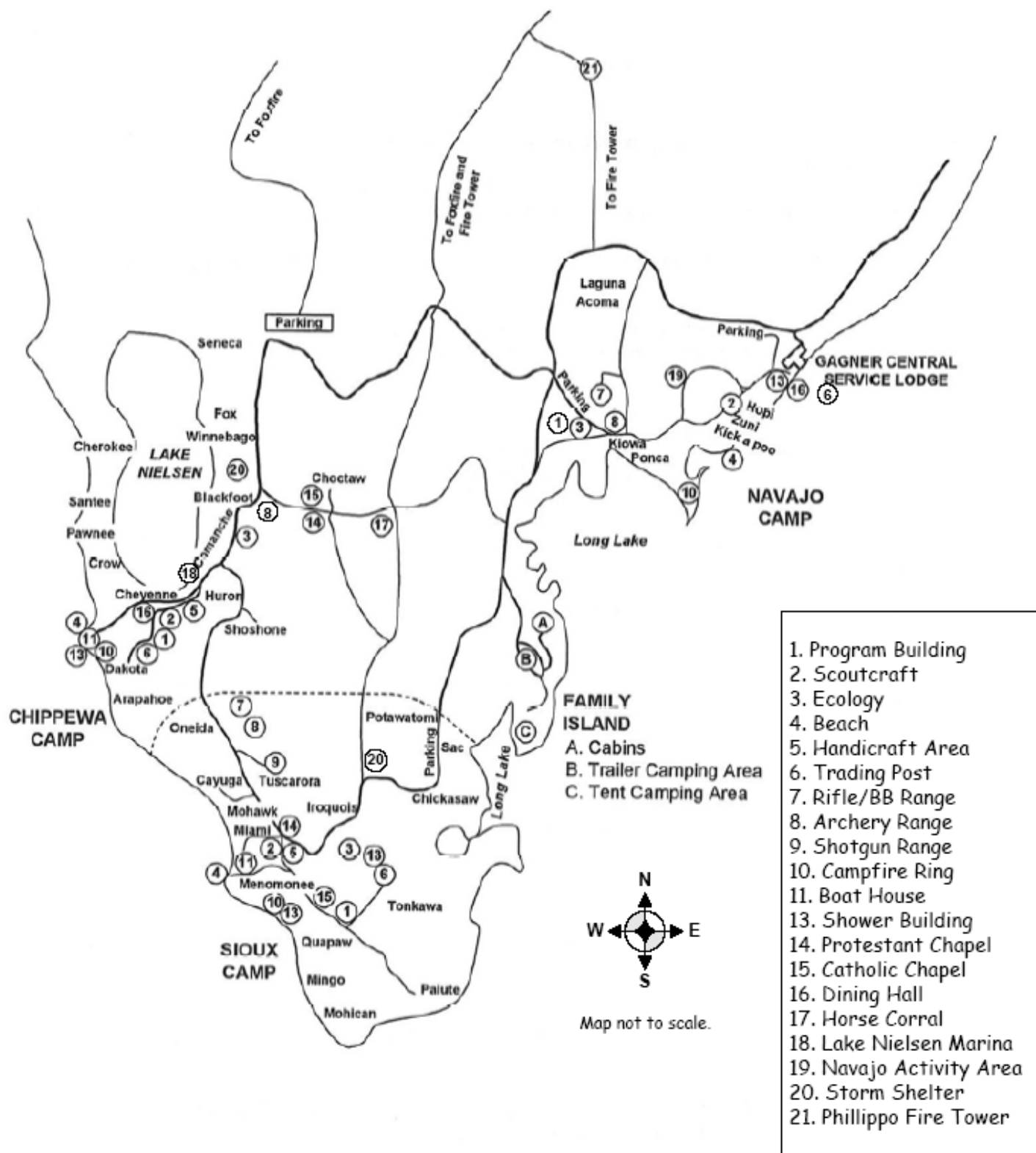
Shotgun Troop Shoots: May be scheduled at Saturday Leaders' Roundtable

Shotgun Open Range Hours: Monday- Thursday 7-8:45 p.m.

Shotgun Ammunition: Shotgun shells and clay pigeons cost \$1.00 for 3 shots.

In compliance with National Standards, ammunition, rifles, and archery gear may not be brought into camp by Scouts or unit leaders.

CHIPPEWA, SIOUX AND NAVAJO CAMPS



20. STORM SHELTER LOCATIONS:

Chippewa - North of Blackfoot campsite; Boat House

Sioux - Boat House

Navajo - Ecology Building; Central Services Building