

NORTHERN STAR SCOUTING

TOMAHAWK SCOUT RESERVATION



PROGRAM CATALOG

2022



IN THIS CATALOG

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

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- 22 Personal Schedule:** Use to fill out your personal activity preferences.
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- 28-31 Details:** Lists minimum ages, costs, and extra notes on each program/badge.

MERIT BADGE ROTATION

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

Merit Badges Offered Even Years: Bird Study, Forestry, Orienteering, Pioneering, Rowing, Soil and Water Conservation, Weather

Merit Badges Offered Odd Years: Fingerprinting, Fish and Wildlife Management, Geocaching, Geology, Insect Study, Nature, Oceanography, Plant Science

A BALANCED SCHEDULE

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

PROGRAM SIGN UP

1. Review the daily schedules and program details pages.
2. Solidify your commitment to attend camp with \$50 deposit to your camp coordinator in March so they can get you on your troop's roster before program sign up opens.
3. Use the Scout Program Planning Worksheet on page 22 to build your schedule. Work with your camp coordinator to fill this out.
 - Place programs into the morning and afternoon session spaces.
 - Use the secondary options area to list other programs you are interested in, just in case a first choice fills up.
 - Rank your troop activity preferences from pages 4-7
4. Give your Scout Program Planning Worksheet to your camp coordinator. They will enter your basic information and program choices into the online registration system (ScoutingEvent.com)

WHEN PROGRAM REGISTRATION OPENS

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

Here is the Individual Program registration schedule :

- April 5th at 7pm: 16 and older
- April 12th at 7pm: 14 and older
- April 19th at 7pm: 12 and older
- April 26th at 7pm: 10 and older

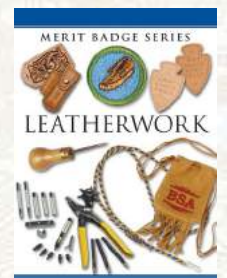
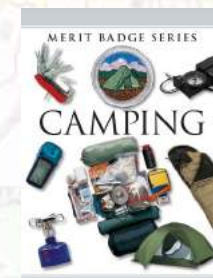
Registration will be closed on the days above from 3pm to 6:59pm to make minimum age adjustments.

Troop Activities:

Your camp coordinator will collect your troop activity rankings and submit rankings on behalf of the troop starting May 1st.

MERIT BADGE PREP

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





MORNING (ADVANCEMENT TIME)

In the morning, Scouts work on merit badges in classes scheduled in the form of "Blocks". There are four blocks in the morning (see below).



AFTERNOON (TROOP TIME)

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



EVENING (OPEN TIME)

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



HIGH ADVENTURES AND SPECIALTY PROGRAMS FOR OLDER SCOUTS

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

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

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



RANK YOUR TROOP ACTIVITY OPTIONS

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

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



Troop Swim

Troop Snorkeling



SHOTGUN SHOOTING



ICE CREAM OUTPOST



AQUA TRAMPOLINE



TROOP CLIMB



ARCHERY SHOOTING



RIFLE SHOOTING



CONSERVATION PROJECT



TOMAHAWK THROWING



VOYAGEUR CANOE



TIE DYE T-SHIRT MAKING

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



TROOP BOATING

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



TEAM BUILDING GAMES

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



HORSEBACK RIDE

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



Bison, Fire Tower, History & Bike Tour

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



DISC GOLF

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



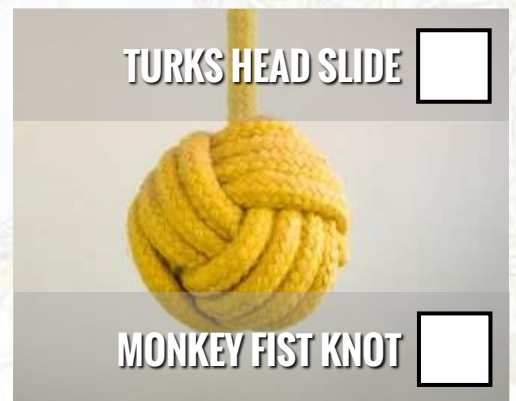
GEOCACHING

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



FIRE TOWER

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



TURKS HEAD SLIDE

MONKEY FIST KNOT

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



ORIENTEERING COURSE

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



FIRST CLASS AQUATICS

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



OWL PELLETS

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



BEAVER TAILS

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



5 MILE HIKE

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



WATERMELON MAUL

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



PIONEER POWER

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



LEAVE NO TRACE

NATURE /BOG HIKE

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



CAMPSITE/FREE TIME

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



LOGGING CAMP

TRAVEL BACK TO 1893

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

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

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

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

There are three ways to experience logging camp:

AFTERNOON SESSION



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

SUPPER SESSION



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

LOGGING OVERNIGHT

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





THE EVENING IS YOURS!

From 7:00pm to 8:30pm you are free to explore camp with a buddy or your patrol. All the areas of camp are open. Take a shower, climb the tower, go swimming, or compete in some awesome challenges. Take a look at all the options that await you before sunset! This is a great time to find staff help with merit badge make up work.



OPEN TOWER



TRADING POST



OPEN SWIM



OPEN BOATING



OPEN AQUATRAMPOLINE



OPEN SCOUTCRAFT



OPEN FISHING



OPEN HANDICRAFT



OPEN RIFLE



OPEN ARCHERY



OPEN SHOTGUN



TOWER RACES

Who's the fastest climber in camp? Only one way to find out—multi bracket competition. Race against all of the fastest Scouts in camp.



HIGH ADVENTURE FUN NIGHT

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



TOURNAMENTS: WATERPOLO VOLLEYBALL & CHESS

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



HORSEBACK RIDING

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



BEACH BASH

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



POKER SHOOT

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



RING OF FIRE

Can you light a fire when the wood is wet? Can you start a fire with one match? Can you light a fire with friction? Find out at the Ring of Fire.



5K ROOT BEER RUN

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



MILE SWIM

Build up to swimming a mile throughout the week to earn the Mile Swim patch to put on your swim suit.



WHAT IS BROWNSEA?

Brownsea is designed to teach basic outdoor skills to 1st year Scouts. Many requirements won't be signed off during class, but will need to be demonstrated to adults or troop guides in the campsite. Commissioners can also assist with testing Scouts out on skills in the evening.

ADULT LEADER SUPPORT

At least one leader from each unit with Scouts enrolled in the Brownsea program should attend alongside the Scouts to help Scouts practice skills and to work continuously with them throughout the week.

SCHEDULE

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

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

WHAT'S TAUGHT

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

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



NATURE DAY

- ☐ **Tenderfoot 4b.** Describe common poisonous or hazardous plants, identify any that grow in your local area or campsite location. Tell how to treat for exposure to them.
- ☐ **2nd Class 1b.** Explain the principles of Leave No Trace and tell how you practiced them on a campout or outing.
- ☐ **2nd Class 4.** Identify or show evidence of at least ten kinds of wild animals (such as birds, mammals, reptiles, fish, mollusks) found in your local area or camping location. You may show evidence by tracks, signs, or photographs you have taken.
- ☐ **1st Class 1b.** Explain each of the principles of Tread Lightly! and tell how you practiced them on a campout or outing.
- ☐ **1st Class 5a.** Identify or show evidence of at least 10 kinds of native plants found in your local area or campsite location.

ORIENTEERING DAY

- ☐ **2nd Class 3a.** Demonstrate how a compass works and how to orient a map. Use a map to point out and tell the meaning of five map symbols.
- ☐ **1st Class 4a.** Using a map and compass, complete an orienteering course that covers at least one mile and requires measuring the height and/or width of designated items (tree, tower, canyon, ditch, etc.)

FIRST AID AND FLAG DAY

- ☐ **Tenderfoot 7a.** Demonstrate how to display, raise, lower, and fold the U.S. flag.
- ☐ **First Class 7a.** Demonstrate bandages for a sprained ankle and for injuries on the head, the upper arm, and the collarbone.
- ☐ **First Class 7b.** By yourself and with a partner, show how to:
 - ☐ Transport a person from a smoke-filled room
 - ☐ Transport for at least 25 yards a person with a sprained ankle.

SHARP AND POINTY DAY

- ☐ **Tenderfoot 3d.** Demonstrate proper care, sharpening, and use of the knife, saw, and ax. Describe when each should be used.
- ☐ **2nd Class 2b.** Use the tools listed in Tenderfoot requirement 3d to prepare tinder, kindling, and fuel wood for a cooking fire.

FIRE AND STOVE DAY

- ☐ **2nd Class 2a.** Explain when it is appropriate to use a fire for cooking or other purposes and when it would not be appropriate to do so.
- ☐ **2nd Class 2c.** At an approved outdoor location and time, use the tinder, kindling, and fuel wood from Second Class requirement 2b to demonstrate how to build a fire. Light the fire. After allowing the flames to burn safely for at least two minutes, safely extinguish the flames with minimal impact to the fire site.
- ☐ **2nd Class 2d.** Explain when it is appropriate to use a lightweight stove and when it is appropriate to use a propane stove. Set up a lightweight stove or propane stove. Unless prohibited by local fire restrictions, light the stove. Describe the safety procedures for using these types of stoves.



GET MORE CAMP, HAVE MORE FUN!

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

WHAT IS THE ALL-STAR TROOP?

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



WHEN ARE ALL-STAR WEEKS AVAILABLE?

The All-Star program is offered during three weeks for 2022:

- Week 2: June 26—July 2
- Week 7: July 31 - August 6
- Week 9: August 14 - 20

WHO ARE THE ADULT LEADERS?

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



OPTIONAL SHUTTLE TO CAMP

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

HOW DO I SIGN UP?

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

Step 2: Pick your session

Step 3: Enter personal information

Step 4: Submit \$50 deposit

Step 5: Review Program Catalog

Step 6: Starting March 15th, go into your registration and start signing up for merit badges and high adventures. You get to sign up before other troops do.

Step 6: Submit full payment by June 1st.



GET THE CAMP STAFF EXPERIENCE!

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

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

COST

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

2022 SESSION DATES

Session 1: June 19-July 16
Session 2: July 17- August 13



WHO CAN BE A CIT?

CITs must be 15 years of age to CIT in Chippewa, Sioux, or White Pine. Those who are 14 years of age may CIT in Navajo as Navajo is a Cub Scout Camp.

WHERE WILL I SLEEP?

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

WHAT TO BRING?

Refer to the Staff Packing List on the Tomahawk Website.

ANNUAL PHYSICAL REQUIRED

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

WHAT IF I CAN'T ATTEND THE ENTIRE SESSION?

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





WILDERNESS FIRST AID

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

Cost: \$75

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



Times Offered: In 2022, WFA will be offered as a two-day, all-day course on Monday and Tuesday. There are 4 different sessions available weeks: 2, 4, 6, and 8.

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



Weeks Offered:

In odd-numbered years, WFA will be offered on odd-numbered weeks. For example, in 2023, WFA will be offered weeks 1, 3, 5, and 7.

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

INTRODUCTION TO OUTDOOR LEADERSHIP SKILLS (IOLS)

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

Cost: \$30 per adult

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



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

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



Extra Commitments:

- Attend Brownsea each morning
- Go on a hike to Logging Camp overnight with Camping, Cooking, and Wilderness Survival on Thursday.



LOGGING OVERNIGHT

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

Age: 14 years old on day of shooting

Cost: \$5

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

Location: Logging Camp via bus

Times Offered: Monday at 5:30pm through Tuesday at 12:00pm **OR** Thursday at 5:30pm through Friday at 12:00pm.



SPARKS BUNDLE

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

What's included:

- Welding Merit Badge
- Metalworking Merit Badge

Age by 8/31/22: 13 years old

Cost: \$20

Location: Gruenhagen Shop via bus

Times Offered: All-Day Monday & Wednesday **OR** All-Day Tuesday & Thursday





CLIMBING PROGRAMS

MEGA TOWER & FLYING SQUIRREL

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

Age by 8/31/22: 13 years old

Cost: \$5

Prerequisites: None

Location: Berglund Center via bus

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



HIGH ROPES & ZIPLINE

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

Age by 8/31/22: 13 years old

Cost: \$5

Prerequisites: None

Location: Berglund Center via bus

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



CLIMBING BUNDLE

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

Age by 8/31/22: 14 years old

Cost: \$15

Prerequisites: None

Location: Berglund Center via bus

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





ATV PROGRAMS

TIER 1: SAFETY COURSE AND RIDE

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

Age on day of riding: 14 years old

Cost: \$40

Prerequisites:

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

Location: Berglund Center via bus

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

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

TIER 2: ATV EXTENDED RIDE

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

Age by 8/31/22: 15 years old

Cost: \$40

Prerequisites:

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

Location: Berglund Center via bus

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

Notes: See clothing requirements above.





AQUA RIG RAFT

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

Age by 8/31/22: 13 years old

Cost: None

Prerequisites: Must be a swimmer

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

Times Offered:

- Monday All-afternoon or
- Tuesday All-afternoon or
- Thursday All-afternoon or
- Friday All-afternoon



WHITewater BUNDLE

What's included:

- Flatwater Training
- Aqua Rig
- Big Boat Sailing
- Whitewater Kayaking Day-Trip

Age by 8/31/22: 14 years old

Cost: \$15 per camper

Prerequisites: Must be a swimmer

Location: Day one is at Chippewa Marina. Sioux campers should walk over. White Pine campers will ride the bus to the Chippewa Marina. For day two, Scouts will be picked up at Bus Stop.

Times Offered: All-Day Monday & Friday OR All-Day Tuesday & Thursday.





SAILING PROGRAMS

SMALL-BOAT SAILING MB

Sailing is available at every beach. Small-Boat Sailing Merit Badge is everyday from 2pm-4pm.

Age by 8/31/22: 13 years old

Cost: None

Prerequisites: Must be a swimmer

Location: Offered at each beach

Times Offered: Monday-Friday
2:00pm-4:00pm. Must attend all days.



ADVANCED SAILING BUNDLE

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

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

Age by 8/31/22: 14 years old

Cost: None

Prerequisites: Must be a swimmer and have sailed before.

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

Times Offered: Monday All-Day & Wednesday All-Day, **OR** Tuesday All-Day & Thursday All-Day. Must attend both days.





FLY FISHING MB & FISH MB BUNDLE

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

Plan extra time for fishing in the evenings.

Age by 8/31/22: 13 years old

Cost: \$5

Prerequisites: None

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

Times Offered: All-Morning Tuesday & Thursday



SHOOTING SPORTS OUTPOST

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

- Sporting Arrows
- Long-Range Archery
- Paintball Markers
- Giant Slingshots

Age by 8/31/22: 13 years old

Cost: \$5 per camper

Prerequisites: none

Location: Berglund Center via bus

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





BIKING PROGRAMS

MOUNTAIN BIKING ONSITE

5 mile bike loop including roads, trails, and single track. Ride the pump track to learn how to move your body independent of the bike.

Age by 8/31/22: 13 years old

Cost: None

Prerequisites: Must be able to bike standing up.

Location: Berglund Center via bus

Times Offered:

Wednesday All-Morning **OR**

Thursday All-Afternoon **OR**

Friday All-Morning



CYCLING MERIT BADGE

Earn the Cycling Merit Badge with the mountain biking option. Instruction and riding will take place in class, but there will be rides required outside of class for Scouts to do on their own. Bring your own bike or use one of ours.

Age by 8/31/22: 13 years old

Cost: \$10

Prerequisites: Must be able to bike standing up. The badge requirements are physically demanding. You will sweat. **Requires 52 miles of mountain biking during the week.**

Location: Berglund Center via bus

Times Offered: Monday **&**

Wednesday **&** Friday All-Day. Friday is the 22 mile single track ride up in Cable, WI.





STEM PROGRAMS CRUNCH/WHOOSH NOVA BUNDLE

Learn how science and technology affect our day-to-day lives. From aspiring Einstein's to those interested in technology. Build a home-made electric motor.

What's included:

- NOVA Designed to Crunch
- NOVA Whoosh!
- Digital Technology Merit Badge
- Electricity Merit Badge
- Electronics Merit Badge

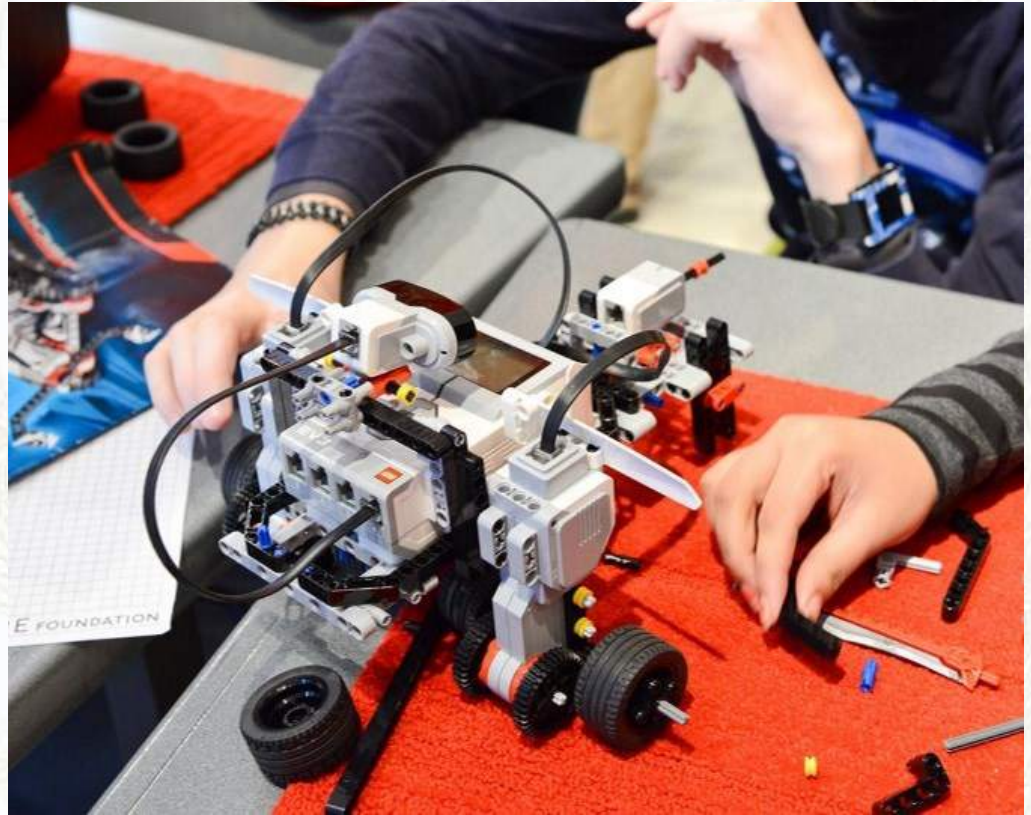
Age by 8/31/22: 13 years old

Cost: None

Prerequisites: Watch documentaries before arrival to camp.

Location: Berglund Center via bus

Times Offered: All-Day Tuesday & Thursday



ENGINES/SHOOT BUNDLE

You will program robots to perform simple tasks and procedures. Scouts will also get to try their hand at flying drones.

What's included:

- NOVA Start Your Engines
- NOVA Shoot!
- Robotics Merit Badge
- Programming Merit Badge

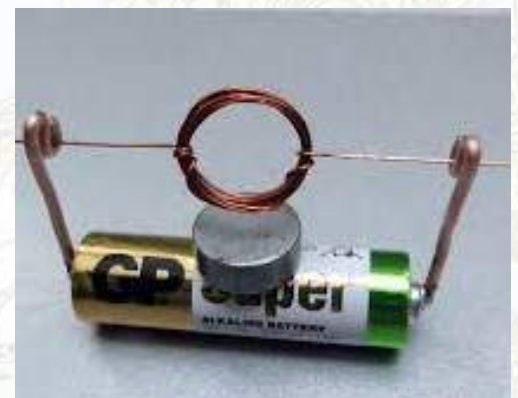
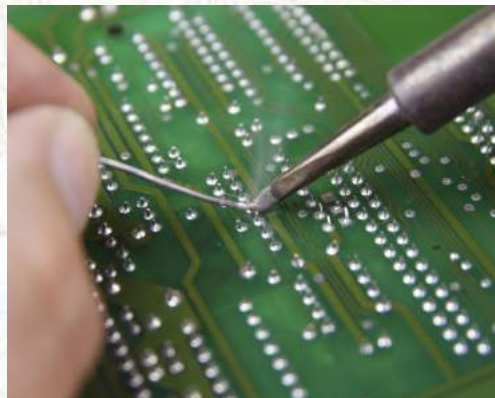
Age by 8/31/22: 13 years old

Cost: None

Prerequisites: Watch documentaries before arrival to camp.

Location: Berglund Center via bus

Times Offered: All-Day Monday & Wednesday





Name: _____ Age as of 8/31/22: _____ Grade Next Year: _____

Review pages 28-31 in the Program Catalog to see when Merit Badges and High Adventures are offered. Age requirements, costs, and special notes are also listed on these pages.

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

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

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

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

LIST SECONDARY OPTIONS

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

RANK YOUR TROOP ACTIVITIES

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

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

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

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



NOTE: You may pick only one Program from each session. You may pair a Morning Session 1 Program (Climbing MB) with a Morning Session 2 Program (Fishing MB) but you **MAY NOT** pair it with an All-Morning Program (Horsemanship MB) or All-Day Program (Sparks Bundle). Be aware that most programs span over 2-3 days.

Morning Session 1	Astronomy MB MWF	All-Morning Programs *The following programs span morning sessions 1 and 2 ATV Tier 1 Option 1 Horsemanship MB MWF	All-Day Programs *The following programs span morning session 1 through afternoon session 3 Advanced Sailing Bundle Option 1 MW Cycling MB MWF Whitewater Bundle Option 1 MF Sparks Bundle Option 1 MW Engines/Shoot STEM NOVA Bundle MW
	Basketry MB MWF		
	Browsea		
	Camping MB Option 1 MWF		
	Climbing MB Option 1 MWF		
	Environmental Science MB Option 1 MWF		
	Lifesaving MB MTWThF		
	Rifle Shooting MB Option 1 MWF		
	Swimming MB Option 1 MWF		
	Woodcarving MB MWF		
Morning Session 2	Camping MB Option 2 MWF		
	Canoeing MB MWF		
	Climbing MB Option 2 MWF		
	Cooking MB MTWThF		
	Environmental Science MB Option 2 MWF		
	First Aid MB MTWThF		
	Fishing MB MWF		
	Forestry MB MWF		
	Orienteering MB MWF		
	Rifle Shooting MB Option 2 MWF		
	Space Exploration MB MWF		
	Swimming MB Option 2 MWF		
Afternoon Sessions	Aqua Rig Option 1		
	ATV Tier 1 Option 2		
	Small Boat Sailing MB MTWThF		



NOTE: You may pick only one Program from each session. You may pair a Morning Session 1 Program (Chess MB) with a Morning Session 2 Program (Photography MB) but you **MAY NOT** pair it with an All-Morning Program (Shotgun Shooting MB) or All-Day Program (Sparks Bundle). Be aware that most programs span over 2-3 days.

Morning Session 1	Browsea	<p>All-Morning Programs *The following programs span morning sessions 1 and 2</p> <p>Archery MB TTh</p> <p>ATV Tier 1 Option 3</p> <p>Extended Horse Ride Option 1</p> <p>Fly Fishing MB & Fishing MB Bundle TTh</p> <p>High Ropes Option 1</p> <p>Logging Camp Overnight (Starts the night before) Option 1</p> <p>Pioneering MB TTh</p> <p>Shotgun Shooting MB TTh</p>	<p>All-Day Programs *The following programs span morning session 1 through afternoon session 3</p> <p>Advanced Sailing Bundle Option 2 TTh</p> <p>Climbing Bundle TTh</p> <p>Crunch/Whoosh STEM NOVA Bundle TTh</p> <p>Whitewater Bundle Option 2 TTh</p>
	Chess MB TTh		
	Emergency Prep. MB TTh		
	Kayaking MB Option 1 TTh		
	Lifesaving MB MTWThF		
	Personal Fitness MB TTh		
	Rowing MB TTh		
	Soil & Water Cons. MB TTh		
	Weather MB TTh		
Morning Session 2	Bird Study MB TTh		
	Cooking MB MTWThF		
	First Aid MB MTWThF		
	Kayaking MB Option 2 TTh		
	Leatherwork MB TTh		
	Mammal Study MB TTh		
	Photography MB TTh		
	Salesmanship MB TTh		
	Wilderness Survl. MB TTh		
Afternoon Sessions	Aqua Rig Option 2		<p>Sparks Bundle Option 2 TTh</p>
	ATV Tier 1 Option 4		
	Mega Tower/ Flying Squirrel Option 1		
	Small Boat Sailing MB MTWThF		



NOTE: You may pick only one Program from each session. You may pair a Morning Session 1 Program (Climbing MB) with a Morning Session 2 Program (Fishing MB) but you **MAY NOT** pair it with an All-Morning Program (Horsemanship MB) or All-Day Program (Sparks Bundle). Be aware that most programs span over 2-3 days.

Morning Session 1	Astronomy MB MWF	All-Morning Programs *The following programs span morning sessions 1 and 2 ATV Tier 1 Option 5 Horsemanship MB MWF Mountain Biking Single Track Option 1	All-Day Programs *The following programs span morning session 1 through afternoon session 3 Advanced Sailing Bundle Option 1 MW Cycling MB MWF Sparks Bundle Option 1 MW Engines/Shooting STEM NOVA Bundle MW
	Basketry MB MWF		
	Browsea		
	Camping MB Option 1 MWF		
	Climbing MB Option 1 MWF		
	Environmental Science MB Option 1 MWF		
	Lifesaving MB MTWThF		
	Rifle Shooting MB Option 1 MWF		
	Swimming MB Option 1 MWF		
	Woodcarving MB MWF		
Morning Session 2	Camping MB Option 2 MWF		
	Canoeing MB MWF		
	Climbing MB Option 2 MWF		
	Cooking MB MTWThF		
	Environmental Science MB Option 2 MWF		
	First Aid MB MTWThF		
	Fishing MB MWF		
	Forestry MB MWF		
	Orienteering MB MWF		
	Rifle Shooting MB Option 2 MWF		
	Space Exploration MB MWF		
	Swimming MB Option 2 MWF		
Afternoon Sessions	ATV Tier 1 Option 6		
	High Ropes Option 2		
	Small Boat Sailing MB MTWThF		



NOTE: You may pick only one Program from each session. You may pair a Morning Session 1 Program (Chess MB) with a Morning Session 2 Program (Photography MB) but you **MAY NOT** pair it with an All-Morning Program (Shotgun Shooting MB) or All-Day Program (Sparks Bundle). Be aware that most programs span over 2-3 days.

Morning Session 1	Browsea	All-Morning Programs *The following programs span morning sessions 1 and 2 Archery MB TTh ATV Tier 1 Option 7 Extended Horse Ride Option 2 Fly Fishing MB & Fishing MB Bundle TTh Pioneering MB TTh Shotgun Shooting MB TTh	All-Day Programs *The following programs span morning session 1 through afternoon session 3 Advanced Sailing Bundle Option 2 TTh Climbing Bundle TTh Crunch/Whoosh STEM NOVA Bundle TTh Whitewater Bundle Option 2 TTh Sparks Bundle Option 2 TTh
	Chess MB TTh		
	Emergency Prep. MB TTh		
	Kayaking MB Option 1 TTh		
	Lifesaving MB MTWThF		
	Personal Fitness MB TTh		
	Rowing MB TTh		
	Soil & Water Cons. MB TTh		
Weather MB TTh			
Morning Session 2	Bird Study MB TTh		
	Cooking MB MTWThF		
	First Aid MB MTWThF		
	Kayaking MB Option 2 TTh		
	Leatherwork MB TTh		
	Mammal Study MB TTh		
	Photography MB TTh		
	Salesmanship MB TTh		
Wilderness Survl. MB TTh			
Afternoon Sessions	Aqua Rig Option 3		
	ATV Tier 1 Option 8		
	Mountain Biking Single Track Option 2		
	Small Boat Sailing MB MTWThF		



NOTE: You may pick only one Program from each session. You may pair a Morning Session 1 Program (Climbing MB) with a Morning Session 2 Program (Fishing MB) but you **MAY NOT** pair it with an All-Morning Program (Horsemanship MB) or All-Day Program (Whitewater Bundle). Be aware that most programs span over 2-3 days.

Morning Session 1	Astronomy MB MWF	<p>All-Morning Programs *The following programs span morning sessions 1 and 2</p> <p>ATV Tier 2 Option 1</p> <p>Horsemanship MB MWF</p> <p>Logging Camp Overnight (Starts the night before) Option 2</p> <p>Mega Tower/Flying Squirrel Option 2</p> <p>Mountain Biking Single Track Option 3</p> <p>Shooting Sports Outpost Option 1</p>	<p>All-Day Programs *The following programs span morning session 1 through afternoon session 3</p> <p>Cycling MB MWF</p> <p>Whitewater Bundle Option 1 MF</p>
	Basketry MB MWF		
	Brownsea		
	Camping MB Option 1 MWF		
	Climbing MB Option 1 MWF		
	Environmental Science MB Option 1 MWF		
	Lifesaving MB MTWThF		
	Rifle Shooting MB Option 1 MWF		
	Swimming MB Option 1 MWF		
Woodcarving MB MWF			
Morning Session 2	Camping MB Option 2 MWF		
	Canoeing MB MWF		
	Climbing MB Option 2 MWF		
	Cooking MB MTWThF		
	Environmental Science MB Option 2 MWF		
	First Aid MB MTWThF		
	Fishing MB MWF		
	Forestry MB MWF		
	Orienteering MB MWF		
	Rifle Shooting MB Option 2 MWF		
	Space Exploration MB MWF		
Swimming MB Option 2 MWF			
Afternoon Sessions	Aqua Rig Option 4		
	ATV Tier 2 Option 2		
	High Ropes Option 3		
	Small Boat Sailing MB MTWThF		
	Shooting Sports Outpost Option 2		



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

Badge/Activity	Minimum Age as of 8/31/22	Session	Days	Cost	Pre-requisites/Requirements not earned at camp/Extra Commitments/Notes
Advanced Sailing Bundle	13	All Day	MW <u>or</u> TTh	None	Must be Swimmer Level and must have previous sailing experience. Program runs
Aqua Rig	13	See Page 17		None	Must be Swimmer Level.
Archery MB	12	1 & 2	TTh	\$7.50	Scouts will need to attend open range times to finish shooting requirements.
Astronomy MB	11	1	MWF	None	Scouts will have to attend evening session and make moon charts throughout the week.
ATV Tier 1: Safety Riding Course & Trail Ride	See Note	See Page 16		\$40	Must be 14 years old on day of riding. Must wear ankle high boots, long sleeve shirt, and long pants. Complete hold harmless agreement. E-Course needs to be complete for before camp for Tier 1. Tier 2 is intended for Scouts that took safety course last year.
ATV Tier 2: Extended Ride		See Page 16		\$40	
Basketry MB	12	1	MWF	\$25	Scouts should plan on spending time working on their baskets outside of class time or go to open handicraft. Please send one adult to help.
Bird Study MB	11	2	TTh	None	May require extra bird watching on your own time. Bird Study is offered every other year. Bird Study will not be offered in 2023, but will be offered in 2022 and 2024.
Brownsea	11	1	MTW ThF	None	There are three Brownsea Program Options. See Brownsea Page for more information. Must have adult attend class to assist.
Camping MB	12	1 <u>or</u> 2	MWF	None	Req. 9a needs to be completed outside of camp. 8c and 9b will be accomplished on Thursday overnight outpost.
Canoeing MB	11	2	MWF	None	Must be Swimmer Level.
Chess MB	11	1	TTh	None	Attend camp chess tournament.
Climbing MB	12	1 <u>or</u> 2	MWF	None	To complete all the climbs and rappels Scouts should plan on attending the Open Climbs during Evening Program.
Cooking MB	13	2	MTW ThF	\$40	Go to Central Services on Tuesday night to 'shop' for food. Thursday night there will be an overnight at Logging to fulfil backpacking cooking requirements.
Climbing Bundle	13	All Day TTh		\$15	None



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

Badge/Activity	Minimum Age as of 8/31/22	Session	Days	Cost	Pre-requisites/Requirements not earned at camp/Extra Commitments/Notes
Cycling MB	13	All Day	MWF	\$10	Must be able to bike standing up. The badge requirements are physically demanding. You will sweat. Requires 52 miles of mountain biking during the week.
Designed to Crunch/Whoosh	13	All Day	TTh	None	Need to watch 6 hours of documentaries before coming to camp. Links to videos will be made available on website May 1st.
Emergency Preparedness MB	12	1	TTh	None	Be enrolled in First Aid Merit Badge or have previously earned it. Cannot be completed at camp. Must submit work back to camp after getting home.
Environmental Science MB	11	1 <u>or</u> 2	MWF	None	Expect out of class work doing observations and writing reports (Req. 1, 4, and 6). Make sure to bring a note book and pencil to this merit badge.
Extended Horse Ride	11	1 & 2	T <u>or</u> Th	\$30	None
Fingerprinting MB	11	1	TTh	None	Fingerprinting is offered every other year. Fingerprinting will not be offered in 2022, but will be offered in 2023.
First Aid MB	12	2	MTW ThF	None	Should have earned First Class Rank before camp. Bring materials to create a first aid kit and inspect your Troop 1st Aid Kit for Requirement 5.
Fish and Wildlife Management MB	11	2	MWF	None	Fish and Wildlife Management is on a yearly rotation. Fish and Wildlife Management will not be offered in 2022, but will be offered in 2023.
Fishing MB	11	2	MWF	None	Plan extra time for fishing in the evenings or mornings. Clean and cook fish. 16+ need WI fishing license.
Fly Fishing MB/ Fishing MB Bundle	13	1 & 2	TTh	\$5	Driving off camp to dam to fish. Plan extra time for fishing in the evenings or mornings. 16+ need WI fishing license.
Forestry MB	11	2	MWF	None	Forestry is offered every other year. Forestry will not be offered in 2023, but will be offered in 2022 and 2024.
Geocaching MB	12	2	MWF	None	Geocaching is offered every other year. Geocaching will not be offered in 2022, but will be offered in 2023. Significant amount of time outside of class plan a geo-hunt.
Geology MB	11	2	TTh	None	Geology is offered every other year. Geology will not be offered in 2022, but will be offered in 2023.
Horsemanship MB	12	1 & 2	MWF	\$50	Scouts from White Pine will take bus to Corral



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

Badge/Activity	Minimum Age as of 8/31/22	Session	Days	Cost	Pre-requisites/Requirements not earned at camp/Extra Commitments/Notes
High Ropes	13	See Page 15		\$5	None
Insect Study MB	12	2	TTh	None	Insect Study is offered every other year. Insect Study will not be offered in 2022, but will be offered in 2023.
Kayaking MB	11	1 <u>or</u> 2	TTh	None	Must be Swimmer Level.
Leatherwork MB	11	2	TTh	\$10	Plan extra time to complete leatherworking project outside of class. Have one adult attend to help.
Lifesaving MB	12	1	MTW ThF	None	Must be Swimmer Level.
Logging Overnight	14	See page 14		\$5	Must be 14 years old on day of shooting. Complete Hold Harmless Agreement.
Mammal Study MB	11	2	TTh	None	6 hours of observations or life history report to be completed outside of class.
Mega Tower	13	See Page 15		\$5	None
Mountain Biking Onsite	13	See Page 20 See Page 20		None	Need to be able to ride a bike standing up.
Nature MB	11	1	TTh	None	Collection of plant, rock, other outside of class. Nature is offered every other year. Nature will not be offered in 2022, but will be offered in 2023.
Oceanography MB	11	1	TTh	None	Oceanography is offered every other year. Oceanography will not be offered in 2022, but will be offered in 2023.
Orienteering MB	11	2	MWF	None	Orienteering is offered every other year. Orienteering will not be offered in 2023, but will be offered in 2022 and 2024. Work outside of class to plan orienteering event.
Personal Fitness MB	11	1	TTh	None	Badge can be started, but cannot be completed at camp. Submit work back to camp after getting home to complete.
Photography MB	11	2	TTh	None	Some point and shoot cameras are available to checkout. Suggested that you bring a own camera or smart phone.
Pioneering MB	11	1 <u>&</u> 2	TTh	None	Pioneering is offered every other year. Pioneering will not be offered in 2023, but will be offered in 2022 and 2024.
Plant Science MB	11	1	TTh	None	Plant Science is offered every other year. Plant Science will not be offered in 2022, but will be offered in 2023.



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

Badge/Activity	Minimum Age as of 8/31/22	Session	Days	Cost	Pre-requisites/Requirements not earned at camp/Extra Commitments/Notes
Rifle Shooting MB	12	1 <u>or</u> 2	MWF	\$5	Scouts should plan on going to the Open Shoots during evenings to complete the shooting requirements.
Rowing MB	11	1	TTh	None	Must be Swimmer Level. Rowing is offered every other year. Rowing will not be offered in 2023, but will be offered in 2022 and 2024.
Salesmanship MB	11	2	TTh	None	Badge can be started, but cannot be completed at camp. Submit work back to camp after getting home to complete.
Shooting Sports Outpost	13	See Page 19		\$5	None
Shotgun Shooting MB	13	1 <u>&</u> 2	TTh	\$36	Scouts should plan on going to the Open Shoots during evenings to complete the shooting requirements.
Small Boat Sailing MB	13	PM Sessions	MTW/ThF	None	Must be Swimmer Level. Class is 2pm-4pm everyday. Scouts may join troop for 4pm Troop activity session.
Soil and Water Conservation MB	12	1	TTh	None	Soil and Water Conservation is offered every other year. It will not be offered in 2023, but will be offered in 2022 and 2024.
Space Exploration	12	2	MWF	\$15	Plan time to construct rocket. Rocket Launch is Friday Afternoon at Berglund Center.
Sparks	13	See Page 14		\$20	None
Start your Engines/ Shoot	13	See Page 21		None	Need to watch 6 hours of documentaries before coming to camp. Links to videos will be made available on website May 1st.
Swimming MB	11	1 <u>or</u> 2	MWF	None	Must be Swimmer Level.
Weather MB	11	1	TTh	None	Daily weather log entries. Troop should bring weather radio or plan to use weather app on smart phone. Weather is offered every other year. Weather will not be offered in 2023, but will be offered in 2022 and 2024.
White Water Bundle	14	See Page 17		\$15	Must be Swimmer Level. This will include a flatwater training prior to the daytrip.
Wilderness Survival MB	12	2	TTh	None	Scouts will need to attend a Thursday night overnight to Logging Camp.
Woodcarving MB	12	1	MWF	\$10	Plan for time outside of class to complete carving projects..



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