

Key: A. Berglund Welcome Center

B. Central Services

C. Gruenhagen Shop

D. Horse Corral

E. Fire Tower

F. Logging Camp

Name: _____ Unit: _____

Campsite: _____



White Pine

Camp Guide

For SPLs and Adults

2026 Edition

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

For planning information go to our website and review the information

KEY STAFF

Camp Director: Each subcamp has a camp director to oversee the programs, staff, and facilities of the camp. Your Camp Director: **Meg Balfanz.**

Assistant Director: The assistant director leads the commissioner team, and manages program schedules. Your Assistant Director: **Will Carrington.**

Commissioners: Your commissioner is responsible for your unit with scheduling, campsite supplies, and guiding you through policies and programs.

My Commissioner	My Daily Touchbase	
	Time: _____	Place: _____

Area Directors

- RATA Director: **Zach**
- Scoutcraft Director: **Michael**
- Beach Director: **Megan**
- Ecology Director: **Austin**

BUS SCHEDULE

The bus does one trip to the Berglund Center and back mornings & afternoons M-F. The bus picks up and drops off at the Trading Post. The bus does not have the capacity to transport whole units to unit afternoon activities.

	Depart	Return
Morning (Mon - Fri)	8:45AM	12:15 PM
Afternoon (Mon - Fri)	1:45 PM	5:15PM

SICK CALL

- **Location:** Central Services
- **Times:**
Monday-Friday 9:00 AM to 9:30 AM
Monday-Friday 7:00 PM to 7:30 PM

Rules and Policies



OUT OF CAMP UNIT ACTIVITIES

Activities	Location/ Notes
Bison Visit/History Tour	Units drive to Berglund Welcome Center.
Disc Golf	Units drive to Berglund Welcome Center.
Fire Tower	Units hike or drive to the Fire Tower.

Logging Camp

Please arrive as closely to your start time as possible

- **2:00 Session - arrive by car at 2:00.** Program until 3:30
- **3:00 Session - arrive on foot at 3:00.** Program until 4:30
- **4:00 Session - arrive by car at 4:00.** Program until 5:30

Appropriate attire is as follows:

- **Must wear closed-toe shoes.**
- **Long pants are required for Spar Pole climbing.**
- **Non-synthetic shirt and pants encouraged for Blacksmithing.**

OLDER SCOUT PACKING LIST

ALL PROGRAMS	<ul style="list-style-type: none"> • Water bottle • Closed-toe shoes • Sunscreen/bug spray • Athletic clothes • Rain coat • Emergency medication
ATV	<ul style="list-style-type: none"> • Over-the-ankle boots • Long-sleeved shirt • Long pants • ASI E-course number • Hold-harmless waiver
Biking	<ul style="list-style-type: none"> • Athletic shorts • Small backpack • Long pants • Sunglasses (not required)
Climbing, High Ropes, Mega Tower	<ul style="list-style-type: none"> • Athletic clothing
STEM	<ul style="list-style-type: none"> • Writing supplies
Welding/Metalwork	<ul style="list-style-type: none"> • Long Pants
White Water	<ul style="list-style-type: none"> • Swimsuit • Water shoes • Towel & change of clothes • Glasses strap (if applicable)

IN-CAMP UNIT ACTIVITIES

Activities	Location/Notes
Aqua Trampoline	Meet at Beach. Must be swimmer level
Archery/Tomahawks	Meet at Archery Range. Wear closed-toe shoes.
Beaver Tails	Meet at Ecology.
Big Boat Sailing	Meet at Beach. Limited to six participants
Canoe Outpost	Must be swimmer level. Meet at bus stop at 1:30 pm. Canoe around the peninsula. Return by sundown.
Conservation Project	Meet at Ecology. Wear closed toe shoes.
First Class Aquatics	Meet at Beach. May be paired with Unit Swim
Five-Mile Hike	Meet at Scoutcraft.
Geocaching	Meet at Scoutcraft to collect GPS Units.
Ice Cream Outpost	Meet at Beach. Must be swimmer level.
Leave No Trace	Meet at Ecology.
Monkey Fist Knot	Meet under the handicraft shelter.
Nature Hike/Bog Walk	Meet at Ecology.
Orienteering	Meet at Scoutcraft.
Owl Pellets	Meet at Ecology. \$2 per owl pellet.
Rifle Shooting	Rifle Range. Two free 10-shot rounds of shooting per scout. Wear closed-toe shoes.
Shotgun Shooting	Meet at Shotgun Range. \$1.50/3 shots. Wear closed-toe shoes
Team Building	Meet at Scoutcraft.
Tie Dye	Meet at handicraft shelter. Must bring your own item to dye. Shirts are available in the trading post.
Unit Boating	Meet at Beach. Must be swimmer level.
Unit Climb	Meet at climbing tower. Wear closed toe shoes
Unit Swim/Snorkeling	Meet at Beach.
Voyageur Canoe	Beach. Limited to thirteen participants at a time.
Watermelon Maul	Meet at Beach. Must be at least beginner level. \$12 for watermelon.
Woggle Slide	Meet under the handicraft shelter.

IN AN EMERGENCY

Camp Phone Number: 612-261-2455

Anytime 911 is called, we must be notified! Local emergency services rely on Tomahawk's direction and support once they've reached our property.

Camp Leadership: During the night, the Camp Director sleeps in the upstairs of the Program Building. The Program Director sleeps in the Staff Tenting by 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 Program Building. You are also encouraged to call the camp phone number.

EMERGENCY PROCEDURES

1. In the event of an emergency the camp siren will sound.
2. All program stops
3. **Check your phone for a message from our text service, or find a nearby staff member. If neither is available, go to the storm shelter to receive emergency communication.**
4. Do as instructed.

For severe weather, go to your designated storm shelter. Your designated Storm Shelter is in the basement of the **Program Building**.

SIGN UP FOR TEXT NOTIFICATIONS

All Adults are expected to sign up.

With our texting service you will receive updates about Tomahawk to your phone. We will let you know what is going on at camp and to communicate emergency information. Sign up using the code provided at check-in.

Camp Phone Number: 612-261-2455 Email: Tomahawk@NorthernStar.org

Website: CampTomahawk.org

SUNDAY

Time	Location	Event
1:00 PM	Berglund Center In Campsite Beach	- Check-in (1:00-3:00pm) (#1) - Establish Camp - Swim Tests if needed (#2)
6:00 PM	Dining Shelter	- Flag Lowering & Supper
7:00 PM - 8:30 PM	Storm Shelter Program Building	- Emergency Mobilization Drill (#3) Camp Orientation/Tour - Leader Roundtable (#4) Medication Administration Training (#5)
8:30 PM - 9:30 PM	Campfire Ring	- Opening Campfire (Wear Class A/Field Uniform)

#1: Upon arrival each vehicle will be greeted at Berglund Welcome Center and issued a parking permit. Everyone with the exception of the camping coordinator should go to your campsite to start camp setup. Your camp coordinator will stay at the Berglund Welcome Center while we do the following:

- Verify your unit roster
- Collect and review health forms
- Collect your food count form
- Collect any ATV E-Course Certificates and Hold Harmless Agreements.
- Collect Logging Shooting Sports Hold Harmless Agreements
- Collect Bear training acknowledgement
- Collect signed Code of Conduct
- Verify Scout programs & pick up schedules

#2: If you were not able to do swim tests before camp you can do them at camp. Change into your swimming gear, and head to the beach as soon as you can. Buddy tags will be available there. If you did swim checks before camp bring your form to the beach to collect your buddy tags.

#3: Just after supper, you will hear the siren for a severe weather drill. At this time, our staff will show you the location of your storm shelter and tour you around camp. On this tour you will learn the rules at camp and learn where your merit badges meet. All Scouts and leaders not attending Roundtable should attend.

PROGRAMS

Program	Location
Personal Fitness MB	Weekes Dining Shelter
Photography MB	Program Building
Radio MB	Berglund via Bus
Rifle Shooting MB	Rifle Range
Rowing MB	Beach
Sailing Regatta	Sioux Beach via Bus
Sailing Tier 1&2	Beach
Salesmanship MB	Program Building
Shotgun Shooting MB	Shotgun Range
Space Exploration MB	Ecology
Sporting Arrows & Paintball Range	Berglund via Bus
Swim Lessons	Beach
Swimming MB	Beach
Trades Bundles 1-3	Gruenhagen Shop via Bus
Weather MB	Ecology
Whitewater Bundles 1&2	Chippewa Beach via Bus
Wilderness Survival MB	Scoutcraft
Woodcarving MB	Handicraft Shelter

Horse Corral

- **2:00 Session - arrive by 2:00**
- **3:00 Session - arrive by 3:30**
- \$20 per person. Charged to unit account.
- Units scheduled for an hour and a half.
 - 20 minutes to gear up, review rules, and get on horses
 - 1 hour ride
 - 10 minutes to dismount, put gear away
- Weight Limit: Must be under 225 lbs. to ride.
- **Riders are required to wear closed-toe shoes and long pants**

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

MONDAY

Time	Location	Event
8:00 AM	Dining Shelter	Flag Raising & Daily Announcements
8:05 AM	Dining Shelter	Breakfast
8:45 AM - 10:25 AM	Program Areas	Session 1 (MWF) Program Time Daily Adult Leader Meeting @ 9:00 AM
10:35 AM - 12:15 PM	Program Areas	Session 2 (MWF) Program Time
12:30 PM	Dining Shelter	Lunch
2:00 PM - 2:55 PM		Unit Activity
3:00 PM - 3:55 PM		Unit Activity
4:00 PM - 4:55 PM		Unit Activity
6:00 PM	Dining Shelter	Flag Lowering & Supper
7:00 PM - 8:30 PM	Program Areas Beach Berglund Center Berglund Center	- Open Program - Mile Swim—400 yard Swim - High Adventure Fun Night (#1) - Boaters Safety Class (#2)

#1: High Adventure Fun Night is designed to give young scouts who are not yet old enough a taste of our High Adventure Programs. **Scouts 13 and older should not attend.**

#2: Scouts in Motorboating Merit Badge are required to attend.

#1: Breakfast will be dropped off with Friday Dinner. You may store your breakfast in the Moo Shack at the Dining Shelter.

#2: Merit Badges will be available for purchase while supplies last on Saturday morning at check-out. New Merit Badges are no longer being purchased. You can pick up any ordered segments at this time.

There is a Scoutbook report in your Scouting Event registration under Reports. You can upload this report to your Scoutbook account.

TRADING POST PROCEDURES

Note: Scout participant patches are free for all weeklong participants.

Note: Leaders can pick up any commissary items in the morning.

Patch Ordering:

- Segment patch orders are due to the Trading Post by Friday Lunch.
- Merit Badges will be available for purchase while supplies last on Saturday morning at check-out.

TRADING POST SCHEDULE

Sunday

- 6:30 PM - 8:15 PM

Monday-Friday:

- Adults only before Lunch.
- 1:00 PM - 5:45 PM
- 7:00 PM - 8:45 PM (Monday-Thursday)
- 6:30 PM - 8:15 PM (Friday)

SATURDAY

Time	Event
7:00 AM	Breakfast (#1)
7:30 AM - 10:30 AM	<p>Pack Up Campsite Units will check themselves out of their campsites. We trust units to leave their campsites in good repair and better than they found them. Please do the following:</p> <ul style="list-style-type: none"> • Load troop trailers and vehicles. • Canvas rolled tightly, tied, and stacked correctly in the baker tent. • Cots folded and stacked correctly in the baker tent. • Tent stakes cleared of dirt and loaded into a milk crate neatly. • Any broken equipment stored below the baker tent with a repair tag attached. • Campfires put out - cold to touch. • Campsite cleared of trash. • Latrine cleaned. • Firewood restocked. • Fire barrel filled and cleared of debris • If using Nylon Tents a staff member will come to your site on Saturday morning, at 9:00 AM to inspect and collect. <p>Checkout begins at 8:30 AM Have camp coordinator stop at Berglund Welcome Center on the way out of camp to:</p> <ul style="list-style-type: none"> ◦ Make any corrections to advancements ◦ Sign advancement report ◦ Purchase Merit Badges (#2) ◦ Pick up Segments and other patch orders ◦ Pay your unit's bill ◦ Turn in Medication Distribution Records ◦ Turn in your Camp Feedback Form ◦ Pick up this year's Tomahawk Patches ◦ Book campsite for next summer or submit campsite change request for next summer ◦ Confirm estimated numbers for next summer
11:00 AM	<p>Priority registration closes for the current week of next summer This is your last chance to book your campsite before registration opens up live at noon as first-come first-serve.</p>

TUESDAY

Time	Location	Event
8:00 AM	Dining Shelter	Flag Raising & Daily Announcements
8:05 AM	Dining Shelter	Breakfast
8:45 AM - 10:25 AM	Program Areas	Session 1 (TTh) Program Time Daily Adult Leader Meeting @ 9:00 AM
10:35 AM - 12:15 PM	Program Areas	Session 2 (TTh) Program Time
12:30 PM	Dining Shelter	Lunch
2:00 PM - 2:55 PM		Unit Activity
3:00 PM - 3:55 PM		Unit Activity
4:00 PM - 4:55 PM		Unit Activity
6:00 PM	Dining Shelter	Flag Lowering & Supper
7:00 PM - 8:30 PM	Program Areas Beach Scoutcraft Scoutcraft	- Open Program - Mile Swim—800 yard Swim - Cooking Demo - Ruler of the Tower
9:00 PM	Weekes Dining Shelter	Astronomy Star Party

FRIDAY

Time	Location	Event
6:30 AM	Beach	Polar Bear Plunge
8:00 AM	Dining Shelter	Flag Raising & Daily Announcements
8:05 AM	Dining Shelter	Breakfast
8:45 AM - 10:25 AM	Program Areas	Session 1 (MWF) Program Time Daily Adult Leader Meeting @ 9:00 AM
10:35 AM - 12:15 PM	Program Areas	Session 2 (MWF) Program Time
12:30 PM	Dining Shelter	Lunch Patch orders due to Trading Post
2:00 PM - 2:55 PM		Unit Activity
3:00 PM - 3:55 PM		Unit Activity Advancement Reports Available (#1)
4:00 PM - 4:55 PM		Open Program (#1)
5:00 PM	Weekes Dining Shelter	Closing Campfire Skit Try-Outs
6:00 PM	Dining Shelter	Flag Lowering & Supper
7:00 PM	Campsite	Unit Reflections (#2) - Canvas Inspections (#3)
8:30 PM	Campfire Ring	Closing Campfire (Class A Uniform) (#4) - OA Callout Ceremony - Winner of the Camp Cup Announced

THURSDAY

Time	Location	Event
8:00 AM	Dining Shelter	Flag Raising & Daily Announcements
8:05 AM	Dining Shelter	Breakfast
8:45 AM - 10:25 AM	Program Areas	Session 1 (TTh) Program Time Daily Adult Leader Meeting @ 9:00 AM
10:35 AM - 12:15 PM	Program Areas	Session 2 (TTh) Program Time
12:30 PM	Dining Shelter	Lunch
2:00 PM - 2:55 PM		Unit Activity
3:00 PM - 3:55 PM		Unit Activity
4:00 PM - 4:55 PM		Unit Activity
6:00 PM	Dining Shelter	Flag Lowering & Supper
7:00 PM - 8:30 PM	Program Areas Program Building	- Open Program - Root Beer Run: 5K run. Free root beer float to anyone that finishes.

WHITE PINE CAMP

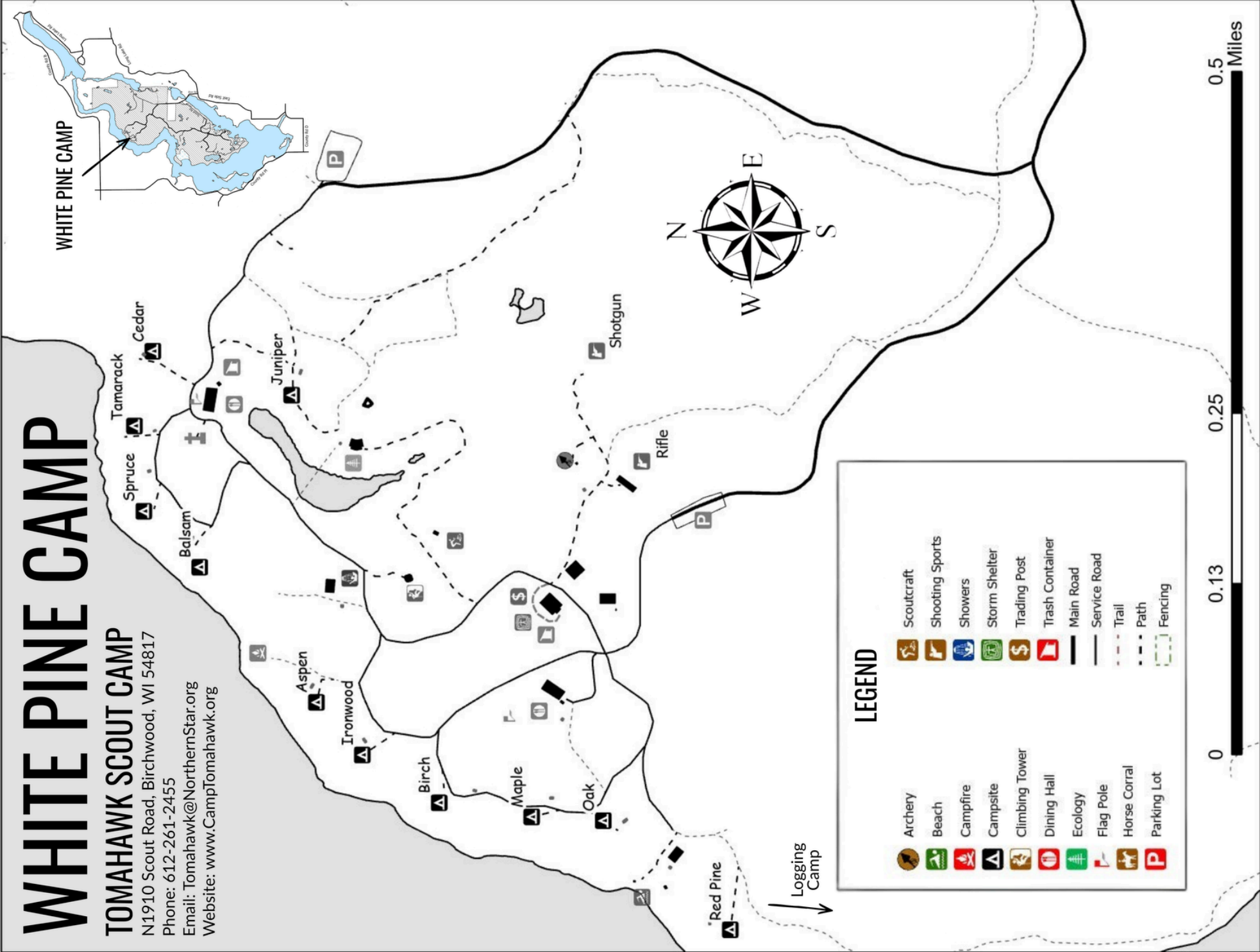
TOMAHAWK SCOUT CAMP

N1910 Scout Road, Birchwood, WI 54817

Phone: 612-261-2455

Email: Tomahawk@NorthernStar.org

Website: www.CampTomahawk.org



LEGEND

- | | | | |
|--|----------------|--|-----------------|
| | Archery | | Scoutcraft |
| | Beach | | Shooting Sports |
| | Campfire | | Showers |
| | Campsite | | Storm Shelter |
| | Climbing Tower | | Trading Post |
| | Dining Hall | | Trash Container |
| | Ecology | | Main Road |
| | Flag Pole | | Service Road |
| | Horse Corral | | Trail |
| | Parking Lot | | Path |
| | | | Fencing |