

Name: _____ Unit: _____

Campsite: _____



White Pine

CAMP GUIDE

For SPLs and Adults

Christiana Point
Edition

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

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

CAMP RULES

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

Vehicles: Parking in campsites is prohibited. Additional accommodations are available at the discretion of the camp director.

Riding in the back of a pickup truck is strictly forbidden.
Seat belts must be worn. Follow our 15MPH Speed Limit.

Bikes: Bikes are allowed for all participants. Be respectful of other people on the road. Only ride on roads or designated bike trails. **Helmets MUST be worn when using a bike.** When bringing your own bike, you must bring your own helmet (or purchase one at any trading post). Park bikes upright and out of the way.

Wildlife: Harassment or hunting of wildlife is prohibited. Follow the guidelines of the Bear Policy Manual at all times.

Smoking: Smoking will only be allowed in long-term parking lots.

Not allowed at camp: Alcohol, personal firearms, and fixed blade knives greater than four inches. Large fixed blade knives are permitted at camp when supplied by your unit, such as a cooking or filet knife.

More rules and policies can be found at www.CampTomahawk.org/Details-Page/rules-and-policies-1, and the planning guide.

SIGN UP FOR TEXT NOTIFICATIONS

All Adults are expected to sign up.

Stay in the loop while at camp! With our texting service, you will receive updates about Tomahawk to your phone. Through this service, we let you know what is going on at camp and we use this service to communicate emergency information in case of severe weather, missing person(s), fire, or any other active threat to camp.

While at camp, text @TSCWP to 81010 in order to be added to the service.

IN AN EMERGENCY

Camp Phone Number: 612-261-2455

Anytime 911 is called, we must be notified!

Local emergency services rely on Tomahawk's direction and support once they've reached our property.

Camp Leadership: During the night, the Camp Director sleeps in the upstairs of the Program Building. The Program Director sleeps also in the Staff Tenting by the Shower House.

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

EMERGENCY PROCEDURES

When you hear the siren,

1. All program stops.
2. **Check your phone for a message from our text service, or find a nearby staff member.**
3. Do as instructed.

In the event of severe weather, you will be directed to go to your designated storm shelter. Your designated storm shelter is the basement of the Program Building.

SICK CALL

- **What is sick call?** Sick call is a time where the Health Director and a volunteer doctor will be available to help with any health concerns you may have.
- **Location:** Central Services
- **Times:**
Monday-Friday 9:30 AM to 10:00 AM
Monday-Friday 7:30 PM to 8:00 PM

SUNDAY

Time	Location	Event
1:00 PM	Berglund Center In Campsite Beach	<ul style="list-style-type: none"> - Check-in (1:00-3:00pm) (#1) - Establish Camp - Swim Tests if needed (#2)
6:00 PM	Dining Shelter	Flag Lowering & Supper
7:00 PM – 8:30 PM	Storm Shelter Program Building	<ul style="list-style-type: none"> - Emergency Mobilization Drill (#4) Camp Orientation - Leader Roundtable (#5) Medication Administration Training (#6)
8:30 PM - 9:30 PM	Campfire Ring	Opening Campfire (Wear Class A/Field Uniform)

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

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

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

#4: Just after supper, you will hear the siren for a severe weather drill. At this time, our staff will show you the location of your storm shelter and tour you around camp. On this tour you will learn the rules at camp and learn where your merit badges meet. All Scouts and leaders should attend.

#5: The Leader Roundtable meeting is the chance to get any unanswered questions addressed before your week starts. We will cover further equipment needs and a host of other topics to make sure you start the week prepared. Bring two adult leaders and your SPL. Leaders will verify OA Callout Ceremony lists at this time.

#6: One leader in each troop must be designated to store and administer medications to scouts attending without a parent. Camp will provide a required training for each troop during the leader roundtable.

Health Forms: In accordance with Wisconsin state law, Tomahawk Scout Camp must retain a copy of health histories for all campers for ten years. To be in compliance with this law, all campers and adults must submit a copy of their health form (parts A-C) to the administrative staff member facilitating check in. **Tomahawk will keep the copy submitted.** Records are kept in locked storage and are destroyed after ten years. Health Exams are valid through the end of the 12th month from the date it was administered by your medical provider. For example, a physical administered June 11, , would be valid until June 30, .

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MONDAY

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

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

#2: Scouts in Lifesaving Merit Badge are required to attend the CPR demo.

TUESDAY

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

WEDNESDAY

Time	Location	Event
8:00 AM	Dining Shelter	Flag Raising & Daily Announcements
8:05 AM	Dining Shelter	Breakfast
8:45 AM - 10:25 AM	Program Areas	Session 1 (MWF) Program Time Daily Adult Leader Meeting @ 9:00 AM
10:35 AM - 12:15 PM	Program Areas	Session 2 (MWF) Program Time
12:30 PM	Dining Shelter	Lunch
2:00 PM - 2:55 PM		Unit Activity
3:00 PM - 3:55 PM		Unit Activity
4:00 PM - 4:55 PM		Unit Activity
5:45 PM	Beach Central Services	-Beach Bash • Cheeseburgers in Paradise (#1) -Scoutmaster Dinner (#2)
7:00 PM – 8:30 PM	Beach Program Areas	- Beach Bash (#1) - Open Program
9:00 PM	Program Build-	Merit Badge Check-In (#3)

#1: For supper, all scouts and adult leaders in camp will attend Cheeseburgers in Paradise and Beach Bash. Scouts will be required to stay at the beach. Food will be served at 6:00pm.

#2: All scoutmasters are invited to a dinner in the dining hall at central services. Each scoutmaster may bring up to 2 additional adult leaders. This is when you will receive your annual scoutmaster patch and mug. Provide your own transportation.

#3: Merit Badge Counselors will be in the from **9:00-9:20** to give updates on Merit Badge classes.

THURSDAY

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

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FRIDAY

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

#1: A unit advancement summary will be printed and in your mailbox by 3 pm. The summary will display your scouts' final status of merit badge completion, and is also available in your Scouting Event registration under Reporting. All program areas will be open at 4 pm to give a last chance for scouts to complete requirements for merit badges.

#2: If your unit is planning to host your own Court of Honor after supper, please let your commissioner know and they can schedule a reflection for an earlier time. With Patch Pick-up taking place Saturday morning, merit badges will not be available to hand out at a Unit Court of Honor.

#3: Staff will be inspecting camp canvas at this time and will be instructing scouts on appropriate rolling/storage expectations of camp equipment.

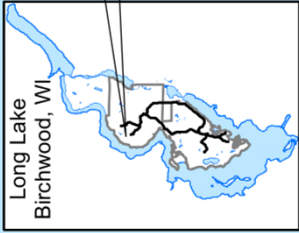
#4: Final incidental charges will be processed by 7 pm. Invoices will be delivered to your campsite for you to review. Plan on paying your bill Saturday morning during Check-out at the Berglund Welcome Center. Bring a check-book to have your unit's preferred bank routing information handy. We recommend the bank routing option for payment to avoid any convenience fee charges. If you have any questions about charges on your account, those can be resolved Saturday morning at the Berglund Welcome Center.

#5: Closing campfire is a great way to finish out the week. All of our staff will be there. Scouts that presented a skit during try-outs and were approved will be able to perform in front of the whole camp. Recognitions from throughout the week will be given out at this time. Units must be present at closing campfire to win the Camp Cup. The OA Callout Ceremony will be done during closing campfire.

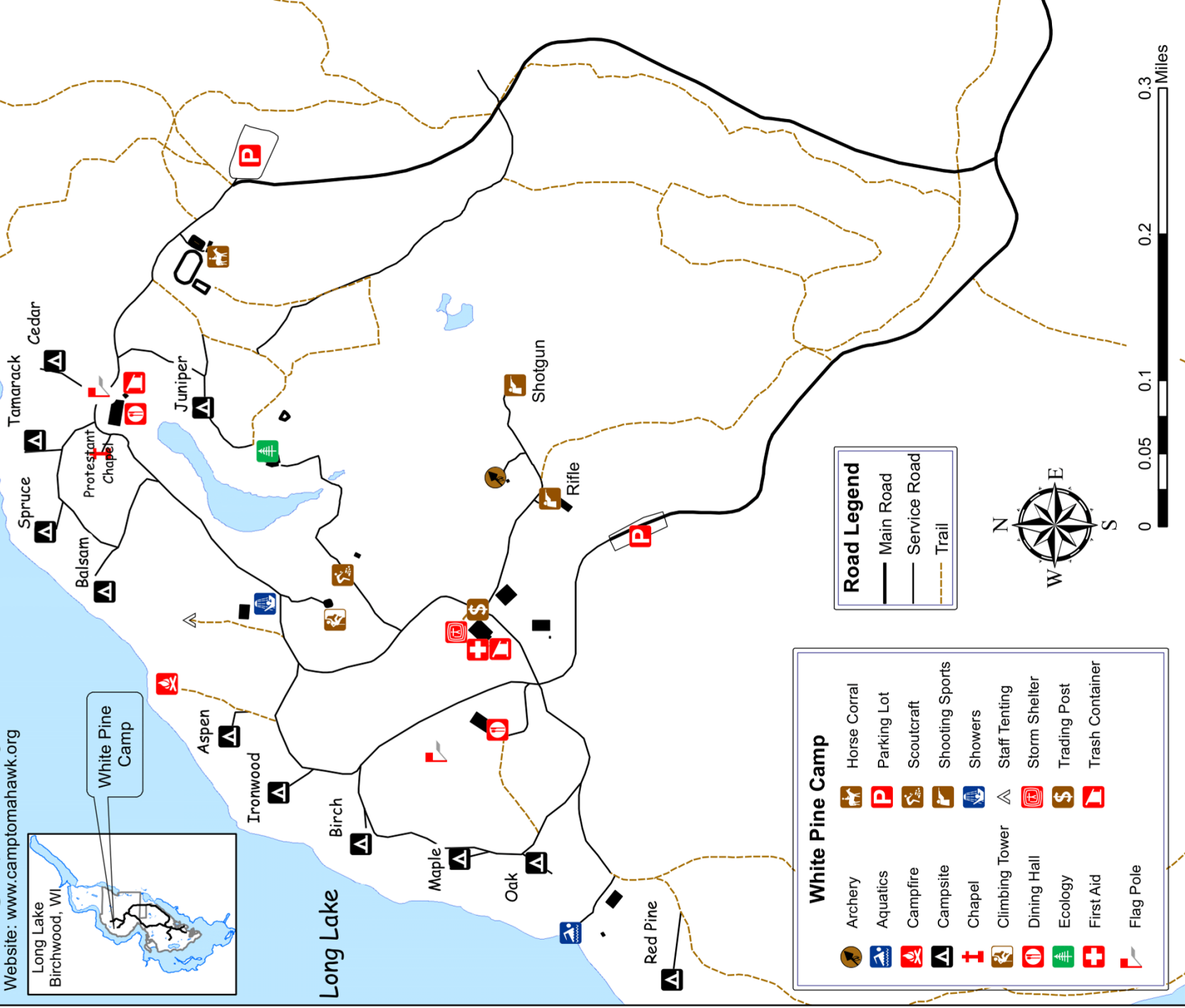
Tomahawk Scout Camp

N1910 Scout Road, Birchwood, WI 54817
Phone: (612)261-2455

Northern Star Scouting
Email: info@camptomahawk.org
Website: www.camptomahawk.org



White Pine Camp



SATURDAY	
Time	Event
7:00 AM	Breakfast (#1)
8:30 AM -	<p><u>Pack Up Campsite</u></p> <p>Units will check themselves out of their campsites. We trust units to leave their campsites in good repair and better than they found them. Please do the following: Load troop trailers and vehicles. Canvas tents centered on platforms. Ropes tightened. Doors closed.</p> <p>Cots set up inside tent.</p> <p>Any broken equipment should be brought to the program building.</p> <p>Any fire rings put out - cold to touch.</p> <p>Campsite cleared of trash.</p> <p>Latrine cleaned.</p> <p>Firewood restocked.</p> <p>Fire barrel filled and cleared of debris.</p>
10:30 AM	<p><u>Checkout begins at 8:30 AM</u></p> <p>Have camp coordinator stop at Berglund Welcome Center on the way out of camp to:</p> <ul style="list-style-type: none"> - Make any corrections to advancements - Sign advancement report - Pick up Merit Badges (#2) - Pay your unit's bill - Turn in Medication Distribution Records - Turn in your Camp Feedback Form - Pick up this year's Tomahawk Patches - Book campsite for next summer - Submit campsite change request for next summer - Confirm estimated numbers for next summer
11:00 AM	<p>Priority registration closes for the current week of next summer</p> <p>This is your last chance to book your campsite before registration opens up live at noon as first-come first-serve.</p>

#2: All units attending camp will have merit badge orders filled automatically. You will not need to fill out a merit badge order form to get merit badges. These will be available Saturday morning when you check out. If your unit does not want merit badge patches from camp, please let your commissioner know.

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

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MORNING PROGRAMS

MWF Programs			Location
Session 1 8:45-10:25	Brownsea Monday-Friday		Parade Field
	Archery MB		Archery Range
	Basketry MB		Handicraft Shelter
	Camping MB Option 1		Scoutcraft
	Climbing MB Option 1		Climbing Tower
	Environmental Science MB Option 1		Ecology
	Rifle Shooting MB Option 1		Rifle Range
	Space Exploration MB		Ecology
	Swimming MB Option 1		Beach
	Attend Both Sessions 1 & 2	ATV Tier 1, High Ropes, Mega Tower	
ATV Tier 1, Mega Tower, Sporting Arrows		Berglund Center via Bus	
ATV Tier 1, High Ropes, Sporting Arrows		Berglund Center via Bus	
Fly Fishing MB & Fish and Wildlife Mgmt. MB		Chippewa Marina via Bus	
Horsemanship MB		Chippewa Horse Corral via	
Session 2 10:35-12:15	NOVA Next Big Thing/Composite Martials MB		Berglund Center via Bus
	Welding MB, Metalwork MB, Plumbing MB (ALL DAY)		Gruenhagen Shop via Bus
	Whitewater MB, Sailing Regatta, Aqua Rig (ALL DAY)		Chippewa Beach via Bus
	Woodwork & Painting MB (ALL DAY)		Gruenhagen Shop via Bus
	Camping MB Option 2		Scoutcraft
	Canoeing MB		Beach
	Climbing MB Option 2		Climbing Tower
	Environmental Science MB Option 2		Ecology
	First Aid MB		Parade Field
	Pioneering MB		Scoutcraft
	Geocaching MB		Scoutcraft
	Rifle Shooting MB Option 2		Rifle Range
Swimming MB Option 2		Beach	
Wilderness Survival MB		Scoutcraft	
Woodcarving MB		Handicraft Shelter	

MORNING PROGRAMS

Location	TTh Programs	
Parade Field	Brownsea Monday-Friday	
Weekes Dining Shelter	Chess MB	
Scoutcraft	Emergency Prep. MB	
Beach	Fishing MB Option 1	
Beach	Kayaking MB Option 1	
Parade Field	Personal Fitness MB	
Ecology	Nature MB	
Ecology	Fish and Wildlife MB	
Berglund Center via Bus	ATV Tier 1 & Logging Shooting Sports	
Beach	Lifesaving MB	
Logging Camp via Bus	Lumber Legends	
Berglund Center via Bus	Logging Shooting Sports, Sporting Arrows, Paintball	
Berglund Center via Bus	Nova Splash/Chemistry MB	
Shotgun Range	Shotgun Shooting MB	
Gruenhagen Shop via Bus	Welding MB, Metalwork MB (ALL DAY)	
Chippewa Beach via Bus	Whitewater MB, Aqua Rig (ALL DAY)	
Ecology	Astronomy MB	
Scoutcraft	Fingerprinting MB	
Scoutcraft	Cooking MB	
Beach	Fishing MB Option 2	
Beach	Kayaking MB Option 2	
Handicraft Shelter	Leatherwork MB	
Ecology	Geology MB	
Program Building	Photography MB	
Beach	Swimming Lessons	

OLDER SCOUT PROGRAMS

MWF Bundles		Location
Morning	ATV Tier 1, High Ropes, Mega Tower	Berglund Center via Bus
	ATV Tier 1, Mega Tower, Sporting Arrows	Berglund Center via Bus
	ATV Tier 1, High Ropes, Sporting Arrows	Berglund Center via Bus
	Fly Fishing MB, Fish and Wildlife Management MB	Chippewa Marina via Bus
	NOVA Next Big Thing/Composite Martials MB	Berglund Center via Bus
All Day	Welding MB, Metalwork MB, Plumbing MB	Gruenhagen Shop via Bus
	Whitewater MB, Sailing Regatta, Aqua Rig	Chippewa Beach via Bus
	Woodwork MB, Painting MB	Gruenhagen Shop via Bus
Afternoon	Biking Onsite, Start Cycling MB, Offsite Biking	Berglund Center via Bus
	Offsite Climbing, Mega Tower, High Ropes	Berglund Center via Bus
	Small-Boat Sailing MB Monday-Thursday	Beach

TTh Bundles		Location
Morning	ATV Tier 1, Logging Shooting Sports	Berglund Center via Bus
	Logging Legends	Logging Camp via Bus
	Logging Shooting Sports, Sporting Arrows, Paintball	Berglund Center via Bus
	Nova Splash/Chemistry MB	Berglund Center via Bus
All Day	Welding MB, Metalwork MB	Gruenhagen Shop via Bus
	Whitewater MB, Aqua Rig	Chippewa Beach via Bus
Afternoon	Biking Onsite, Offsite Biking	Berglund Center via Bus
	Golf MB	Berglund Center via Bus
	Mega Tower, High Ropes	Berglund Center via Bus

OLDER SCOUT PROGRAMS

One Day Programs		Location
Afternoon	Aqua Rig	Chippewa Beach
	ATV Tier 1	Berglund Center via Bus
	ATV Tier 2	Berglund Center via Bus
	Onsite Biking	Berglund Center via Bus
	Sailing Regatta	Sioux Beach
	Sporting Arrows, Paintball	Berglund Center via Bus

OLDER SCOUT PACKING LIST

ALWAYS BRING			
<input type="checkbox"/> Water bottle	<input type="checkbox"/> Athletic clothes		
<input type="checkbox"/> Closed-toed shoes	<input type="checkbox"/> Rain coat		
<input type="checkbox"/> Sunscreen/bug spray	<input type="checkbox"/> Prescription or emergency meds		
ATV		STEM	
<input type="checkbox"/> Over-the-ankle boots	<input type="checkbox"/> Long-sleeved shirt	<input type="checkbox"/> Writing supplies	
<input type="checkbox"/> Long pants	<input type="checkbox"/> ASI E-course number	Welding, Metalwork	
<input type="checkbox"/> Hold-harmless waiver		<input type="checkbox"/> Long pants	
Biking		Climbing, High Ropes, Mega Tower	
<input type="checkbox"/> Athletic shorts	<input type="checkbox"/> Small backpack	<input type="checkbox"/> Athletic clothing	
<input type="checkbox"/> Long socks	<input type="checkbox"/> Sunglasses (not required)	White Water	
		<input type="checkbox"/> Swimsuit and change of clothes	
		<input type="checkbox"/> Water shoes	
		<input type="checkbox"/> Glasses strap (if applicable)	
		<input type="checkbox"/> Towel	

UNIT ACTIVITIES

Beach Activities	Program Notes/Costs/Etc
Aqua Trampoline	Must be swimmer level
Big Boat Sailing	Limited to six participants
First Class Aquatics	May be paired with Unit Swim
Ice Cream Outpost	Must be swimmer level. Beginners and non swimmers can go with Beach Directors approval
Unit Boating	Must be swimmer level. Beginners may go in a row-boat with a swimmer adult leader
Unit Swim/Snorkeling	Divided by swimming ability groups
Voyageur Canoe	Limited to fourteen participants at a time
Watermelon Maul	Must be at least beginner level.. \$12 for watermelon.

Scoutcraft Activities	Program Notes/Costs/Etc
Geocaching	Meet at Trading Post to collect GPS Units
Monkey Fist Knot	Meet under the handicraft shelter
Woggle Slide	Meet under the handicraft shelter
Orienteering	Meet at Scoutcraft to collect Maps and Compasses
Team Building	Meet at Scoutcraft.
Tie Dye	Must bring your own item to dye. Shirts are available in the trading post.
Unit Climb	Wear closed toe shoes

Horse Corral

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

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

UNIT ACTIVITIES

Ecology Activities	Program Notes/Costs/Etc
Beaver Tails	Learn about Beavers
Conservation Project	Wear closed toe shoes
Leave No Trace	Learn about Leave No Trace for advancement
Nature Hike/Bog Walk	Learn about all the distinct ecosystems at camp
Owl Pellets	Learn the basics of dissection! \$2 per owl pellet.

Range Activities	Program Notes/Costs/Etc
Archery & Tomahawks	Wear closed-toe shoes
Rifle Shooting	Two free 10-shot rounds of shooting per scout. \$0.50 for each additional round. Wear closed-toe shoes.
Shotgun Shooting	\$1.50 per three shots. Wear closed-toe shoes

Outside of Sub-Camp	Program Notes/Costs/Etc
Bison Visit &	Meet at Berglund Welcome Center. Units drive themselves to Berglund Welcome Center.
Disc Golf	Units drive themselves to Berglund Welcome Center.
Fire Tower	Hike or drive to the Fire Tower.
Five-Mile Hike	Get maps and compasses from Scoutcraft
Paddle the Peninsula	Must be swimmer level. Meet at bus stop at 1:30 pm.

Choose Your Own Advancement

Talk to your commissioner about scheduling rank advancement opportunities for your unit utilizing our experienced staff and our quality equipment

Logging Camp

Please arrive as closely to your start time as possible

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

Appropriate attire is as follows:

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

KEY STAFF

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

Your Camp Director: Eric "Schmitt" Schmidt .

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

Your Assistant Director: Meg Balfanz.

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

My Commissioner (circle one)		My Daily Touchbase
Kendra	Nicola	Place: _____
Emma		Time: _____

Area Directors: Each subcamp has several area directors to lead staff and maintain the safety and quality of our camp programs.

- Shooting Sports Director: Zach
- Ecology Director: Tristan
- Beach Director: Matt
- Scoutcraft Director: Ben

BUS SCHEDULE

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

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

TRADING POST PROCEDURES

Note: Scout participant patches are free and Adult Leader patches are \$2.50.

Note: Adult Leaders can pick up any commissary items during the morning hours.

Patch Ordering:

- See the note on Saturday's schedule regarding merit badge orders and check-out.
- You can add additional patches on Saturday morning at Central Services.
- **While Merit Badges are not available until Saturday Morning, segments can be purchased throughout the week at the Trading Post.**

TRADING POST SCHEDULE

SUN	MON	TUES	WED	THU	FRI
Closed	Adult Leader Only Trading Post Camp Director will open after Adult Leader Meeting				
	Closed for Lunch				
	1:00 pm — 5:45 pm				
	Closed for Supper				
6:30 pm — 8:15 pm	7:00 pm — 8:45 pm				6:30 pm — 8:15 pm

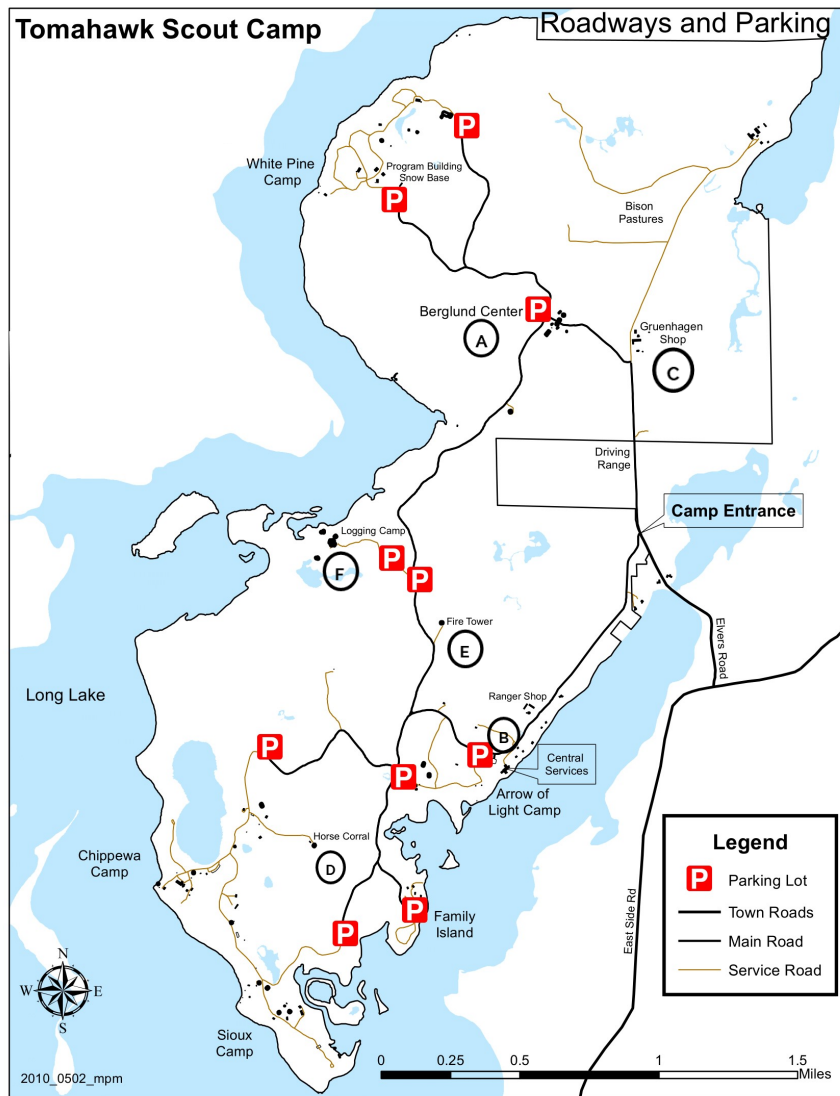
CONTACT INFORMATION

Camp Phone Number: 612-261-2455

Camp Email: Tomahawk@NorthernStar.org

Website: CampTomahawk.org

Mail in Camp: We receive and sort mail on a daily basis. Please remind parents that it can take three days for mail to reach Tomahawk, so please write early.



Key:

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