

TOMAHAWK SCOUT CAMP



PROGRAM CATALOG

2026



NORTHERN STAR SCOUTING

TOMAHAWK SCOUT CAMP

PLANNING YOUR PROGRAMS

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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22-27 Program Details:

Find minimum ages, costs, sessions offered, 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:

Forestry, Orienteering, Rowing, Salesmanship, Weather, Bird Study, Motorboating, and Citizenship in the Nation

Merit Badges Offered Odd Years:

Geocaching, Geology, Nature, Fish and Wildlife Management, Pioneering, Fingerprinting, Water Sports, and Citizenship in the World

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 unit, and evenings are for the patrol or buddy groups to explore open areas of camp together.

PROGRAM SIGN UP

1. Review the Program Catalog.
2. Solidify your commitment to attend camp with a \$50 deposit to your camp coordinator in March so they can get you on your unit's roster before program sign up opens.
3. Use the Scout Program Planning Worksheet to build your ideal schedule. Work with your camp coordinator to fill this out. Scan the QR code to download this form.



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 DOES PROGRAM REGISTRATION OPEN?

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 21 at 7pm: 16 and older
- April 28 at 7pm: 14 and older
- May 5 at 7pm: open to all

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

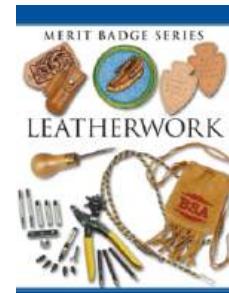
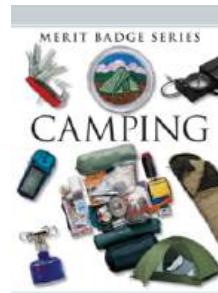
Unit Activities:

Your camp coordinator will collect your unit's activity rankings and submit rankings on behalf of your unit starting April 15th. These are due by June 1st.

MERIT BADGE PREP

Learning doesn't start at camp. Before you come to camp, review the most current requirements and MB pamphlets at:

www.scouting.org/merit-badges





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 (UNIT TIME)

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



EVENING (FREE 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

Most High Adventure programs are bundles of several individual programs and run 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 do all older Scout programs or a mixture of older Scout programs and merit badges. These programs are for Scouts 13 years old or older.

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 even the entire day!

	MON	TUE	WED	THURS	FRI
8:00 AM	FLAGS & BREAKFAST				
8:45 AM - 10:25 AM	Session 1 MWF	Session 1 T,TH	Session 1 MWF	Session 1 T,TH	Session 1 MWF
10:35 AM - 12:15 PM	Session 2 MWF	Session 2 T,TH	Session 2 MWF	Session 2 T,TH	Session 2 MWF
12:30 PM	LUNCH				
2:00 PM	Session 3	Session 3	Session 3	Session 3	Session 3
3:00 PM	Session 4	Session 4	Session 4	Session 4	Session 4
4:00 PM	Session 5	Session 5	Session 5	Session 5	Session 5
6:00 PM	FLAGS & SUPPER				
7:00 PM - 8:30 PM	Open Program Free Time	Open Program Free Time	Open Program Free Time	Open Program Free Time	Closing Campfire



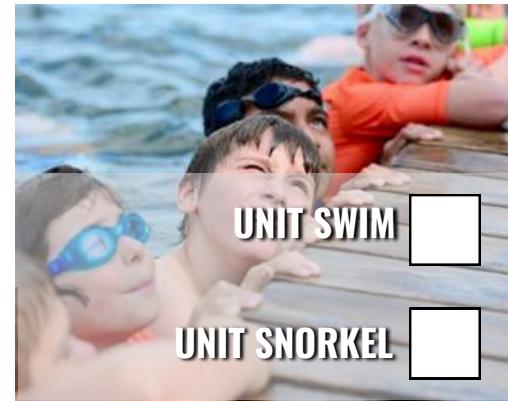
NORTHERN STAR SCOUTING

TOMAHAWK SCOUT CAMP

TROOP ACTIVITIES

RANK YOUR TROOP ACTIVITIES

In the afternoon, your unit does activities as a group. Any Scouts who are not signed up for other programs during sessions 3, 4, or 5 will participate in troop activities. Review the programs on pages 4-6. As a troop, rank your top 15 choices. Your troop will enter these choices into the Troop Activity Request form online. Troops can scan the QR code on this page to access the form. Submission must be completed two weeks before you arrive to camp.



UNIT SWIM

UNIT SNORKEL



SHOTGUN SHOOTING

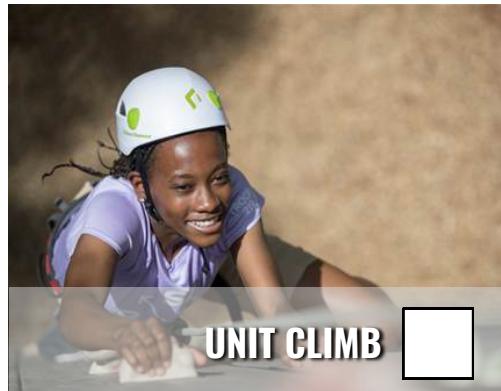


LEAVE NO TRACE

NATURE/BOG HIKE



AQUA TRAMPOLINE



UNIT CLIMB



ARCHERY SHOOTING &
TOMAHAWK THROWING



RIFLE SHOOTING



CONSERVATION PROJECT



BIG BOAT SAILING



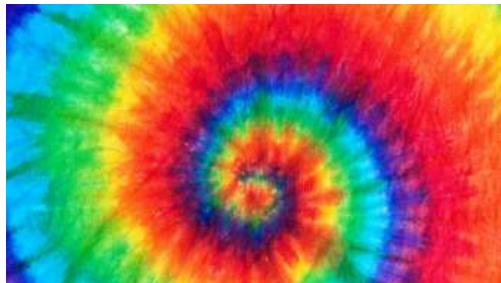
VOYAGEUR CANOE (CAP. 13)

UNIT BOATING



NORTHERN STAR SCOUTING
**TOMAHAWK
SCOUT CAMP**

UNIT ACTIVITIES



TIE DYE T-SHIRT MAKING



Have everyone in your unit tie dye a shirt, handkerchief or other item. White TSC T-shirts are available for purchase in the trading post.



WATERMELON MAUL



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



LOW COPE



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



BEAVER TAILS



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



FIRST CLASS AQUATICS



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



OWL PELLETS



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



GEOCACHING



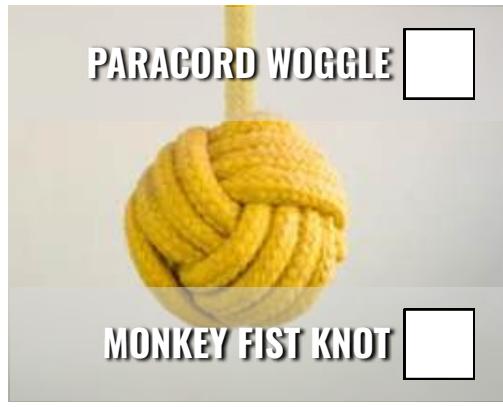
Explore camp by GPS. Sign the logbook left in the geocache. We provide the GPS units and instruction. Troop explores caches on their own.



ORIENTEERING COURSE



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



PARACORD WOGGLE



MONKEY FIST KNOT



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



NORTHERN STAR SCOUTING

TOMAHAWK SCOUT CAMP

UNIT ACTIVITIES OUTSIDE YOUR SUB-CAMP

There's more to explore beyond your camp gates. Work with your commissioner to coordinate travel logistics and bundle these activities into full afternoon blocks. Extra consideration for timing and travel.



LOGGING CAMP



TROOP BIKE



ICE CREAM OUTPOST

Details on the next page. Pairs well with 5 mile hike and fire tower visit. If you select this activity also designate a time and travel option.

Check out bikes from the Berglund Welcome Center and bike around camp. This can be a great way to see the Bison. (Can ride bus to Berglund)

Paddle to get ice cream. This will take a two hour block for Chippewa and Sioux. White Pine can pair this with a Canoe Outpost.



HORSEBACK RIDE



BISON

HISTORY CENTER



DISC GOLF

The horse corral is open some afternoons & evenings. Sign up in the same way you'd sign up for merit badges. Rides are \$25 per person.

Visit the bison herd northeast of the Berglund Center or Visit the History Exhibit at the Berglund Center. Pairs well with Troop Bike Activity.

Play the full 18 hole Tomahawk disc golf course or visit the golf driving range. (Can ride the bus to Berglund)



FIRE TOWER



CANOE OUTPOST

Climb 100' in the air and see above the trees. This pairs well with a hike to Logging Camp. Only 1/2 mile from Logging Camp.

Prepping for an upcoming Boundary Waters trip? Canoe to Logging Camp or from Mud Lake back to your campsite.



5 MILE HIKE

Tomahawk has trails that make it the perfect place to complete this advancement requirement. This pairs well with a trip to Logging Camp.



LOGGING CAMP

Travel back to 1893!

This outpost is located perfectly for a 5 mile hike (roundtrip). Possible activities include: candle making, spar-pole climbing, tomahawk throwing, branding, blacksmithing, woodworking, two-person sawing, and drinking root beer from the tap.

Activity session are 1.5 hours long.
Rank the options below:

2-3:30PM SESSION (DRIVE)

Drive up to Logging Camp right after lunch and experience programs from 2:00pm to 3:30pm. Pair this with a Fire Tower, Bison Visit, or Disc Golf.



3-4:30PM SESSION (HIKE)

Start hiking at 1:30pm to arrive to Logging Camp at 3pm. Start hiking back to camp at 4:30 to get back in time for supper. Check out a map and compass from Scoutcraft to pair this with the 5-mile hike requirement for Second Class 3b.



4-5:30PM SESSION (DRIVE)

Drive up to Logging Camp to arrive at 4:00, and experience programs from 4:00pm to 5:30pm. Pair this with a Fire Tower, Bison Visit, or Disc Golf.



OVERNIGHT 7PM TO 8AM

Drive up to Logging Camp to arrive at 7:00, and experience programs and stay overnight in the log cabin. Capacity 20.

LOGGING LEGENDS

See page 16 for more details.



EVENING ACTIVITIES

THE EVENING IS YOURS!

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





RULER of the TOWER KNOT TYING RACES

Who's the fastest climber and fastest at knot tying? Only one way to find out —multi-bracket competition. Race against the fastest Scouts.



HORSEBACK RIDING

The horse corral is open every night. Sign up online for a trail ride in the same way you sign up for merit badges.



COOKING DEMO ROPE MAKING DEMO

Learn how rope is made and help make rope. Learn how to cook in a dutch oven.



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.



BEACH BASH

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



TOURNAMENTS: WATERPOLO, VOLLEYBALL & CHESS

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



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.



MILE SWIM

Throughout the week, build up to swimming a mile to earn the Mile Swim patch to put on your swim suit.



5K ROOT BEER RUN

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



NORTHERN STAR SCOUTING

TOMAHAWK 1ST YEAR CAMPER: BROWNSEA SCOUT CAMP

A BALANCED SCHEDULE

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 appropriate junior leaders 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 unit 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. Recite the principles of Leave No Trace from memory. Explain how you follow them on all outings.
- 2nd Class 4. Identify or show evidence of at least ten kinds of wild animals [...] found in your local area or camping location. [...]
- 1st Class 1b. Explain the potential impacts of camping, both on the environment and on other outdoor users. Explain why the Outdoor Code and Leave No Trace principles are important for protecting the outdoors.
- 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.
- 1st Class 7a. Demonstrate bandages for a sprained ankle and for injuries on the head, the upper arm, and the collarbone.
- 1st 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 a pocketknife, and a saw or axe if needed, 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. Using a minimum-impact method [...], use tinder, kindling, and fuel wood [...] 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 [...]. Properly dispose of the ashes and any charred remains.
- 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.



HORSEBACK RIDES

You should plan to sign up multiple Scouts and Leaders so you can travel to the corral as a group

Horseback rides are available in the afternoons and evenings. These are booked individually and in the same manner you book merit badges. Rides are \$25 per rider. We can take up to 10 riders per session.

The weight limit for horseback rides is 225 lbs.

Sessions are 2 hours and contain:

- 15 minutes for travel to corral
- 20 minutes for gearing up, horse safety orientation, and getting on the horses
- 60 minutes of riding
- 10 minutes to dismount and put gear away
- 15 minutes to travel back to camp.



CORRAL LOCATION

The horse corral is located in the Chippewa sub-camp. Units from Sioux and Chippewa should walk. Units from White Pine and families from Family Island should drive. Drive into Chippewa and take the first left past the parking lot.

HORSEMANSHIP MERIT BADGE

Learn all about horses and show you can care for one. This program has a lot to cover, and there is bookwork to complete outside of class or before camp. Scouts from White Pine should take the bus to Horsemanship Merit Badge.





NORTHERN STAR SCOUTING

TOMAHAWK Counselor In Training Program SCOUT CAMP

GET THE CAMP STAFF EXPERIENCE!

The Counselor in Training (CIT) program at Tomahawk Scout Camp 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 \$100. This includes food and lodging for the duration of your stay. \$25 is due at the time of registration, while the remaining balance is due on June 1st.

2026 SESSION DATES

Session 1: June 21-July 18

Session 2: July 19- August 15



WHO CAN BE A CIT?

CITs must be at least 14 years of age and should be less than 18 years of age. Those over 18 should instead apply to be on staff.

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 bed 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 CIT Registration Page or on the Tomahawk Resources Page.

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, CIT's are required to attend the first week of their session as the week is dedicated to formal CIT training.



SCAN ME



GET MORE CAMP

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 program at Tomahawk!

WHAT IS THE ALL-STAR PROGRAM?

We connect Scouts with host units to provide more opportunities to come to camp. You will then go to camp with that unit.

WHEN ARE ALL-STAR WEEKS AVAILABLE?

We have a host unit available every week for you to stay with!

WHO ARE THE ADULT LEADERS?

The unit leaders from the host unit will take on the leadership for you during that week.

HOW DO I SIGN UP?

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

Step 2: Pick your session

Step 3: Enter information

Step 4: Submit \$50 deposit

Step 5: Review Program Catalog

Step 6: Connect with Scoutmaster AND Camp Coordinator from your host unit. Get your host unit's pre-camp planning information. Your host unit will sign you up for programs.





WILDERNESS FIRST AID

Wilderness First Aid (WFA) is a course for everyone planning a remote high adventure. This is defined as being an hour or more away from advanced care. CPR/AED Training is not included in this course.

Times Offered: WFA will be offered as a two-day, all-day course on Monday and Tuesday. There will be 4 different sessions available. See weeks offered for sessions.

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

Weeks Offered:

In even-numbered years, WFA will be offered on even-numbered weeks. For example, in 2026, WFA will be offered weeks 2, 4, 6, and 8. In odd-numbered years, WFA will be offered on odd-numbered weeks. For example, in 2027, WFA will be offered weeks 1, 3, 5, and 7.



Location: Central Services. Leaders drive themselves.

Cost: \$100

INTRODUCTION TO OUTDOOR LEADERSHIP SKILLS (IOLS)

This hands-on program gives adult leaders a practical introduction to the patrol method of a Scout-led unit 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.

Schedule:

M-Wood Tools, Fire Building, Ropes/Knots & First Aid

W-Plant ID, Animal ID, Backpacking/Hiking/High Adventure & Orienteering

F-Flags & Ceremonies, Camping, Outdoor Ethics, Cooking, Interfaith Worship

Location: IOLS is hosted in Chippewa at the dining hall during sessions 1 & 2. Sioux leaders should walk over. White Pine leaders will ride the bus to Chippewa.

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

Weeks Offered:

In even-numbered years, IOLS will be offered on odd-numbered weeks. For example, in 2026, IOLS will be offered weeks 1, 3, 5, and 7. In odd-numbered years, IOLS will be offered on even-numbered weeks. For example, in 2027, IOLS will be offered weeks 2, 4, 6, and 8.



Cost: \$30 per adult

Times Offered: IOLS takes place during sessions 1 & 2 Monday, Wednesday & Friday mornings.

PADDLECRAFT SAFETY

Planning a BWCA trip or a river float trip? Get trained in basic paddling skills.

Times Offered: Attend and assist with both Canoeing and Kayaking merit badges. Attend Tuesday and Thursday afternoon Session for further instruction and testing.

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

Weeks: Week 1, 3, 5, 7

Location: Badges in sub-camp. Testing in Chippewa.

Cost: \$20





MEGA TOWER

Climbing the 60' tower. This challenging tower brings you to a whole new level.



FLYING SQUIRREL

Work as a team, run as fast as you can, pull hard, and slingshot your friends to the top of the flying squirrel.



HIGH ROPES

Our course is 50' above the ground and our zipline is 500' long. There are 10 aerial elements and 3 ascent options!





LOGGING LEGENDS

Designed for Older Scouts that want more than the standard logging camp experience.

- Blacksmithing
- Branding
- Logging History
- Double Barrel Shotgun
- Lever Action Rifle
- Knife Throwing
- Tomahawk Throwing

A Completed Hold Harmless Agreement is required for the double barrel shotgun and lever action rifle. Scan the QR Code on this page to find form.

Logging Legends is located at Logging Camp. Scouts will take the bus to Logging Camp.



Logging Shooting Sports Waiver

SPORTING ARROWS

Try hitting the target when it is moving. Shoot at foam discs as they travel through the air.



PAINTBALL RANGE

Hone your paintball skills at a range full of a variety of targets. Paint ball range includes throwing knives.





WELDING MERIT BADGE

Use Lincoln Electric wire-feed welders on practice blanks before creating a small project.



METALWORK MERIT BADGE

Use a propane forge, hammers, and anvil. Make hooks and punch rivets with red hot metal.

PLUMBING MERIT BADGE

Learn to sweat and cut pipes. Demystify the toilet and learn how water travels through your home.

WOODWORK MERIT BADGE

Build with the best. Create a bench, shelf, and bird house.



PAINTING MERIT BADGE

Painting is an important skill and something you can use around your house. Paint a woodwork project and participate in painting a structure around camp.

** Trades merit badges are held at Gruenhagen Shop. Scouts take the bus from their sub-camp to the shop. Adults encouraged to help.**





SMALL-BOAT SAILING MB

The best way to spend the afternoons. Monday -Thursday 2:00pm-5:00pm. Must attend all days.

CATAMARANS

Go faster and lay back on these sleek sailing vessels. This program option is available if you sign up for the Friday Sailing Regatta.



WIND SURFING

Learn the delicate art of wind surfing. This program option is available if you sign up for the Friday Sailing Regatta. Wind surfing is very wind dependent.



APOSTLE ISLANDS SAILING ADVENTURE ON LAKE SUPERIOR

This program is for Scouts 13 and older. Sail on a 50 foot boat on Lake Superior around the Apostle Island. Sleep on the boat three nights and sail for 3 full days.

The sign up for this is separate from the regular Tomahawk programs. Units register for this as a group.

You need a total of 8 people, with at least 2 of those participants being registered adult leaders. Lottery for this program opens November 1st.





AQUA RIG RAFT

This floating behemoth will launch you in all directions!

- Rope swing
- 35' Giant blob



FLY FISHING MERIT BADGE

Learn the art of Fly Fishing and find the best fishing spot on Long Lake.

FISH & WILDLIFE MANAGEMENT MERIT BADGE

This pairs with Fly Fishing Merit Badge and Fishing Merit Badge to earn the Complete Angler Award.



WHITEWATER MERIT BADGE

Complete the Whitewater Merit Badge while paddling down the Brule or Flambeau rivers.



This program will contain other aquatic programs like sailing or Aqua Rig depending on weather and Scout interest.





ATV PROGRAMS

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

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!

Prerequisites:

- Must have Completed the online E-Course before riding.
- Must be 14 years old on the day of riding.



TIER 2: ATV EXTENDED RIDE

Ride over 6 miles of back trails all on the Tomahawk Property. See parts of camp no one else sees! Designed for Scouts that did the Tier 1 Training the year before.



ATV Riding Waiver





MOUNTAIN BIKING

Bike at camp on our single-track trails and then take the adventure off-camp to experience 9 miles of continuous single track trails. Bring your own bike or use one of ours.

CYCLING MERIT BADGE

Start this badge and then complete at home.

GOLF MERIT BADGE

Disc golf has been added to Golf Merit Badge. Play our 18 hole disc golf course while earning a unique badge.



STEM PROGRAMS

We have a four year rotation of STEM Merit Badges, so every year there is something new. This year will see Energy MB paired with Nuclear Science MB as well as Radio MB. These programs will happen at the Berglund Welcome Center. Take the bus to get there.



Year	Days	Merit Badge(s)
2026	T,TH	Radio
	M,W,F	Energy, Nuclear Science
2027	T,TH	Electronics
	M,W,F	Robotics
2028	T,TH	Oceanography
	M,W,F	Programming
2029	T,TH	Chemistry
	M,W,F	Composite Materials



The next four pages list all merit badges and older Scout programs, including days offered, session times, minimum age, costs, and prerequisites. Please review carefully. Use the Program Planning Worksheet in the Planning Guide to organize your selections and communicate with your Camp Coordinator. Difficulty levels are listed in parentheses in the notes section for some activities.

Badge/Activity		Days Offered	Session Offered	Minimum Age as of 8/31/26	Can Finish MB at Camp	Cost	Pre-requisites/Requirements not earned at camp/Extra Commitments/Notes
Aqua Rig	Option 1	M	3-5	13	N/A	None	Must be Swimmer Level.
	Option 2	T	3-5				
	Option 3	W	3-5				
	Option 4	TH	3-5				
	Option 5	F	3-5				
Archery MB	Option 1	M W F	1	12	Yes	\$7.50	Scouts usually need to attend open range times to complete shooting requirements.
	Option 2	M W F	2				
Astronomy MB		T TH	1	11	Yes	None	(Intermediate) Attend a 15 minute evening session on Sunday after campfire AND attend Star Party on Tuesday night. Make moon charts throughout the week. Host a star party for your unit. Bring binoculars to camp.
ATV: Tier 1 Safety Riding Course & Trail Ride	Option 1	M	3-5	14 on day of riding	N/A	\$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 completed before camp for Tier 1. Tier 2 is intended for Scouts that took the safety course last year. Proof of Tier 1 completion required for Tier 2.
	Option 2	T	3-5				
	Option 3	W	3-5				
ATV: Tier 2 Extended Ride	Option 1	TH	3-5	15	N/A	\$20	
	Option 2	F	3-5				
Basketry MB		M W F	2	11	Yes	\$20	(Hard) Scouts should plan on spending time working on their baskets outside of class time or go to handicraft in the evenings. Please send one adult to help.
Bird Study MB		T TH	1	11	Yes	None	(Intermediate) Requires extra bird watching on your own time. Download the Merlin App to help with bird identification. Required Bird hike on Wednesday morning at 6:30am.
Brownsea (First Year Advancement Program)	Track A	M T W TH F	1	11	N/A	None	(Easy) See Brownsea Page for more information. Must have at least one adult attend class to assist.
	Track B		1				
	Track C		1				
Camping MB	Option 1	M W F	1	11	Yes	None	(Intermediate) Req. 8c, 8d, and 9a need to be completed outside of camp/class. 9b and 9c can be done at camp outside of class, but may have been done elsewhere. Use record sheet to show completion of 8c, 8d, 9a, 9b, and 9c.
	Option 2	M W F	2				
Canoeing MB		M W F	2	11	Yes	None	(Intermediate) Must be Swimmer Level
Chess MB	Option 1	T TH	1	11	Yes	None	(Intermediate) Organize and run a chess tournament with at least 5 players (four players plus you).
	Option 2	T TH	2				
Climbing MB	Option 1	M W F	1	12	Yes	None	To complete the required climbs and rappels, Scouts should plan on attending Open Climb in the evenings.
	Option 2	M W F	2				



Badge/Activity	Days Offered	Session Offered	Minimum Age as of 8/31/26	Can Finish MB at Camp	Cost	Pre-requisites/Requirements not earned at camp/Extra Commitments/Notes
Climbing Bundle 1: Mega Tower and High Ropes	T TH	3-5	13	N/A	\$10	Climbing is physically demanding. Keep this in mind when signing up.
Climbing Bundle 2: Mega Tower, Natural Rock: Offsite Climbing, High Ropes	M W F	3-5	13	N/A	\$15	Climbing is physically demanding. Keep this in mind when signing up. Offsite trip on Wednesday. We'll need an adult to volunteer on the offsite trip.
Cooking MB (Start a badge)	T TH	2	13	No	None	This is a "Start a Badge" and cannot be completed in one week at camp. Scouts will plan meals to cook outside of camp. 4c-4e, 5d-5h, and 6d-6f are not done at camp. Scouts will cook lunch in class on Thursday.
Cycling MB - Tier 1 Mountain Biking (Start a Badge)	M W F	3-5	13	No	\$15	Be able to ride a bike standing up. This program takes strength and endurance. You may bring your bike. You will start the cycling merit badge, but not finish it.
Cycling MB - Tier 2 Mountain Biking (Finish a Badge)	T TH	1-5	13	Yes	\$20	Meet Tier 1 riding skills. You may bring your bike. On a mountain bike trail you must have previously done two 2-mile rides, one 5-mile ride, and one 8-mile ride.
Emergency Preparedness MB	Option 1	T TH	1	12	No	None
	Option 2	T TH	2			
Environmental Science MB	Option 1	M W F	1	11	Yes	None
	Option 2	M W F	2			
First Aid MB	T TH	1-2	12	Yes	None	Bring materials to create a first aid kit and inspect your unit's first aid kit for Requirement 2. Be First Class Rank.
Fishing MB	Option 1	T TH	1	11	Yes	None
	Option 2	T TH	2			
Forestry MB	M W F	1	11	Yes	None	(Intermediate) Write two reports outside of class.
Golf MB	T TH	3-5	13	Yes	None	Using the disc golf requirements.
H.A. Bundle 1: High Ropes, Mega Tower, ATV Tier 1	M W F	1-2	14	N/A	\$50	Must be 14 on the day of riding. Must wear ankle high boots, long sleeve shirt, and long pants. Complete hold harmless agreement. E-Course needs to be completed.
H.A. Bundle 2: ATV Tier 1, Mega Tower, Logging Legends	M W F	1-2	14	N/A	\$45	Must be 14 years old on the day of riding. Complete Hold Harmless Agreements for both Logging Camp Shooting and ATV Riding. Must wear ankle high boots, long sleeve shirt, and long pants. E-Course must be completed.
H.A. Bundle 3: High Ropes, ATV Tier 1, Logging Legends	M W F	1-2	14			
H.A. Bundle 4: Logging Legends, ATV Tier 1	T TH	1-2	14			
HA Bundle 5: Logging Legends, Sporting Arrows, Paintball Range	T TH	1-2	14	N/A	\$10	Must be 14 years old on the day of shooting. Have a parent/guardian sign the Hold Harmless Agreement. Must be able to pull a 20lb bow consistently.



Badge/Activity		Days Offered	Session Offered	Minimum Age as of 8/31/26	Can Finish MB at Camp	Cost	Pre-requisites/Requirements not earned at camp/Extra Commitments/Notes
Horseback Rides	Option 1	M	6	11	N/A	\$25	You should plan to sign up multiple Scouts and Leaders so you can travel to the corral as a group. Rides are \$25 per rider. We can take up to 10 riders per session.
	Option 2	T	3				
	Option 3	T	4				
	Option 4	T	6				
	Option 5	W	6				
	Option 6	TH	3				
	Option 7	TH	4				
	Option 8	TH	6				
Horsemanship MB	Option 1	M W F	1-2	12	Yes	\$75	Scouts from White Pine will take the bus to the corral. Must come with requirements 2, 3, 4, 5, and 6 completed. Rider weight limit of 225 lbs.
	Option 2	M W F	3-5				
Kayaking MB	Option 1	T TH	1	11	Yes	None	(Easy) Must be Swimmer Level.
	Option 2	T TH	2				
Leatherwork MB		T TH	2	11	Yes	\$10	(Easy) Plan extra time to complete leatherworking projects outside of class. Have one adult attend to help.
Lifesaving MB		T TH	1-2	13	Yes	None	Have already completed Swimming MB (2a). Must be able to swim 400 yards in a strong manner (2b).
Motorboating MB		M W F	1	13	Yes	\$15	Must be a swimmer. Course includes WI boater's permit on Monday Evening at the Welcome Center.
Nuclear Science MB and Energy MB		M W F	1-2	13	No	None	Watch pre-requisite videos and do energy audit at home before camp for Energy MB (4).
Orienteering MB		M W F	2	11	Yes	None	(Hard) While at camp, setup an orienteering course for your unit to do on Thursday night (8a). Serve as an official for your course and teach map and compass skills (9 & 10)
Personal Fitness MB (Start a badge)		T TH	1	11	No	None	(Intermediate) Badge can be started, but cannot be completed at camp. Submit work to camp after getting home to complete.
Photography MB		T TH	2	11	Yes	None	(Easy) Some cameras are available to checkout. Suggested that you bring own camera or smart phone. Requires personal time to take and organize photos.
Radio MB		T TH	1-2	13	Yes	None	Scout may need extra time outside of class to setup their 30 minute radio broadcast.
Rifle Shooting MB	Option 1	M W F	1	12	Yes	\$7	Plan on going to the Open Shoots during evenings to complete the shooting requirements.
	Option 2	M W F	2				
Rowing MB		T TH	1	11	Yes	None	(Intermediate) Must be swimmer level.



Badge/Activity	Days Offered	Session Offered	Minimum Age as of 8/31/26	Can Finish MB at Camp	Cost	Pre-requisites/Requirements not earned at camp/Extra Commitments/Notes
Sailing Regatta	F	3-5	11	N/A	None	Must have sailing experience, sailing merit badge or attend with someone that has the badge.
Sailing Tier 1: Small Boat Sailing MB	M T W TH	3-5	13	Yes	None	Must be Swimmer Level. Class is 2pm-5pm Monday through Thursday.
Sailing Tier 2: Catamaran, Wind Surfing, Regatta	M W F	3-5	13	N/A	None	Recommended Scouts have small boat sailing merit badge before doing this program.
Salesmanship MB	T TH	1	11	No	None	(Intermediate) Requirements 5 and 6 to be completed after camp and proof sent back to camp online.
Shotgun Shooting MB	T TH	1-2	13	Yes	\$30	Plan on going to the Open Shoots during evenings to complete the shooting requirements.
Space Exploration MB	M W F	2	11	Yes	\$15	(Intermediate) Plan personal time to construct rocket.
Sporting Arrows and Paintball Range	F	3-5	13	N/A	\$5	Be able to pull a 20lb bow consistently.
Swim Lessons	Option 1	M T	4	11	N/A	(Easy) These lessons will help get a Scout from the 'Learning' level to 'Beginner' level or from 'Beginner' to 'Swimmer'.
	Option 2	M T	5			
	Option 3	M T	6			
Swimming MB	Option 1	M W F	1	11	Yes	(Intermediate) Must be Swimmer Level.
	Option 2	M W F	2			
Trades Bundle 1: Welding MB, Metalwork MB, Plumbing MB	M W F	1-5	13	Yes	\$30	Full Day Program. Lunch will be provided to youth at the Berglund Center. Program held at the Gruenhagen Shop. Adults encouraged to attend class to help.
Trades Bundle 2: Welding MB, Metalwork MB	T TH	1-5	13	Yes	\$20	
Trades Bundle 3: Woodwork MB & Painting MB	M W F	1-5	13	Yes	\$5	Full Day Program. Lunch will be provided to youth at the Berglund Center. Location: Gruenhagen Shop. Adults encouraged to attend class to help.
Troop Activities	A La Carte	3-5	11	N/A		This option becomes the default if you are not signed up for another activity. See page 4 for more details.
Weather MB	T TH	2	11	Yes	None	(Easy) Daily weather log entries.
Whitewater Bundle 1: Whitewater MB, Aqua Rig	T TH	1-5	13	Yes	\$20	Full Day Program. Lunch will be provided to youth. Adults encouraged to attend class to help.
Whitewater Bundle 2: Whitewater MB, Sailing Regatta, Aqua Rig	M W F	1-5	13	Yes	\$20	
Wilderness Survival MB	M W F	2	12	Yes	None	Scouts must construct and sleep in an improvised shelter on Wednesday night in their campsite. Fire building requirement is particularly challenging.
Woodcarving MB	Option 1	M W F	1	11	Yes	(Intermediate) Plan for time outside of class to carve projects. Please send one adult to help.
	Option 2	M W F	2			



INDEPENDENT STUDY BADGES

A limited number of merit badges can be completed independently at camp, but most require pre-camp work. On Monday evening, meet with the counselor to review your workbook and completed requirements. You'll schedule follow-up appointments as needed—download workbooks from the Tomahawk website before camp.

Badge/Activity	Minimum Age as of 8/31/26	Pre-requisites/Requirements not earned at camp/Extra Commitments/Notes
Soil and Water Conservation MB	12	Must come with requirements 1-6 and 7e completed. Extended observations and reports expected to be completed independently.
Reptile & Amphibian Study MB	12	Must come with requirements 1-7 and 10 completed. Extended observations and reports expected to be completed independently.
Mammal Study MB	12	Must come with requirements 1, 2, and 4 completed. Observations and reports expected to be completed independently.
Cooking MB (finish a badge)	14	If you took Cooking-Start-a-Badge last year, and have completed the cooking at home meals you can finish Cooking MB while at camp. Go to CampTomahawk.org/Programs/Merit-Badges to download the "Finish Cooking Merit Badge at Camp Guide" to learn more.
Citizenship In The Nation MB	13	Must come with requirements 1, 2, 3, 4, 5, 7, and 8 completed. Come with completed requirements to Monday Evening Session.
Communication MB	13	Must come with requirements 1, 2, 3, 4, 7, and 9 completed. Come with completed workbook to Monday Evening Session.

MERIT BADGE ROTATION

Tomahawk rotates merit badge offerings each year to provide variety for Scouts. Most rotating badges are offered every other year, while select STEM badges follow a four-year rotation. Check the current schedule to plan ahead for your desired badges. See pages 22-26 for a complete list of this year's offerings.

Badge	Next Year Offered	Frequency
Forestry	2028	Every other year
Orienteering	2028	Every other year
Rowing	2028	Every other year
Salesmanship	2028	Every other year
Weather	2028	Every other year
Bird Study	2028	Every other year
Motorboating	2028	Every other year
Citizenship in the Nation	2028	Every other year
Nuclear Science	2028	Every other year
Energy	2028	Every other year
Radio	2028	Every other year
Geocaching	2027	Every other year
Geology	2027	Every other year

Badge	Next Year Offered	Frequency
Nature	2027	Every other year
Fish and Wildlife Management	2027	Every other year
Pioneering	2027	Every other year
Fingerprinting	2027	Every other year
Water Sports	2027	Every other year
Citizenship in the World	2027	Every other year
Oceanography	2028	Every 4 years
Moviemaking	2028	Every 4 years
Chemistry	2029	Every 4 years
Composite Materials	2029	Every 4 years
Electronics	2027	Every 4 years
Robotics	2027	Every 4 years
Programming	2028	Every 4 years



PROGRAM SCHEDULE

The programs listed below take place in the color block they occupy. If the program spans over colored blocks, you must attend both blocks. For example: Forestry takes place during the Green Block (Mon, Wed, Fri, Session 1), whereas First Aid requires attendance during both the Red and Blue Blocks (Tue, Thur, Session 1 & Tue, Thur, Session 2).

	Days: Monday, Wednesday, Friday						Days: Tuesday, Thursday					
8:45-10:25	ARCHERY	CAMPING	CLIMBING	BROWNSEA: TRACK A			FISHING	KAYAKING	ROWING			
	SWIMMING	MOTORBOATING		BROWNSEA: TRACK B			SALESMANSHIP		ASTRONOMY			
	ENVIRONMENTAL SCIENCE			BROWNSEA: TRACK C			EMERGENCY PREPAREDNESS					
SESSION 1	FORESTRY	RIFLE SHOOTING	WOODCARVING	PERSONAL FITNESS		CHESS	BIRD STUDY					
10:35 - 12:15	TRADES BUNDLE 1: WELDING & METALWORK & PAINTING	H.A. BUNDLE 1	H.A. BUNDLE 2	H.A. BUNDLE 3	NUCLEAR SCIENCE & ENERGY	HORSEMANSHIP	RADIO	FIRST AID	LIFESAVING	SHOTGUN SHOOTING	H.A. BUNDLE 4	H.A. BUNDLE 5
		ARCHERY	RIFLE SHOOTING	BASKETRY	CAMPING	CANOEING	COOKING (start a badge)		EMERGENCY PREPAREDNESS			
2:00 - 5:00	TRADES BUNDLE 3: WOODWORKING & PAINTING		WOODCARVING	SWIMMING		ORIENTEERING	SPACE EXPLORATION		FISHING		LEATHERWORK	
SESSION 2	WHITEWATER BUNDLE 2		CLIMBING	WILDERNESS SURVIVAL		ENVIRONMENTAL SCIENCE		KAYAKING		CHESS	PHOTOGRAPHY	WEATHER
SESSION 3-5	TRADES BUNDLE 2: WELDING & METALWORK & PAINTING		HORSEMANSHIP		SMALL-BOAT SAILING: TIER 1 (Mon-Thur)			CLIMBING BUNDLE 1		DISC GOLF MB	CYCLING: TIER 2	
	CLIMBING BUNDLE 2		SAILING TIER 2		CYCLING: TIER 1		CLIMBING BUNDLE 1		DISC GOLF MB		TRADES BUNDLE 2: WELDING & METALWORK	
	TROOP ACTIVITIES: These happen during Sessions 3-5 and are based on your troop's interests. If you're not signed up for another activity during this time, this option becomes the default.						SWIM LESSONS (Mon-Tue, 4)		SPORTING ARROWS & PAINTBALL (Fri)		SWIM LESSONS (Mon-Tue, 5)	
	SWIM LESSONS (Mon-Tue, 5)		HORSE RIDE (Tue, 3-4)		HORSE RIDE (Tue, 4-5)		HORSE RIDE (Thur, 3-4)		HORSE RIDE (Thur, 4-5)		ATV: TIER 1 (Mon)	
	AQUA RIG (Mon)		AQUA RIG (Tue)		AQUA RIG (Wed)		AQUA RIG (Thur)		AQUA RIG (Fri)		ATV: TIER 1 (Tue)	
	ATV: TIER 1 (Tue)		ATV: TIER 1 (Wed)		ATV: TIER 1 (Thur)		ATV: TIER 2 (Fri)		ATV: TIER 2 (Fri)		ATV: TIER 2 (Fri)	
6	SWIM LESSONS (Mon-Tue)		HORSE RIDE (Mon)		HORSE RIDE (Tue)		HORSE RIDE (Wed)		HORSE RIDE (Thur)			



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