



# White Pine

## LEADER GUIDE

For SPLs and Adults

2021 Edition

**\*\*This guide is for use while at camp\*\***

For planning information go to our website and review the information under **Planning For Camp**

[www.CampTomahawk.org](http://www.CampTomahawk.org)

# CAMP RULES

**Buddy System:** Scouts must use the buddy system when hiking or exploring around camp and should inform their leaders of their plans when leaving their campsite.

**Vehicles:** One car per unit will be given a permit to be parked in an assigned parking lot. All other vehicles must be parked in the Long Term lot for the week. In camp, traffic is restricted to camp vehicles and vehicles with a permit. **Riding in the back of a pickup truck is strictly forbidden. Seat belts must be worn.**

**Bikes:** Bikes are allowed for all participants. Be respectful of other people on the road. Only ride on roads or designated bike trails. Helmets **MUST** be worn when using a bike. Park bikes upright and out of the way.

**Wildlife:** Follow the rules of the Bear Policy Manual at all times.

**Smoking:** Smoking is not allowed in camp.

**Not allowed at camp:** Alcohol, personal firearms, and fixed blade knives.

More rules and policies can be found at [www.CampTomahawk.org](http://www.CampTomahawk.org). Keyword "rules".

# IN AN EMERGENCY

**Camp Phone Number: 612-261-2455**

**Camp Leadership:** During the night, the Camp Director sleeps in the basement of the Program Building. The Program Director sleeps in the staff tenting near the shower house.

**Radios:** If you cannot find a staff member it is best to use the radio. There is a radio located in the **White Pine Program Building**.

## How to Use the Radio:

- Say "TSR White Pine Program to White Pine Director"  
Repeat if no answer.
- Wait for this response: "Go ahead"
- Then state your emergency

# EMERGENCY PROCEDURES

## Emergency: THREE (3) HORN BLASTS

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

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, Weekly Drill

Unit Mobilization

1. All program stops
2. Scouts and leaders move to pre-designated storm shelter (Note #1)
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.

**#1** The storm shelter is the basement of the White Pine Program Building.

# SUNDAY

Time	Event	Location
1:00 PM	<ul style="list-style-type: none"> <li>Check-in &amp; Health Screening (1:00-3:00pm)</li> <li>Swim Tests if needed (note#5)</li> <li>Establish Camp</li> <li>One Adult Leader Checks In (Note #1)</li> </ul>	Welcome Center Beach In Campsite Program Building
4:30-5:30 PM	Food Drop off and Meeting with White Pine Camp Dining Director (Note #2)	At Campsite
6:00 PM	Flag Ceremony (wear Class A uniform) Supper	Campsite
7:00 PM	Emergency Mobilization Drill (Note #3)	
7:30 PM	Leader Roundtable (Note #4)	Program Building
7:30 PM	Camp Orientation (Note #3)	Starts at Campsite
8:30-9:30 PM	Opening Campfire & OA Callout (Wear	Campfire Ring

## SUNDAY NOTES

Upon arrival you will be stopped outside of the Welcome Center: do not get out of your car. Each person in the car should have a Health Screening Checklist completed. Each person in the car should be wearing a face covering. A staff member will greet each vehicle and collect the health screening checklists.

**#1: Check-In:** Go to the Program Building. You will meet with an administrative staff member and they will first (1) Verify your unit roster, (2) Collect your food count form, (3) Collect any ATV E-Course Certificates and Hold Harmless Agreements, (4) Turn in Single-Action Shooting Waivers for Older Scouts, (5) Collect and review health forms, (6) Have you sign a statement confirming your campers have received training on the bear policies.

**#2:** Between 4:30 and 5:30, the White Pine Camp Dining Director will come by your campsite to review food service details for the week. You will receive a staple crate with condiments and other items along with your dinner for the evening.

## SUNDAY NOTES CONTINUED

**#3** A staff member will come to your campsite at 7pm. Shortly after our staff are at your campsite, you will hear a 4-horn severe weather drill. At this time our staff will start your orientation around camp. They will show you the location of your storm shelter and tour you around camp. They will discuss rules for all the areas and tell you where merit badges will be offered. All Scouts and leaders should attend.

**#4:** The Leader 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. We will also check OA call-out at this time.

**#5:** If you weren't able to do swim tests before camp you can do them at camp. As soon as you can on Sunday change into your swimming gear and head to the beach. They will have buddy tags there.

**Health Forms:** 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, all campers and adults must 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. Health Exams are valid through the end of the 12th month from the date it was administered by your medical provider. For example, a physical administered June 3, 2020, would be valid until June 31, 2021.

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# MONDAY

Time	Event	Location
7:45 AM	Flag Raising Breakfast (Note #1)	Campsite
8:45 AM To 10:25 AM	<b>Block 1A Program Time</b> Leaders need to provide transportation to programs outside of Sub-Camp.	Program Areas
10:35 AM To	<b>Block 2A Program Time</b>	Program Areas
(Note #2)	Lunch	Dining Shelter
2:00 PM To 2:55 PM	<b>Unit Activity</b> Leaders need to provide transportation to programs outside of Sub-Camp.	
3:00 PM To 3:55 PM	<b>Unit Activity</b>	
4:00 PM To 4:55 PM	<b>Unit Activity</b>	
6:00 PM	Supper (Note #1)	Campsite
7:00 –8:30 PM	<ul style="list-style-type: none"> <li>• <b>Open Program</b></li> <li>• <b>Mile Swim—400 yard Swim</b></li> </ul>	

**Note #1:** Breakfast will be dropped off at 6:55 to 7:10 AM for Dietz and 7:15 to 7:30 for Weekes. Dinner will be dropped off at 4:55 to 5:10 PM for Dietz and 5:15 to 5:30 PM for Weekes.

**Note #2:** We are staggering lunch times to reduce wait times. You will receive your lunch arrival time at the Leader Roundtable on Sunday night.

# TUESDAY

Time	Event	Location
7:45 AM	Flag Raising Breakfast	Campsite
8:45 AM To 10:25 AM	<b>Block 1B Program Time</b> Leaders need to provide transportation to programs outside of Sub-Camp.	Program Areas
10:35 AM To 12:15 PM	<b>Block 2B Program Time</b>	Program Areas
	Lunch	Dining Shelter
2:00 PM To 2:55 PM	<b>Unit Activity</b> Leaders need to provide transportation to programs outside of Sub-Camp.	
3:00 PM To 3:55 PM	<b>Unit Activity</b>	
4:00 PM To 4:55 PM	<b>Unit Activity</b>	
6:00 PM	Supper	Campsite
7:00 –8:30 PM	<ul style="list-style-type: none"> <li>• <b>Cooking Merit Badge Shopping</b></li> <li>• <b>Open Program</b></li> <li>• <b>Mile Swim—800 yard Swim</b></li> <li>• <b>High Adventure Fun Night</b></li> </ul>	In Town Sub-Camp Beach Welcome Center

Groceries can be found in Rice Lake at Aldi (closes at 8 PM), Market Place, and Walmart.

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# WEDNESDAY

Time	Event	Location
7:45 AM	Flag Raising Breakfast (7:00-7:30 drop off)	Campsite
8:45 AM To 10:25 AM	<b>Block 1A Program Time</b> Leaders need to provide transportation to programs outside of Sub-Camp.	Program Areas
10:35 AM To 12:15 PM	<b>Block 2A Program Time</b>	Program Areas
	Lunch	Dining Shelter
2:00 PM To 2:55 PM	<b>Unit Activity</b> Leaders need to provide transportation to programs outside of Sub-Camp.	
3:00 PM To 3:55 PM	<b>Unit Activity</b>	
4:00 PM To 4:55 PM	<b>Unit Activity</b>	
6:00 PM	Supper (5:00-5:30 drop off)	Campsite
7:00 -8:30 PM	<ul style="list-style-type: none"> <li>• <b>Open Program</b></li> <li>• <b>Root Beer Run:</b> 5K run. Free root beer float to anyone that finishes.</li> </ul>	Sub-Camp Program Building

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# THURSDAY

Time	Event	Location
7:45 AM	Flag Raising Breakfast (7:00-7:30 drop off)	Campsite
8:45 AM To 10:25 AM	<b>Block 1B Program Time</b> Leaders need to provide transportation to programs outside of Sub-Camp.	Program Areas
10:35 AM To 12:15 PM	<b>Block 2B Program Time</b> <b>Leader Roundtable</b> Patch Order Process, Advancement Record Process, Friday Schedule Review, Checkout Procedures	Program Areas Program Building
	Lunch	Dining Shelter
2:00 PM To 2:55 PM	<b>Unit Activity</b>	
3:00 PM To 3:55 PM	<b>Unit Activity</b>	
4:00 PM To 4:55 PM	<b>Unit Activity</b>	
6:00 PM	Supper (5:00-5:30 drop off)	Campsite
7:00 -8:30 PM	<ul style="list-style-type: none"> <li>• <b>Open Program</b></li> <li>• <b>Mile Swim—Bring two rowers</b></li> <li>• <b>Closing Campfire Skit Try-outs</b></li> </ul>	Sub-Camp Beach Campfire Ring

**Merit Badge and Segment Orders Due by Midnight.** Submit orders and pay online. Go to [www.CampTomahawk.org](http://www.CampTomahawk.org) > Quick Links > Trading Post to get to the online store. Patches will be picked up at Central Services on Friday afternoon.

# FRIDAY

Time	Event	Location
7:45 AM	Flag Raising	Campsite
8:45 AM To 10:25 AM	<b>Block 1A Program Time</b> Leaders need to provide transportation to programs outside of Sub-Camp.	Program Areas
10:35 AM To	<b>Block 2A Program Time</b>	Program Areas
	Lunch	Dining Shelter
2:00 PM To 2:55 PM	<b>Unit Activity</b> Leaders need to provide transportation to programs outside of Sub-Camp.	
3:00 PM To 3:55 PM	<b>Unit Activity</b> <b>Patch Pick-up Opens (Note #1)</b>	
4:00 PM To 4:55 PM	<b>Unit Activity</b>	Central Services
6:00 PM	Supper (5:00-5:30 drop off)	Campsite
7:00 PM	Troop reflections with staff (Note #2)	Campsite
8:00 PM	Pay final bill online in your registration (Note #3)	ScoutingEvent.com
8:30 PM	Camp Wide Closing Campfire (class A uniform) Winner of the Camp Cup Announced (Note #4)	Campfire Ring

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# FRIDAY NOTES

**Notes:**

**#1:** Patches can be picked up at 3PM at Central Services. Please submit proof of online advancement submission upon pick up. Internet and printing services available at Central Services.

To see the status of your Scouts' badge completions, go into your camp registration, click on the reports tab, and download the Unit Advancement Summary. This report will show you who has completed their merit badges. This will be updated by 3PM (Exceptions being any merit badges still being taught on Friday afternoon) We will have a printed copy of this report waiting for you at Central Services at 3pm.

**#2:** After supper, a member of the staff will come to your campsite to host a reflection session with your Scouts. The purpose of this session is to help Scouts think deeply about their experience, reflect on what they learned and how they grew as a Scout throughout the week. **At this time, they will also collect your camp Feedback Form and give you this year's Tomahawk Participant patches.** Commissioners will be inspecting any canvas at this time and staff will be instructing scouts on appropriate rolling/storage expectations for camp equipment.

If your unit is planning to host your own Court of Honor after supper, please let your commissioner know and they can schedule a reflection for an earlier time.

**#3:** Billing: Final incidental charges will be processed by 8pm. You can check your bill online and pay any remaining balance online. We recommend the bank routing option for payment to avoid any convenience fees. If you have any questions about charges on your account please call 612-261-2455 or stop by Central Services on Saturday morning after 8am.

**#4:** Closing campfire is a great way to finish out the week. All of our staff will be there. Scouts that tried-out a skit the night before and were approved will be able to perform in front of the whole camp. Recognitions from throughout the week will be given out at this time. Troops must be present at closing campfire to win the Camp Cup.

# SATURDAY

Time	Event	Location
7:00 AM	Breakfast (Note #1)	Campsite
8:00 to 10:00 AM	<b>Campsite Checkout</b> <ul style="list-style-type: none"> <li>• Campsite should be free of trash</li> <li>• Have cots set up near bakers tent for inspection</li> <li>• Canvas should be rolled tightly, tied, and stacked correctly</li> <li>• Any broken equipment should be stored below bakers tent with a repair tag attached.</li> </ul>	Campsite
	<ul style="list-style-type: none"> <li>• Medication Distribution Records will be turned in at Central Services</li> <li>• Last minute patch exchanges and orders can be filled at Central Services.</li> </ul>	Central Services

# SATURDAY NOTES

**Notes:**

**#1:** Breakfast will be dropped off with Friday Dinner

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# PROGRAM/MERIT BADGES

Program/Merit Badge	Location
Aqua Rig	Beach
Archery	Archery Range
Astronomy	Ecology
ATV Tier 1	ATV Corral
ATV Tier 2	ATV Corral
Basketry	Handicrafts Shelter
Bird Study	Ecology
Brownsea	Weekes Dining Shelter
Camping	Scoutcraft
Canoeing	Beach
Canoeing Tier 2: River Day Trip	Welcome Center
Chess	Weekes Dining Shelter
Climbing	Climbing Tower
Climbing Tier 1: Mega Tower	Welcome Center
Climbing Tier 1: High Ropes & Zipline	Welcome Center
Climbing Tier 2: Rock Climbing Offsite	Welcome Center
Complete Angler	Chippewa Marina
Cooking	Scoutcraft
Emergency Preparedness	Scoutcraft
Environmental Science	Ecology
First Aid	Trading Post Patio
Fishing	Beach
Forestry	Ecology
Geology	Ecology
Horsemanship	Chippewa Horse Corral
Kayaking	Beach

# PROGRAM/MERIT BADGES

Program/Merit Badge	Location
Leatherwork	Handicrafts Shelter
Lifesaving	Beach
Mammal Study	Ecology
Metalwork	Gruenhagen Shop
Mountain Biking	Welcome Center
Nature	Ecology
Personal Fitness	Parade Field
Photography	Trading Post Patio
Pioneering	Scoutcraft
Rifle Shooting	Rifle Range
Rowing	Beach
Sailing Tier 1: Small-Boat Sailing	Beach
Sailing Tier 2: Catamaran Sailing	Sioux Beach
Sailing Tier 2: Wind Surfing	Sioux Beach
Shotgun Shooting	Shotgun Range
STEM NOVA: Electronics & Electricity	Welcome Center
STEM NOVA: Robotics & Shoot!	Welcome Center
Swimming Lessons	Beach
Space Exploration	Ecology
Swimming	Beach
Weather	Ecology
Whitewater Kayaking Tier 3: Flat-water Training	Beach
Whitewater Kayaking Tier 3: River Trip Offsite	Welcome Center
Wilderness Survival	Scoutcraft
Wood Carving	Handicrafts Shelter



# Tomahawk Scout Reservation

N1910 Scout Road, Birchwood, WI 54817

Phone: (715)354-3841

[www.camptomahawk.org](http://www.camptomahawk.org)

Northern Star Council  
Boy Scouts of America



# White Pine Camp

Spruce  
Balsam  
Tamarack  
Cedar

Protestant  
Chapel

Aspen  
Ironwood

Long Lake

Birch

Maple

Oak

Red Pine

Juniper

Long Lake  
Birchwood, WI

White  
Pine  
Camp

## Road Legend

- Main Road
- Service Road
- Trail



0 0.05 0.1 0.2 0.3 Miles

## 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 |

# BROWNSEA

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

## What do they earn?

- Scout 4a, 5
- Tenderfoot: 3a-d, 5a-c
- Second Class: 1b, 2a-d, 2f, 2g, 3a, 3c, 3d, 4, 6a-e
- First Class: 3a-c, 4a, 5a-d, 7a, 7b

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

**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.

**Brownsea Evenings** If there are additional requirements you would like to have covered with your Scouts, each evening the Brownsea staff will cover extra requirements. Evenings will vary—The location and activities of Brownsea Evenings will be announced at meals. If there are specific requirements you would like covered, please communicate these with the Brownsea director.

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

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

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

Second Class: 5a-5d, 8a, 8b

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

# BROWNSEA

The Brownsea program is broken into smaller patrols for programming throughout the week. Each patrol has a different schedule, but does each of the following activities below. If you anticipate scheduling conflicts, please communicate them with the Brownsea Director at the beginning of the week.

Nature Day	Second Class: 4 First Class: 5a-d
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Camping Day	Tenderfoot: 5a-c Second Class: 1b First Class: 3a&3c
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First Aid Day	Second Class: 6a-e First Class: 7a, 7b
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Navigation Day	Second Class: 3a, 3c, 3d, First Class: 4a
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Tools & Fire Day	Scout: 5 Tenderfoot : 3d Second Class: 2a-2D
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Covered Throughout the Week:	Scout: 4a Tenderfoot: 3a-c Second Class: 2f, 2g First Class: 3b
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## GUIDED TROOP ACTIVITIES

Activities	Program Descriptions	Location
<b>Climbing Tower</b>	See if your entire unit can get to the top of the climbing tower!	Scoutcraft
<b>Conservation Project</b>	Make your mark at Tomahawk by making it a better place. Fulfills requirements for rank advancement	Ecology
<b>Archery</b>	Test your skills at the Archery Range!	Archery Range
<b>Tomahawks</b>	Test your skills at the Tomahawk Range!	Scoutcraft
<b>.22 Rifle</b>	Every Scout gets two free times through the rifle range. \$.50 per ten shots after that.	White Pine Rifle Range
<b>Big Boat Sail</b>	Cruise around Long Lake in camp's largest sail boat. Sit back and relax while an aquatics staff captains and teaches you a bit about sailing. Only 6 total per ride.	Beach
<b>Shotgun</b>	Really make a bang at camp at the shotgun range! \$1.50 for three shots. Shots can be charged to the unit account.	White Pine Shotgun Range
<b>Logging Camp</b>	Go back in time at the Knapp-Stout Camp. You can hike, drive, or canoe there. You can even have a meal sent there. Participate in spar poling, climbing, spring board traverse, blacksmithing, branding and a large variety of axe yard games.	Logging Camp
<b>Low Cope</b>	Your unit can build teamwork and leadership skills at the Low Cope Course!	Scoutcraft

## SELF GUIDED TROOP ACTIVITIES

Activity	Program Descriptions	Location
<b>Bison Visit *</b>	Visit our Bison farm and see the majestic beasts up close and personal.	Welcome Center
<b>Fire Tower *</b>	Go on a hike or a drive to the Fire Tower for a panoramic view of Tomahawk Scout Reservation.	Fire Tower
<b>Disk Golf *</b>	If you'd like to try out the TSR Disc Golf Course.	Welcome Center
<b>Unit Canoe</b>	Take your unit canoeing!	Beach
<b>Unit Sauna</b>	Reserve the Sauna for your unit and have a rejuvenating night after the long days at camp. Remember to bring your own firewood.	Beach
<b>Geocaching</b>	With caches hidden all over, this is a great opportunity for you to test out your	Trading Post

\* Must Provide own Transportation

## HORSE CORRAL

**Regular Ride:** \$20 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.

Weight Limit: Must be under 250 lbs. to ride.

- **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.*

## TOMAHAWK TROOP/CREW AWARD

The Tomahawk Troop Award is designed as a tool to assist Scouts and adult Troop/Crew leaders in building the quality and character of their Troop/Crew and its individual members. The staff will be happy assist Troop/Crew Leaders in using this tool, but the Tomahawk Troop/Crew Award remains most valuable to the Troop/Crew that uses it as a guide for their own Troop/Crew operation.

### What are the Benefits?

Troops/Crews qualifying as a Tomahawk Troop/Crew are eligible to wear the Tomahawk Troop/Crew segment (Teepee) and will be able to display their Troop/Crew neckerchief in the Dining Hall or Program Building.

### What are the Requirements?

1. Demonstrates use of the patrol method
2. Do a conservation or camp project. (From the approved list)
3. Conduct a campsite inspection and receive a score of 60 or above. (See your commissioner for help)
4. Conduct daily flag raisings and lowering your campsite
5. Practice Leave No Trace principles
6. Display reverence by saying grace at every meal and conduct or attend a religious service or vespers.
7. Conduct one or more Patrol Leaders Council Meetings per Week.
8. Each Scout works on Brownsea, a merit badge or coaches another Scout.
9. Patrol Campsites are visually identified (Flags or Signs)
10. The Scouts are generally in Camp uniform.
11. Conduct a special group program. (Hike, canoe trip, etc.)
12. Conduct a Troop/Crew Campfire
13. Participate in Camp-Wide Programs
14. 85% of Scouts in the Troop/Crew are in attendance at Camp.

## CAMPSITE INSPECTION

The Camping Inspection can be conducted any time during your stay at camp by you commissioner

Scoring: 3 for exceptional, 2 for average, 1 for below average, 0 for non-performance.

- Troop and patrol identified with signs and flags
- American, Unit, and patrol flags displayed properly
- Campsite well laid out (traffic patterns, safety patrol method)
- Tent and tarps properly pitched with correct knots.
- Campsite is clean.
- Latrine is cleaned daily.
- All equipment properly stored and cleaned.
- Use of Unit bulletin board (schedule and Fireguard Plan posted)
- Clothesline used for airing and drying
- Living space in tents neat. Equipment and clothes properly stored
- Unit first aid kit available. Scouts have knowledge of location.
- Fireguard plan followed
- Safe troop Site
- Axe Yard large enough and marked off
- Wood fuel cut and properly stored
- Proper storage of fuels other than wood
- Safe cooking area (or good manners in Dining Hall)
- Proper food storage
- Proper garbage and waste disposal
- Respect for camp facility (no trenching, tree marking, etc.)
- All vehicles are parked in proper area at all times (not in campsite or along road)
- **Final Score**

# SEGMENTS

Emblem	Segment	Description
	4th of July	Be there for the 4th of July Parade
	Birthday	Have your birthday at camp!
	Bison	Visit the Bison Ranch
	Black Powder	Shoot Black Power rifles at Shooting Sports Outpost!
	Bus	Not offered in 2021
	Camp Cup	Win the Camp Cup!
	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
	Clean	Demonstrate that a scout is clean by taking a shower throughout the week
	Climber	Climb natural rock on the High Adventure program Climbing Tier 2: Natural Rock Offsite
	Closing Campfire	Participate in a skit at Closing Campfire
	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
	History	Go on the Welcome Center History Tour

# SEGMENTS

Emblem	Segment	Description
	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
	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 and Beach Bash .
	Reverent	Attend Chapel Service and complete a chaplain approved service project.
	Root Beer 5k	Participate in the Root Beer 5K
	Sailing	Go sailing in Tomahawk's many 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 on page 22.
	Tree	Do an approved conservation project and complete an Ecology Merit Badge
	Years	Keep track of how many years you've been at Tomahawk

## TRADING POST PROCEDURES

**Note:** Scout Participant Patches are free and Adult Leader Patches are \$2.50

### Patch Ordering:

- See the notes on page 9 and 11 for more information on how to order patches.
- You can add additional or return patches if needed in person on Friday afternoon or Saturday morning at Central Services, however please note that we prefer cash returns due to credit card processing fees.
- Badge returns are also accepted at your sub camp Trading Post.

## TRADING POST SCHEDULE

SUN	MON	TUES	WED	THU	FRI
	10:30am — 12:15pm	Closed	10:30am — 12:15pm	Closed	10:30am — 12:15pm
Closed	LUNCH				
	1:00pm—5:45pm				
6:30pm — 8:15pm	7:00pm—9:00pm				6:30pm — 8:15pm

## SICK CALL

- **What is sick call?** Sick Call is a time where the Health Director and a volunteer doctor will be available to help with any health concerns you may have.
- **Location:** Central Services
- **Times:** Every morning except Saturday from 8:30 AM to 9:30 AM and every night except Sunday from 6:30 PM to 7:30 PM.

## DISTRICT EXECUTIVES

Two District Executives from Northern Star Council will be at Central Services on Wednesday from **9 AM to 4 PM**. They can answer all of your scouting questions, including the tougher questions about running a troop. Even if you have no questions, it never hurts to have a chat with scouting experts.

## YOUR CAMP COMMISSIONER

Commissioner's Name:

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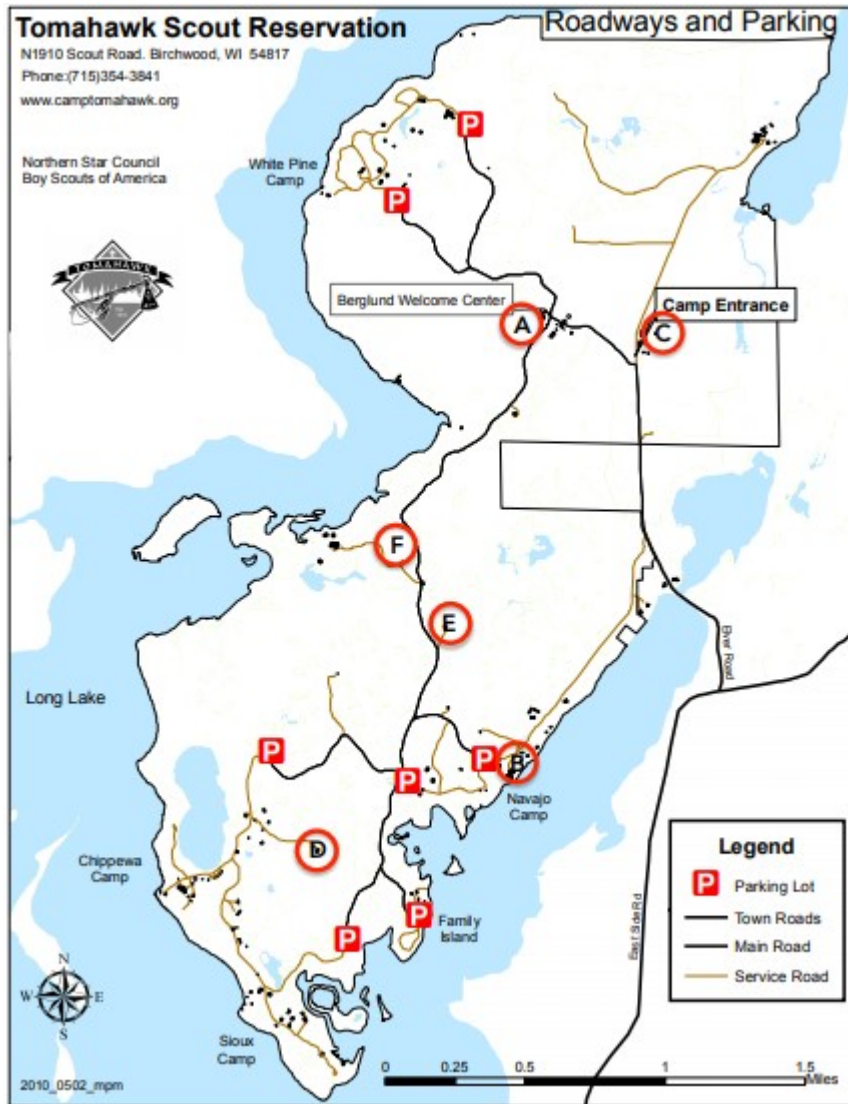
### What can they help you with?

- Programming Questions
- Scheduling Questions
- Contacting the Ranger for Campsite Repairs
- Contacting the Camp Director for Campsite Supplies
- Daily Evening Visits where they will cover the schedule for the next day and explain that day's programs.









**Key:**

- |                     |                 |
|---------------------|-----------------|
| A. Welcome Center   | D. Horse Corral |
| B. Central Services | E. Fire Tower   |
| C. Gruenhagen Shop  | F. Logging Camp |