

NORTHERN STAR SCOUTING

# **TOMAHAWK**

## SCOUT RESERVATION



# **PROGRAM CATALOG**

**2021**



Use this checklist to help remind you what to do in the planning for camp process. Go to the Planning For Camp Page on the

CampTomahawk.org website to see this checklist with direct links to relevant information and forms.

## OFFSEASON PREPARATIONS

- Review Summer Camp Coordinator Job Description
- Update your estimated attendance amount
- Add additional adult contacts to your reservation
- Review minimum unit requirements to attend camp
- Encourage all attendees to schedule a camp physical with a doctor
- Share camp fees and payment schedule
- Share Family Island info with families
- Promote Camp Staff Opportunities to Scouts

## FEBRUARY

- Watch the Summer Camp Orientation video
- Attend/Watch Q&A Session with Camp Director
- Book your campsite for the summer after next
- Send Program Catalog to your families
- Lock down a date and location for swim tests
- Plan your March Camp Promotion Meeting

## MARCH

- Host a Summer Camp Promotion Meeting**
- Share Campership information with your families
- Secure commitments from Scouts
- Review how to sign-up for programs
- Collect Merit Badge interests from Scouts
- Collect Older Scout Program interests from Scouts
- Review forms and documents
- Start submitting youth deposits online
- Populate roster online

## APRIL

- April 1st at noon- Program Registration Opens
- Register Scouts for Merit Badges
- Submit Older Scout Program Requests
- April 15th - Youth Deposits Due
- April 15th at 11:59 PM-Program Requests are paused while older Scout placements are made
- April 20th at noon-Program Registration Opens again
- Order your custom camp t-shirts
- Advertise work party opportunity to unit
- Review and sign up for camp service projects

## MAY

- May 1st - Priority Res. due for summer after next
- Share campsite equipment options with unit
- Submit Troop afternoon activity interests
- Submit Full Payments
- Attend/Watch Covid-19 Q&A Session

## JUNE

- June 1st - Full Payment Due
- June 1st - Camperships Requests Due

## ONE MONTH BEFORE CAMP

- Review packing list with Scouts
- Share medication at camp information with families
- Host wildlife training with your unit
- Organize carpooling to camp
- Share with parents how to contact Tomahawk
- Submit attendees' dietary restrictions online
- Submit equipment requests online
- Collect health forms

## TWO WEEKS BEFORE CAMP

- Merit Badge Requests Close Sunday 2 weeks prior
- Troop/Crew Activity Requests Sunday 2 weeks prior
- Make copies of health forms
- Collect ATV releases & ATV E-Course Certifications
- Finalize partial week adult attendance online
- Share travel plans with parents

## YOUR WEEK AT CAMP

- Review documents to have ready upon arrival
- What to expect on first day of camp
- Have leaders join the text message update service
- Review the schedule for the week
- Transportation Around Camp
- Health Services
- Medication Log Book
- Order of the Arrow
- Tomahawk Troop/Crew Award
- Campsite check out



## QUICK FACTS

- Established in 1953
- 3,000+ Acres
- 15 Miles of Shoreline
- 41 Campsites
- 50 Merit Badges Available

Scan the QR code below to see Tomahawk on Google Maps



## 3 CAMPS TO CHOOSE FROM:

**Chippewa** - Lunch and supper served out of the dining hall. Breakfast ingredients delivered to campsite and cooked by patrol.

**White Pine** - Lunch served out of dining shelter. Breakfast and Supper ingredients delivered to campsite and cooked by patrol.

**Sioux** - Breakfast, lunch, and supper ingredients delivered to campsite and cooked by patrol.

## CAMP FEES

**Youth Fee: \$306**

**Adult Full Week \$124**

**Adult Partial Week**

- Sunday \$15
- Monday-Friday \$25/day
- Saturday \$10

## COVID-19

The contents of this document are Tomahawk's best forecast for next summer. As the pandemic changes, we will continue to work to maximize program opportunities while ensuring health and safety.

## PAYMENT TIMELINE

1. \$100.00 non-refundable campsite deposit made at time of the reservation.
2. \$25.00 per Scout deposit (non-refundable) due on or before April 15th.
3. Full Camper Fee Payment is due on June 1st, prior to camp.

Any incidentals incurred at camp will be due upon checkout.

## FINANCIAL ASSISTANCE

For Scouts who are not able to afford the full fee of camp, there is financial support available. This assistance is like a scholarship for camp. We call these camperships. The funds to provide camperships are supplied by donors in Northern Star Council and are ear-marked for Northern Star Scouts only.

If you or families in your unit need assistance to make camp more affordable, please review the financial assistance page online for more information. Just search "campership" on the Tomahawk website.

## EQUIPMENT

We have canvas wall tents, canvas cover cots, and canvas tarps available to troops. Troops are allowed to bring their own tents and dining flies.



## 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/CREW TIME)

In the afternoon, the Troop or Crew participates in activities as a group. Preferences are submitted in the 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! \*Activities may be scheduled out in 2021\*



This schedule will give you a rough idea of what the Tomahawk program looks like and how it is organized. In this example, the Troop visits the Logging Camp Outpost for an afternoon.

|                   | SUN   | MON                    | TUE                    | WED                    | THURS                  | FRI                    | SAT       |
|-------------------|---|------------------------|------------------------|------------------------|------------------------|------------------------|-----------|
| 8:00 AM           | Breakfast   |                        |                        |                        |                        |                        |           |
| 8:45 AM-10:25 AM  | Merit Badge Session 1A                              | Merit Badge Session 1B | Merit Badge Session 1A | Merit Badge Session 1B | Merit Badge Session 1A | Merit Badge Session 1A | Check out |
| 10:35 AM-12:15 PM | Merit Badge Session 2A                              | Merit Badge Session 2B | Merit Badge Session 2A | Merit Badge Session 2B | Merit Badge Session 2A | Merit Badge Session 2A |           |
| 12:30 PM          | Lunch   |                        |                        |                        |                        |                        |           |
| 2:00 PM           | Check-In Set up<br>Dining Orientation<br>Swim Tests | Troop/ Crew Activity   | Troop/ Crew Activity   | Logging Camp           | Troop/ Crew Activity   | Troop/ Crew Activity   |           |
| 3:00 PM           |   | Troop/ Crew Activity   | Troop/ Crew Activity   | Logging Camp           | Troop/ Crew Activity   | Troop/ Crew Activity   |           |
| 4:00 PM           |   | Troop/ Crew Activity   | Troop/ Crew Activity   | Logging Camp           | Troop/ Crew Activity   | Troop/ Crew Activity   |           |
| 6:00 PM           | Supper  |                        |                        |                        |                        |                        |           |
| 7:00 PM - 8:30 PM | Roundtable<br>Camp Tour<br>Campfire                 | Open Program           | Open Program           | Open Program           | Open Program           | Closing Campfires      |           |



## STEP 1: CHOOSE YOUR MERIT BADGES

Most (but not all) merit badges are offered in the morning sessions. Be mindful of recommended ages, prerequisites and extra commitments in some badges.

If you are an older Scout and don't wish to take merit badges in the morning, you'll have the option to request older Scout Programs for the morning.

## STEP 2: RANK YOUR TROOP ACTIVITIES

There is more 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 on the Troop/Crew Activities pages.

## STEP 3: RANK YOUR OLDER SCOUT ACTIVITIES

Review the Older Scout activity details carefully. You will rank your top choices and submit them to your Scoutmaster.

Tomahawk will collect all the ranked choices from troops and based on the responses camp will create a custom schedule for each week to meet the preferences of as many Scouts as possible.

## STEP 4: SUBMIT YOUR PROGRAM PREFERENCES ONLINE

After reviewing the available Merit Badges, Troop Activities and Older Scout Programs, scan the code below to be directed to the "Scout Program Survey"

OR go to

<https://qrco.de/bbwCpV>



When you fill this survey out you will need the following information:

- **Scoutmaster OR Camp Coordinator's Email Address**
- First Name
- Last Name
- Council
- Unit Type
- Unit #
- Patrol Name
- Age as of 8/31/21
- Merit Badge Choices
- Troop Program Choices
- Older Scout Program Choices

After you submit the survey, an email with your responses will be sent directly to your Scoutmaster or Camp Coordinator.

Submit your survey before the end of March for best consideration. Program sign up opens April 1st. Please give your Camp Coordinator ample time to sign you up for programs.



# Merit Badge Details

Note: The X's and O's below note when a badge is offered. If you see two X's next to a badge you have the option to attend one session or the other. If you see two O's next to a badge you must attend both sessions.

| Badge/Activity            | Minimum Age as of 8/31/21 | Session |         |        |         | Minimum # of Scouts per troop | Cost         | Pre-requisites                         |
|---------------------------|---------------------------|---------|---------|--------|---------|-------------------------------|--------------|--|
|                           |                           | 1A MWF  | 1B T,TH | 2A MWF | 2B T,TH |                               |              |  |
| Archery MB                | 12                        |         | O       |        | O       | 2                             | \$7.50       | None                                   |
| Art MB                    | 12                        | O       |         | O      |         | 2                             | \$10         | Req. 6                                 |
| Basketry MB               | 11                        |         |         | X      |         | 2                             | \$15         | None                                   |
| Browsea                   | 11                        | O       | O       |        |         | 2                             | None         | None                                   |
| Camping MB                | 12                        | X       |         | X      |         | 2                             | None         | Req. 9a, 9b                            |
| Canoeing MB               | 11                        |         |         | X      |         | 2                             | None         | Must be Swimmer Level                  |
| Chess MB                  | 11                        |         | X       |        |         | 2                             | None         | None                                   |
| Climbing MB               | 12                        | X       |         |        |         | 2                             | None         | None                                   |
| Cooking MB                | 13                        |         |         | O      | O       | 2                             | Cost of food | None                                   |
| Emergency Preparedness MB | 12                        |         |         | X      |         | 2                             | None         | See Notes Page                         |
| Environmental Science MB  | 11                        | X       |         | X      |         | 2                             | None         | None                                   |
| First Aid MB              | 12                        |         |         | O      | O       | 3                             | None         | All First Class first aid requirements |
| Fishing MB                | 11                        |         |         | X      |         | 2                             | None         | None                                   |
| Horsemanship MB           | 12                        | O       | O       |        |         | 2                             | \$50         | None                                   |
| Kayaking MB               | 11                        |         | X       |        | X       | 2                             | None         | Must be Swimmer Level                  |
| Leatherwork MB            | 11                        |         |         |        | X       | 2                             | \$10         | None                                   |
| Lifesaving MB             | 12                        | O       | O       |        |         | 4                             | None         | Must be Swimmer Level                  |
| Music                     | 12                        |         | O       |        | O       | 2                             | None         | Req. 3                                 |
| Nature MB                 | 11                        |         |         |        | X       | 2                             | None         | 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 April 1st.

| Badge/Activity                   | Extra Commitments/Notes   |
|----------------------------------|---|
| <b>Archery MB</b>                | Requirement 5 - Scouts will need to attend open range times to finish shooting requirements   |
| <b>Art MB</b>                    | This badge will take place outside your sub-camp. Transportation by leaders required.   |
| <b>Basketry MB</b>               | Scouts should plan on spending time working on their baskets outside of class time.   |
| <b>Browsea</b>                   |   |
| <b>Camping MB</b>                | Camping trail meal hike will occupy Scouts for an evening   |
| <b>Canoeing MB</b>               |   |
| <b>Chess MB</b>                  | Attend camp chess tournament  |
| <b>Climbing MB</b>               | Req 10 and 11 - To complete all the climbs and rappels Scouts should plan on attending the Open Climbs during Evening Program   |
| <b>Cooking MB</b>                | Go shopping Monday or Tuesday night. Troop provides transportation. Scout pays for food. Prepare 6 meals in campsite and 2 desserts.  |
| <b>Emergency Preparedness MB</b> | Be enrolled in First Aid Merit Badge or have previously earned it. 2b and 8b Scouts must create a family emergency kit. Scouts should plan to either bring the kit or a detailed picture with descriptions of what is in their kit. |
| <b>Environmental Science MB</b>  | Req. 1, 4, and 6. Expect out of class work doing observations and writing reports. Make sure to bring a note book and pencil to this merit badge.   |
| <b>First Aid MB</b>              | Must bring materials to create a first aid kit and inspect your Troop 1st Aid Kit for Requirement 5   |
| <b>Fishing MB</b>                | Plan extra time for fishing in the evenings or mornings. Clean and cook fish.   |
| <b>Horsemanship MB</b>           |   |
| <b>Kayaking MB</b>               |   |
| <b>Leatherwork MB</b>            | Plan extra time to complete leatherworking project outside of class.  |
| <b>Lifesaving MB</b>             |   |
| <b>Music</b>                     | This badge will take place outside your sub-camp. Transportation by leaders required.   |
| <b>Nature MB</b>                 | Collection of plant, rock, other outside of class.  |



# Merit Badge Details

Note: The X's and O's below note when a badge is offered. If you see two X's next to a badge you have the option to attend one session or the other. If you see two O's next to a badge you must attend both sessions.

| Badge/Activity              | Minimum Age as of 8/31/21 | Session   |         |        |         | Minimum # of Scouts per troop | Cost         | Pre-requisites        |
|-----------------------------|---------------------------|---|---------|--------|---------|-------------------------------|--------------|-----------------------|
|                             |                           | 1A MWF  | 1B T,TH | 2A MWF | 2B T,TH |                               |              |                       |
| Personal Fitness MB         | 11                        |   | X       |        |         | 2                             | None         | Req. 1a and 1b        |
| Photography MB              | 11                        |   |         |        | X       | 2                             | None         | None                  |
| Rifle Shooting MB           | 12                        | X   |         | X      |         | 2                             | Cost of ammo | None                  |
| Shotgun Shooting MB         | 13                        |   | O       |        | O       | 2                             | Cost of ammo | None                  |
| Space Exploration MB        | 12                        |   |         | X      |         | 2                             | \$15         | None                  |
| Swimming Lessons            | 11                        |   |         |        | X       | 1                             | None         | None                  |
| Swimming MB                 | 11                        | X   |         | X      |         | 2                             | None         | Must be Swimmer Level |
| Wilderness Survival MB      | 12                        |   |         |        | X       | 2                             | None         | None                  |
| Woodcarving MB              | 11                        |   | X       |        |         | 2                             | \$10         | None                  |
| Astronomy MB (7pm-Midnight) | 11                        | <p>Each troop will be allowed to schedule one merit badge to take as a troop.</p> <p>You'll note your interest for this option when you rank your choices for troop activities.</p> |         |        |         | 8                             | None         | None                  |
| Bird Study MB               | 11                        |   |         |        |         | 8                             | None         | None                  |
| First Class Aquatics        | 11                        |   |         |        |         | 6                             | None         | None                  |
| Forestry MB                 | 11                        |   |         |        |         | 8                             | None         | None                  |
| Geology MB                  | 11                        |   |         |        |         | 8                             | None         | None                  |
| Mammal Study MB             | 11                        |   |         |        |         | 8                             | None         | None                  |
| Pioneering MB               | 11                        |   |         |        |         | 8                             | None         | None                  |
| Rowing MB                   | 11                        |   |         |        |         | 8                             | None         | Must be Swimmer Level |
| Weather MB                  | 11                        |   |         |        |         | 8                             | None         | 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 April 1st.

| Badge/Activity                     | Extra Commitments/Notes  |
|------------------------------------|--|
| <b>Personal Fitness MB</b>         | Fitness plan creation will be done as homework outside of class.   |
| <b>Photography MB</b>              | Plan to bring a camera or use a smart phone approved by an adult leader and parent. Time will be required outside class to take and organize photos. |
| <b>Rifle Shooting MB</b>           | Scouts should plan on going to the Open Shoots during evenings to complete the shooting requirements.  |
| <b>Shotgun Shooting MB</b>         | Scouts should plan on going to the Open Shoots during evenings to complete the shooting requirements.  |
| <b>Space Exploration MB</b>        | Transportation will be needed from a leader for launch day. Plan time to construct rocket outside class  |
| <b>Swimming Lessons</b>            |  |
| <b>Swimming MB</b>                 |  |
| <b>Wilderness Survival MB</b>      | Scouts will need to make an improvised shelter near campsite   |
| <b>Woodcarving MB</b>              | Plan for time outside of class to complete carving projects.   |
| <b>Astronomy MB (7pm-Midnight)</b> | Scouts will have to attend evening session and make moon charts throughout the week.   |
| <b>Bird Study MB</b>               | May require extra bird watching on your own.   |
| <b>First Class Aquatics</b>        |  |
| <b>Forestry MB</b>                 |  |
| <b>Geology MB</b>                  | Visit a nearby stream  |
| <b>Mammal Study MB</b>             | 6 hours of observations or life history report to completed outside of class.  |
| <b>Pioneering MB</b>               | Plan extra time outside of class to make rope and structures.  |
| <b>Rowing MB</b>                   |  |
| <b>Weather MB</b>                  | Daily weather log entries. Troop should bring weather radio or plan to use weather app on smart phone.   |



Review the list of older Scout activities and rank your top choices. Camp will schedule these after troops submit their ranked choices for their Scouts. Go to the "How to Sign Up for Programs" page on the website to learn more.

| Badge/Activity   | Minimum Age as of 8/31/21 | Minimum # of Scouts per troop | Cost | Pre-requisites                                       |
|--|---------------------------|-------------------------------|------|--|
| Aqua Rig   | 13                        | 6                             | None | Must be Swimmer Level                                |
| ATV Tier 1: Safety Riding Course                             | 14*                       | 2                             | \$30 | Be 14 years old, complete E-course                   |
| ATV Tier 2: Trail Ride                                       | 14*                       | 2                             | \$30 | Be 14 years old, have completed Safety Riding Course |
| Canoeing Tier 2: River Day Trip Offsite                      | 14                        | 2                             | \$10 | Must be Swimmer Level                                |
| Climbing Tier 1: High Ropes & Zipline                        | 13                        | 2                             | None | None   |
| Climbing Tier 1: Mega Tower & Flying Squirrel                | 13                        | 2                             | None | None   |
| Climbing Tier 2: Rock Climbing Offsite                       | 13                        | 2                             | \$5  | Climbing Tier 1                                      |
| Complete Angler (fishing, fly-fishing, fish & wildlife mgmt) | 13                        | 2                             | \$10 | None   |
| Electronics MB & Electricity MB & STEM NOVA: Whoosh          | 13                        | 2                             | \$5  | None   |
| Metalwork MB   | 13                        | 4                             | \$10 | None   |
| Welding MB   | 13                        | 4                             | \$10 | None   |
| Mountain Bike Tier 1: Double Track & Pump Track              | 13                        | 2                             | None | None   |
| Mountain Bike Tier 2: Single Track On-site                   | 13                        | 2                             | None | Biking Tier 1  |
| Mountain Bike Tier 3: Single Track Day Trip Offsite          | 14                        | 2                             | \$10 | Biking Tier 2  |
| Mountain Bike Tier 4: Cycling Merit Badge                    | 14                        | 2                             | \$10 | See notes page                                       |
| Robotics MB & STEM NOVA: Shoot                               | 13                        | 2                             | \$5  | None   |
| Sailing Tier 1: Big Boat Sailing                             | 13                        | 2                             | None | Must be Swimmer Level                                |
| Sailing Tier 1: Small-Boat Sailing Merit Badge               | 13                        | 2                             | None | Must be Swimmer Level                                |
| Sailing Tier 2: Catamaran Sailing                            | 13                        | 2                             | None | Must be Swimmer Level                                |
| Sailing Tier 2: Wind Surfing                                 | 13                        | 2                             | None | Must be Swimmer Level                                |
| Shooting Sports Outpost                                      | 14                        | 2                             | \$5  | None   |
| Whitewater Kayaking Tier 3: River Trip Offsite               | 14                        | 2                             | \$15 | Must be Swimmer Level                                |



For 2021, transportation to these activities will be need to be provided by the troop. Adults will be allowed to participate in older Scout activities.

| Badge/Activity   | Extra Commitments/Notes  |
|--|--|
| Aqua Rig   |  |
| ATV Tier 1: Safety Riding Course                             | Must wear ankle high boots, long sleeve shirt, and long pants.   |
| ATV Tier 2: Trail Ride                                       | Must wear ankle high boots, long sleeve shirt, and long pants. Must have already done tier 1 or have also requested a tier 1 program                             |
| Canoeing Tier 2: River Day Trip Offsite                      |  |
| High Ropes Tier 1: Course & Zipline                          |  |
| Climbing Tier 1: Mega Tower & Flying Squirrel                |  |
| Climbing Tier 2: Rock Climbing Offsite                       |  |
| Complete Angler (fishing, fly-fishing, fish & wildlife mgmt) | Driving off camp to dam to fish. Plan extra time for fishing in the evenings or mornings. Clean and cook fish.   |
| Electronics MB & Electricity MB & STEM NOVA: Whoosh          |  |
| Metalwork MB   |  |
| Welding MB   |  |
| Mountain Bike Tier 1: Double Track & Pump Track              | Need to be able to ride a bike with butt off seat for 100 feet.  |
| Mountain Bike Tier 2: Single Track On-site                   | Must have already done tier 1 or have also requested a tier 1 program  |
| Mountain Bike Tier 3: Single Track Day Trip Offsite          | Must have already done tier 2 or have also requested a tier 2 program  |
| Mountain Bike Tier 4: Cycling Merit Badge                    | Must have already done tier 3 or have also requested a tier 3 program. There will be rides outside of the scheduled time your will need to complete on your own. |
| Robotics MB & STEM NOVA: Shoot                               |  |
| Sailing Tier 1: Big Boat Sailing                             |  |
| Sailing Tier 1: Small-Boat Sailing Merit Badge               |  |
| Sailing Tier 2: Catamaran Sailing                            | Must have earned Small-Boat Sailing Merit Badge or have also requested to take while at camp   |
| Sailing Tier 2: Wind Surfing                                 | Must have earned Small-Boat Sailing Merit Badge or have also requested to take while at camp   |
| Shooting Sports Outpost                                      |  |
| Whitewater Kayaking Tier 3: River Trip Offsite               | This will include a flatwater training prior daytrip   |

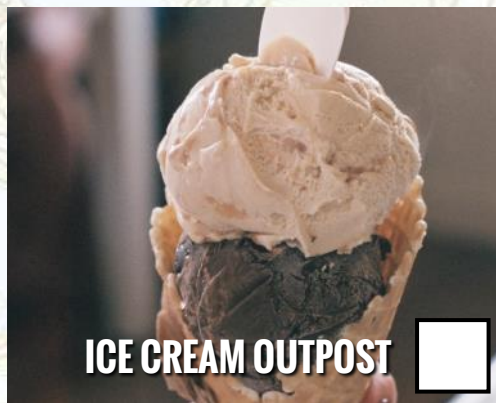


## RANK YOUR TROOP ACTIVITY OPTIONS

**STEP 1:** At a troop or crew meeting review the available troop/crew activities.

**STEP 2:** Rank your top choice with a '1' in the white square provide on the image. Continue ranking until you've ranked the top 10 activities, with '1' as the top choice.

**STEP 3:** The troop or crew camping coordinator inputs your ranked choices online. Refer to the "How to Sign Up for Programs" page online for instructions.





**TROOP SWIM**



**TIE DYE T-SHIRT MAKING**



**TROOP SNORKELING**



**LOW COPE**



**DISC GOLF**



**BISON VISIT**



**FIRE TOWER**



**GEOCACHING**



**HORSEBACK RIDE**



**LOGGING CAMP**



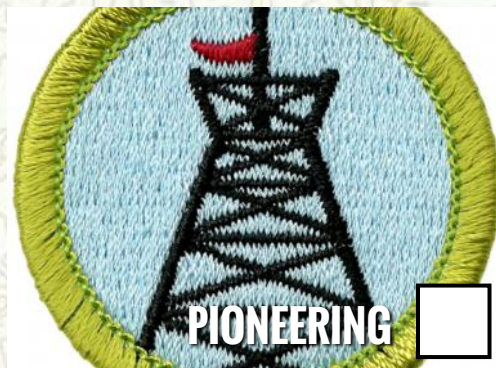
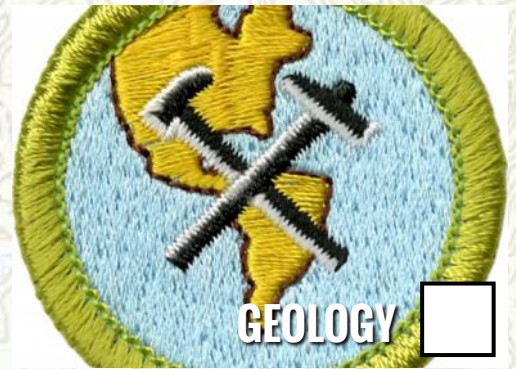
**EDIBLE ECOLOGY**



**AQUA TRAMPOLINE**



**ONLY INCLUDE ONE MERIT BADGE IN YOUR TROOP ACTIVITY RANKINGS**





## 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 four weeks this upcoming summer.

In 2021 they are:

- Week 3: July 3 - 10
- Week 5: July 17 - 24
- Week 7: July 31 - August 7
- Week 9: August 14 - 21

### WHO ARE THE ADULT LEADERS?

Troop leadership is provided by seasoned Tomahawk Volunteers. They will help make sure you don't miss a thing at camp.



### 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: Submit All-Star Request

Step 3: Receive your Parent Portal Registration Link and Code via email

Step 4: Log in, complete camper info and pay deposit

Review online planning materials

Step 5: Submit program survey using [info@camptomahawk.org](mailto:info@camptomahawk.org) as your Scoutmaster

Step 6: Submit full payment and merit badge requests by June 1st.



## LOGGING CAMP

TRAVEL BACK TO 1893 AND BECOME A TRUE LOGGER!

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. You can even become best friends with a goat!

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.

Scouts older than 14 can use the lever action .22 rifle and double-barreled shotgun at the camp shootin' range.

At the end the day, spend the evening around the fire with a hearty bowl of chili and listen to the tall tales and music of the Knapp Stout loggers.

Your time at Logging Camp will definitely be one to remember!







## SOMETHING FOR EVERYONE!

### ACTIVITIES

- Axe Throwing
- Blacksmithing
- Branding
- Candle Making
- Five Mile Hike
- Log Traverse
- Shotgun
- Spar Pole Climbing
- Tomahawk Throwing
- Two-Person Saws
- Goats
- Old-Time Cooking
- Music-making!



### REGISTRATION

Every Troop/Crew that wants to participate in the Logging Camp Program can sign up for a spot! Indicate on your Program Planning Sheet that your unit would like a Logging Camp Hike. You can choose between an afternoon hike or an evening hike.

### TIMES OFFERED

Sunday through Friday—Consult your at-camp Commissioner for your unit's scheduled time.



## A SKILL-FOCUSED PROGRAM BASED IN FUN!

The Brownsea program, geared towards first-time campers, is an exposure-based program to the outdoor skills needed for advancement in Scouting. Scouts will explore every area of camp, learning Scouting's most essential skills along the way! Tomahawk's Brownsea program is known for its activity-based learning and use of small patrols.

### WHAT DO I EARN?

- Second Class 1b, 2a, 2b, 2c, 2f, 2g, 3a, 3c, 3d, 4, 5a, 5b, 5c, 5d, 6a, 6b, 6c
- First Class: 1b, 4a, 5b, 5c, 5d, 6b, 6e, 7a, 7b, 7c
- Though Brownsea teaches these skills, it is the duty of the unit leaders or troop guides to sign-off on the requirements.

### ADULT LEADER SUPPORT

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

### TIMES OFFERED

Blocks 1A & 1B

### AGE/GRADE REQUIREMENT

This program is designed for Scouts going into 6th or 7th grade in the fall.



### MEETING LOCATIONS

#### CHIPPEWA CAMP LOCATION

Parade Field

#### SIoux CAMP LOCATION

Parade Field

#### WHITE PINE CAMP LOCATION

Parade Field

### EXTRAS:

- Outpost Hike: There will be optional opportunities for Scouts to earn second class requirement 3b if they join the Brownsea Staff on a hike to Logging Camp. These hikes will take place in the afternoon or evening. See the Logging Camp Activity to learn how to sign your Troop/Crew up for a Logging Camp Hike.
- Brownsea Evenings: If there are additional requirements you would like to have covered with your Scouts, there will be evenings in each of the areas where the Brownsea Staff will cover extra requirements. Requirements that can be covered through Brownsea Nights include but are not limited to:
  - Scout 1a-1f, 3a, 4a, 4b, 5
  - Tenderfoot: 1a-1c, 3a-3d, 4a-4c, 5a-c, 7a and 8
  - Second Class: 6d, 6e, 8a, 8b
  - First Class: 3a-3d, 4b, 6c, 6d, and 7d-7f
- Brownsea Nights will be posted at Camp by the Brownsea Director, or can be scheduled.



## CLIMBING PROGRAMS

### TIER 1: 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 8/31/21:** 13 years old

**Cost:** None

**Prerequisites:** None

**Location:** Welcome Center Area

### TIER 1: HIGH ROPES & ZIPLINE

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

**Age by 8/31/21:** 13 years old

**Cost:** None

**Prerequisites:** None

**Location:** Welcome Center Area

### TIER 2: ROCK CLIMBING OFFSITE

Take your skills to real rock! Climb the cliffs in the blue hills about 40 minutes from camp.

**Age by 8/31/21:** 13 years old

**Cost:** \$5

**Prerequisites:** Completed a Tier 1 climbing program.

**Location:** Depart from Welcome Center Area





## ATV PROGRAMS

### TIER 1: SAFETY RIDING COURSE

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 small trail ride!

**Age on day of riding:** 14 years old

**Cost:** \$30

**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 on this page or visit the Tomahawk Website for links.

**Location:** Welcome Center Area

**Notes:** Every rider must come dressed with long pants, long sleeve shirt and ankle-high boots. Camp will provide the rest of the equipment.



### TIER 2: ATV TRAIL RIDE

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

**Age on day of riding:** 14 years old

**Cost:** \$30

**Prerequisites:**

- Completed Tier 1 or have requested to do Tier 1 during your week at camp
- Sign the hold harmless agreement and turn in at check-in.

**Location:** Welcome Center Area

**Notes:** See clothing requirements





## AQUA RIG RAFT

This floating behemoth will launch you in all directions! Must have at least 6 Scouts from your troop.

**Age by 8/31/21:** 13 years old

**Cost:** None

**Prerequisites:** Must be swimmer

**Location:** White Pine Beach





## SAILING PROGRAMS

**Age by 8/31/21:** 13 years old

**Cost:** No cost for sailing programs

**Prerequisites:** Must be a swimmer for all options.

### TIER 1: BIG BOAT SAILING

Cruise around Long Lake in camp's largest sail boat! Sit back and relax while an aquatics staff captains and teaches you a bit about sailing.

**Location:** Sioux Beach

### TIER 1: SMALL-BOAT SAILING MB

Sailing is available at every beach. Sailing Merit Badge is everyday from 2pm-4pm. If you have a conflict with another program you may miss a day and make up the work during evening program.

### TIER 2: WIND SURFING

Earn sail-boarding BSA in this challenging sailing activity. Wind surfing is physically demand and fun!

**Location:** Sioux Beach

**Prerequisites:** Must have completed or currently be enrolled in Small-boat sailing merit badge.

### TIER 2: CATAMARAN SAILING

Catamarans are the fastest sailboat on the lake. They cut through the water and scream across the lake.

**Location:** Sioux Beach

**Prerequisites:** Must have completed or currently be enrolled in Small-boat sailing merit badge.





## PADDLING PROGRAMS

### TIER 2: CANOE RIVER DAY TRIP

This offsite canoe trip will show you the scenic St. Croix waterway. Enjoy the rush of scattered type I and type II river rapids. Camp will transport the canoes and gear and assist with shuttling vehicles. Adult leaders will need to transport Scouts to the launch point. Adults may also participate.

**Age by 8/31/21:** 14 years old

**Cost:** \$10 per camper

**Prerequisites:** Must be swimmer

**Location:** Depart from Welcome Center



### TIER 3: WHITEWATER KAYAKING DAY TRIP

This trip starts with flatwater training the day before your trip. You'll get to use the kayaks and spray skirts on Long Lake before using them on moving water. Camp will transport the kayaks and high quality gear, and assist with shuttling vehicles. Adult leaders will need to transport Scouts to the launch point. Adults may also participate.

**Age by 8/31/21:** 14 years old

**Cost:** \$15 per camper

**Prerequisites:** Must be swimmer

**Location:** Depart from Welcome Center





## BIKING PROGRAMS

### TIER 1: DOUBLE-TRACK & PUMP TRACK

This entry level biking program will get you comfortable with Mountain Biking. You'll learn to move the bike independently from your body. Pedal on roads and double track beginner trails.

**Age on day of riding:** 13 years old

**Cost:** None

**Prerequisites:** Be able to bike with butt off seat for 100'.

**Location:** Welcome Center Area

### TIER 2: SINGLE-TRACK ONSITE

Ride the Tomahawk Bike trails. Use berms and rollers while biking through the woods for 5 miles.

**Age on day of riding:** 13 years old

**Cost:** None

**Prerequisites:** Tier 1 Biking

**Location:** Welcome Center Area

### TIER 3: SINGLE-TRACK OFFSITE

Go to the Hayward area to explore quality CAMBA trails. Camp will transport bikes. Adult leaders will need to transport Scouts to the trailhead. Adults may participate.

**Age on day of riding:** 14 years old

**Cost:** \$10 per camper

**Prerequisites:** Tier 2 Biking

**Location:** Depart from Welcome Center Area

### TIER 4: CYCLING MERIT BADGE

If you would like to earn Cycling Merit Badge you will need to also sign up for the Tier 3 biking program. This will require Scouts to plan smaller rides on their own around Tomahawk.







## FISHING PROGRAMS

### COMPLETE ANGLER AWARD

In the TSR Complete Angler program, Scouts will learn about what it takes to make that big catch!

Our Tomahawk Anglers learn about various lures and flies and how to use them for both traditional and fly fishing. With a focus on responsible fishing practices and conservation, Scouts will also earn Fish and Wildlife Management. With these three badges, our TSR Anglers will earn the BSA Complete Angler award!

Staff will provide bait and lead fishing trips around Long Lake, including evening trips to the dam for premium fishing.

Plan extra time for fishing in the evenings or mornings. You'll also need to clean and cook fish in this program.

Adults will need to provide transportation to Scouts around the lake. Adults may participate.

**Age by 8/31/21:** 13 years old

**Cost:** \$10

**Prerequisites:** None

**Location:** Depart from the Welcome Center





## STEM PROGRAMS

### ELECTRONICS MB & ELECTRICITY MB & STEM NOVA: WHOOSH

In this exciting STEM Program, Scouts will earn Electricity and Electronics Merit Badges as well as the Nova Award Whoosh! Learn how science and technology affect our day-to-day lives! From aspiring Einstein's to those interested in technology, this program has something for everyone.

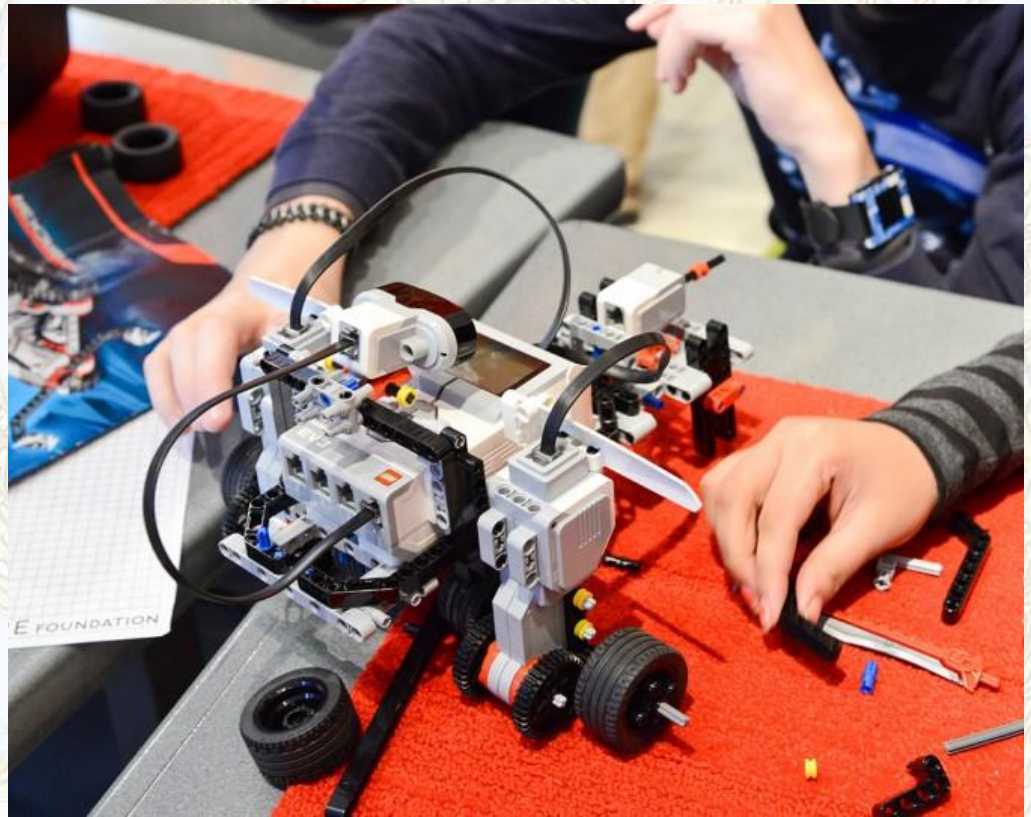
Build homemade electric motor.

**Age by 8/31/21:** 13 years old

**Cost:** None

**Prerequisites:** None

**Location:** Welcome Center



### ROBOTICS MERIT BADGE AND STEM NOVA: SHOOT

Earn Robotics merit badge and the Shoot NOVA award. You will program robots to perform simple tasks and procedures.

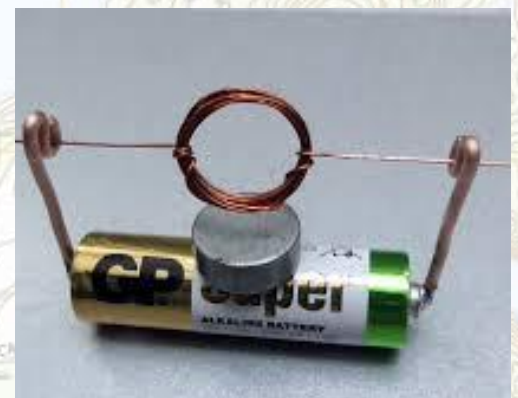
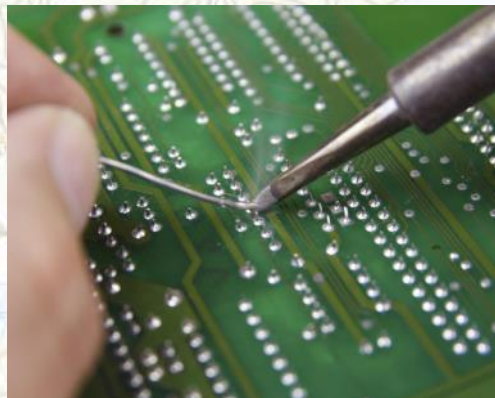
Scouts will also get to try their hand at flying DJI drones in the Welcome Center area under direct supervision of staff.

**Age by 8/31/21:** 13 years old

**Cost:** None

**Prerequisites:** None

**Location:** Welcome Center





## TRADES PROGRAMS

### THESE PROGRAMS ARE RED HOT!

Trades programs at Tomahawk have grown more and more popular each year. It is our hope to continue to expand these possibilities over the next few years!



## METALWORKING MERIT BADGE

Using a propane forge, hammers, and anvil, learn the age-old skill of blacksmithing. Make hooks and punch rivets with red hot metal.

**Age by 8/31/21:** 13 years old

**Cost:** \$10

**Prerequisites:** None

**Location:** Shop near Welcome Center



## WELDING MERIT BADGE

Learn the basics of welding. Use Lincoln Electric wire-feed welders on practice blanks before creating a small project.

**Age by 8/31/21:** 13 years old

**Cost:** \$10

**Prerequisites:** None

**Location:** Shop near Welcome Center





## SHOOTING SPORTS

### SHOOTING SPORTS OUTPOST

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

- Sporting Arrows
- Double-Barrel Shotgun
- Lever-Action Rifle
- Paintball Markers
- Blackpowder Rifle

Start at the field range near the Welcome Center for Archery and Paintball, then go to the Logging Camp Range for shotgun and rifle shooting. These exciting shooting sports activities are challenging and super fun.

**Age on day of shooting:** 14 years old

**Cost:** \$5

**Prerequisites:**

- Signed single action hold harmless agreement

**Location:** Welcome Center Area and Logging Camp

**Notes:** Adults will be needed for transporting Scouts to ranges.





## TRADING POST AT CAMP

Tomahawk has five camp trading posts on the property. There is a trading post conveniently available in each camp as well as a camp-wide trading post available at Welcome Center.

We take cash, check, or credit card (Visa, MasterCard, Discover)

We stock merit badges for troop convenience.

## CUSTOMIZED PRE-ORDER T-SHIRTS

Your troop can order a customized shirt. Wear Tomahawk shirts around camp, showing off your troop number and hometown on the sleeve.

- Orders are placed in advance of camp and are shipped to you.
- Pay online
- Choose your color, sizes and shirt material

Go to the Planning for Camp page on the Tomahawk Website to find a link to the store or Scan the QR code on this page.

## Ordering Deadlines

- Order by May 16th to get your shirts by June 15th.
- Order by June 13th to get your shirts by July 16th

## ONLINE TRADING POST

Starting April 15th we'll have an online store available for you to pre-order items.

Pay online and pick up items at camp.

With 5 stores it can be hard to keep a full seasonal stock of apparel and souvenirs throughout the summer. Your pre-orders help ensure the items you want will be there when you get to camp.

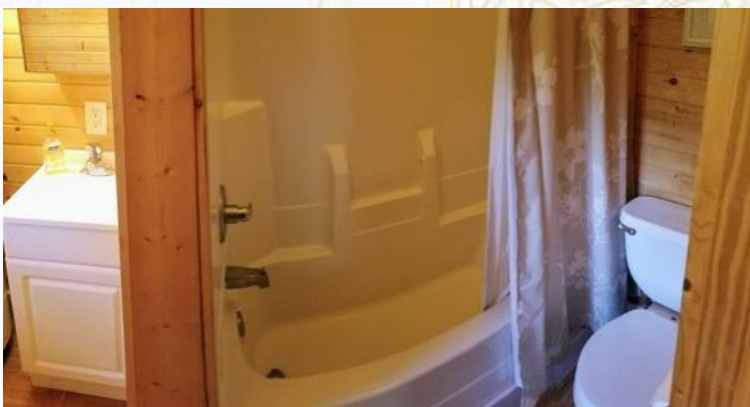




## FUN FOR THE WHOLE FAMILY!

Family Island is your fun-filled, affordable vacation destination for Scouting Families. We offer programs and facilities for families so that you can see what your Scouts are enjoying here at Tomahawk Scout Reservation. We offer cabins for rent, camper trailer sites, and wonderful tent camping. Reservations are available and we encourage all Scout families to come and enjoy a week at Tomahawk while your troop is in camp, or when the entire family can enjoy a vacation.

Cabins have full kitchens and bathrooms, as well as two bunk beds (one full sized-bed and three single beds). Cabins do not include bedding, dish towels, turn-down service, or food service.





## TONS OF DAILY ACTIVITIES!

At Family Island, our Staff has created a unique and exciting program to help make your experience at Tomahawk one to remember. Families can swim at the island beach or use its floating raft, canoes, and kayaks. In partnership with Navajo camp, our staff also offer participants the chance to climb the climbing tower, go fishing, and shoot archery and BB guns! Throughout the week, there will also be opportunities to go on horse rides and each day there will be a new craft available at the island craft pavilion.

### ACTIVITIES WITH FAMILY ISLAND:

- AQUATICS
- HORSE RIDE
- CLIMBING TOWER
- CRAFTS
- ARCHERY
- BB GUNS

### TO REGISTER:

For more specific information or to register, please go online to [camptomahawk.org](http://camptomahawk.org) > Programs > Family Island and follow the prompts to register. Registration is open to families who have members registered with Scouting.

### FEES (PER WEEK):

- Cabin—\$400
- Camper (RV) Site—\$160
- Tent Site—\$85





**Providing fun  
experiences that develop:**

**Character,  
Citizenship,  
and Fitness.**



**LEARN MORE AT**  
**[www.CampTomahawk.org](http://www.CampTomahawk.org)**

## **CONTACT US**

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