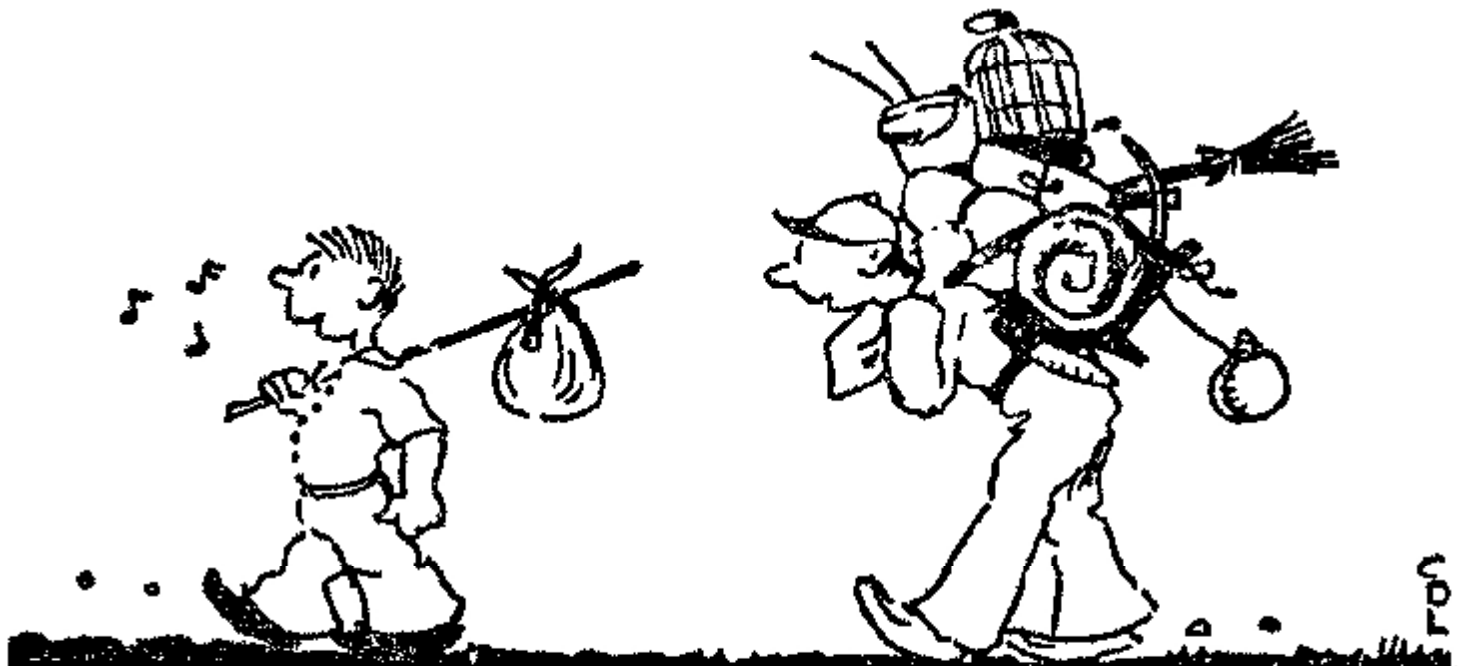


CHIPPEWA CAMP

Leaders' Supplement 2008



Tomahawk Scout Reservation
N1910 Scout Road,
Birchwood, WI 54817
Phone: (715) 354-3841
Fax: (715) 354-3497

Northern Star Council Office East: (651) 254-9138

Table of Contents

Welcome to Chippewa Camp		Program Areas	
Table of Contents	2	Aquatics	16
Director's Letter	3	Brownsea	17
Chippewa Camp Program		Ecology	18
Merit Badge Program	4	Scoutcraft	19
Merit Badge Block Schedule	5	Horse Corral	20
Merit Badge Criteria Matrix	6-7	Field Sports	21
Daily Schedules		Special Programs	22
Saturday	8	Trading Post	22
Sunday - Saturday	9-15	Foxfire	23
		Maps and Information	
		Map of Sioux, Chippewa, Navajo	24



February 2008

Dear Scout Leader,

Welcome to Chippewa Camp 2008! My name is Jens Loberg and I will be your Chippewa Camp Director this summer. This year marks my eighth year on camp staff and my third in Chippewa. Needless to say, I am extremely excited for this upcoming summer! This spring I will graduate from the University of Minnesota with a degree in Communication Studies and Environmental Geography. During the school year, I work as a Dendrochronology Research Assistant and serve as the President for the Communication Studies Association.

My staff and I are very excited to work with you and your Scouts this summer. We have already taken necessary steps and made plans for an outstanding summer in Chippewa. New programs have been created and the Friday camp-wide activity is back and bigger than ever before. Once again, for your older Scouts, be sure to check out the T-2 high adventure program. Because of these and many other new features, I encourage you to take time to review both the Tomahawk and Chippewa Leaders' Manuals to ensure that you are fully prepared for your week at camp.

To make your first few hours at camp easier, I would encourage your troop to conduct the swim classification test prior to your arrival. This will alleviate congestion at our busy beach and grant you and your Scouts more time to set-up camp. Details on how to manage and facilitate a swim classification test can be found in the 2008 Camp Leaders' Manual on Pages 10-11.

Please don't hesitate to contact me with any of your camping concerns. I am more than happy to address your questions; whether they arise prior to or during camp, my door is always open!

Yours in Scouting,

Jens Loberg

Jens H. Loberg
2008 Chippewa Camp Director
1625 University Ave SE
Minneapolis, MN 55414
Lobe0047@umn.edu
715-821-0066

MERIT BADGE PROGRAM

Chippewa Camp offers 33 different merit badges in its merit badge program. The complete listing of the merit badges offered at camp is outlined below. Five of the required merit badges for Eagle Scout are offered including: Camping, Environmental Science, First Aid, Lifesaving, and Swimming. During the camp season we may add badges based on unique skills of our counselors. Please note that any information regarding added badges will be addressed at the Saturday evening leaders' roundtable. The numbers in parentheses (#) refer to the difficulty level of the badge.

- (1) = Easy
- (2) = Moderate
- (3) = Advanced

Merit Badge Locations:

Merit badge sessions are held in the related program areas of Chippewa Camp as listed below. This information is important to know when selecting merit badges so that Scouts can plan where they need to be throughout the week. The Block Schedule allows for ample time between merit badges to return to the troop campsite to gather materials for another merit badge, visit the trading post, or visit one of the open program areas.

Scoutcraft Area

- Camping (2)
- *Climbing (3)
- Pioneering (3)
- Wilderness Survival (2)

Handicraft Area

- Basketry (1)
- Leatherwork (1)
- Woodcarving (1)

Dining Hall

- First Aid (2)

Aquatics Area

- Canoeing (3)
- Lifesaving (3)
- Small-Boat Sailing (3)
- Swimming (2)

Field Sports Area

- Archery (3)
- *Rifle Shooting (3)
- *Shotgun Shooting (3)

Lake Nielsen Marina

- Fishing (2)
- Fly Fishing (3)
- Orienteering (2)
- Rowing (2)

Ecology Area

- Astronomy (3)
- Bird Study (2)
- Environmental Science (3)
- Fish & Wildlife Management (2)
- Forestry (2)
- Geology (2)
- Mammal Study (1)
- Nature (2)
- Plant Science (3)
- Reptile and Amphibian Study (2)
- Soil & Water Conservation (2)
- Weather (3)

Horse Corral

- Animal Science (2)
- *Horsemanship (3)

*Class size is limited, admittance based on age then rank

Merit Badge Class Restrictions:

Some merit badge class sizes are restricted due to limited equipment and space. This is to ensure that Scouts taking the merit badge receive the time and instruction needed to complete the badge at camp.

MERIT BADGE BLOCK SCHEDULE

CHIPPEWA CAMP

Block A (M,W,F 9am-11am)	Block B (T, Th 9am-11am)	Block C (Su,T,Th 2pm-4pm)
Archery Camping Canoeing Climbing Environmental Science Fishing Geology *Horsemanship (9-11:30) *Lifesaving Pioneering Plant Science Rifle Shooting Swimming	Astronomy Basketry First Aid Fish & Wildlife Management *Horsemanship (9-11:30) Leatherwork *Lifesaving Nature Orienteering Reptile & Amphibian Study	Canoeing Climbing Environmental Science Fly Fishing Forestry Rifle Shooting Shotgun Shooting *Small-Boat Sailing Swimming Weather Wilderness Survival
		Block D (M,W 2pm-4pm)
		Animal Science Bird Study First Aid Mammal Study Rowing *Small-Boat Sailing Soil & Water Conservation Woodcarving

***Class meets all week(5 days) during scheduled time.**

Some merit badges have pre-requisites, plan time to work on them prior to attending camp in order to complete the badge at camp.

Note to Scoutmaster: This page is designed as a tool to help your Scouts plan for their week at camp. Copy this page and use it at a troop meeting as a planning aid with the Scouts. This is not the merit badge pre-planner form.

Merit badge plan for: _____
(Scout's name)

1. List the merit badge(s) that you want to work on at camp.

2. Find and circle the merit badge(s) on the schedule above.
3. All of your merit badges should be in a different block column, otherwise you will have a conflict and you might have to pick a different merit badge.
4. If a merit badge is listed as a dual-block session, you must attend both blocks. Example, the Lifesaving Merit Badge is scheduled for both Block A and Block B. Scouts are expected to attend the class the entire week at the scheduled time.

Chippewa Camp Merit Badge Guide

Merit Badge	Difficulty Level	Prerequisites	Requirements that can't be completed at camp	MB Book Needed	Location & Time
1. Animal Science	Intermediate (2)	None	None	2006	Horse Corral Block D
2. Archery	Advanced (3)	None *Minimum cost \$1.00	None	2004	Field Sports Block A
3. Astronomy	Advanced (3)	None	6 & 7B	2004	Ecology Block B
4. Basketry	Beginner (1)	None *Minimum cost \$20	None	2003	Handicraft Block B
5. Bird Study	Intermediate (2)	None	5 and 6	2005	Ecology Block D
6. Camping	Intermediate (2)	None	9	2005	Scoutcraft Block A
7. Canoeing	Advanced (3)	Swimmer Classification	None	2004	Aquatics Blocks A , C
8. Climbing	Advanced (3)	None	None	2006	Scoutcraft Blocks A ,C
9. Environmental Science	Advanced (3)	None	None	2006	Ecology Blocks A , C
10. First Aid	Intermediate (2)	None	None	2007	Program Building Blocks B , D
11. Fish & Wildlife Management	Intermediate (2)	None	7c	2004	Ecology Block B
12. Fishing	Intermediate (2)	None	None	2002	Marina Block A
13. Fly Fishing	Advanced (3)	None	None	2002	Marina Block C
14. Forestry	Intermediate (2)	None	None	2005	Ecology Block C
15. Geology	Intermediate (2)	None	None	2005	Ecology Block A
16. Horsemanship	Advanced (3)	None Fee: \$10.00	None	2003	Horse Corral Block A & B (5 days)

Chippewa Camp Merit Badge Guide

Merit Badge	Difficulty Level	Prerequisites	Requirements that can't be completed at camp	MB Book Needed	Location & Time
17. Leatherwork	Beginner (1)	None *Minimum cost \$2.00	None	2002	Handicraft Block B
18. Lifesaving	Advanced (3)	1a, 1b	None	2001	Aquatics Block A & B (5 days)
19. Mammal Study	Beginner (1)	None	None	2003	Ecology Block D
20. Nature	Intermediate (2)	None	None	2003	Ecology Block B
21. Orienteering	Intermediate (2)	None	None	2003	Marina Block B
22. Pioneering	Advanced (3)	None	None	2006	Scoutcraft Block A
23. Plant Science	Advanced (3)	None	None	2005	Ecology Block A
24. Reptile & Amphibian Study	Intermediate (2)	None	8	2005	Ecology Block B
25. Rifle Shooting	Advanced (3)	None Minimum cost \$2.00	None	2001	Field Sports Blocks A , C
26. Rowing	Intermediate (2)	None	None	2006	Marina Block D
27. Shotgun Shooting	Advanced (3)	None Minimum cost \$20.00	None	2005	Field Sports Block C
28. Small-Boat Sailing	Advanced (3)	Swimmer classification	None	2004	Aquatics Block C & D (5 days)
29. Soil & Water Conservation	Intermediate (2)	None	None	2004	Ecology Block D
30. Swimming	Intermediate (2)	Swimmer classification	None	2002	Aquatics Blocks A, C
31. Weather	Advanced (3)	None	None	2006	Ecology Block C
32. Wilderness Survival	Intermediate (2)	None	None	2007	Scoutcraft Block C
33. Wood Carving	Beginner (1)	None *minimum cost \$1.00	None	2006	Handicraft Block D

SATURDAY

Time	Event	Leaders Comments
1:00 p.m.	Check-in begins at the Chippewa Camp gate. Set up campsite. Complete health and swim checks, and Dining Hall Orientation (a time will be assigned at check-in). *It is greatly appreciated if you can do your swim checks before arriving at camp but this is not mandatory. (Note #1)	
3:00 p.m.	Check-in ends	
5:45 p.m.	Food Service Duty	
6:00 p.m.	Flag Ceremony Supper	Dining Hall
7:00 p.m.	Emergency Mobilization Drill	
7:30 p.m.	Camp Program and Scout Orientation - Meet at the beach. Tour camp.	
7:30 p.m.	Scoutmaster Roundtable • Please bring "Vehicles in Camp" forms. (Note #2)	Dining Hall Please have at least two (2) leaders attend.
10:00 p.m.	Taps	

Upon arrival, Scoutmasters should check in at the Chippewa Camp gate, the rest of the troop should continue on to the campsite and begin set-up. After check-in you will be directed down to your campsite to meet your Commissioner.

Notes:

#1 - If your troop wishes to conduct swim checks before arriving at camp you can find more information about the requirements and paperwork on pages 10-11 of the Camp Leader' Manual. Conducting swim checks before camp will provide more time for your troop to set up camp on Saturday and cut down on the number of swim checks the staff need to do at the beach.

#2 - The Saturday Night Scoutmaster Roundtable is the chance to get any unanswered questions addressed before your week starts. We will cover further equipment needs, High Adventure sign-ups, Troop Scheduled Program times, and a host of other topics to make sure you start the week off prepared.

#3 - Make sure all campers bring a photo copy of their insurance cards, front and back, and card holders name in the event of a hospital visit.

#4 - All campers need a Class II health form regardless of length of period in camp. If in camp less than 72 hours they just need to fill out pages 2 & 3 of the form.

#5 - Driving Procedures: Only 1 trailer in campsite, not more than 30 yards from entrance.

SUNDAY

Time	Event	Leaders Comments
7:00 a.m.	Reveille	
7:45 a.m.	Food Service Duty	
8:00 a.m.	Post Colors in Parade Field Breakfast	Class A uniform, please
9:00 a.m.	Protestant and Scout's Own Worship Services (Note #1)	
10:00 a.m.	Activity Sign-up in Parade Field (Note #2)	
11:00 a.m.	CPR (for Aquatics, Climbing & First Aid Merit Badges) at the Beach	
12:15 p.m.	Food Service Duty	
12:30 p.m.	Lunch	
1:15 p.m.	Climbing Tower Orientation (Note #3)	Scoutcraft Area
2:00 p.m.	Block C Merit Badge Instruction	
4:00 p.m.	Troop Scheduled Program	
5:00 p.m.	Catholic Church Service	Chippewa Campfire Ring
5:45 p.m.	Food Service Duty	
6:00 p.m.	Flag Ceremony Supper	
8:00 p.m.	CAMPFIRE at Campfire Ring OA CALLOUT CEREMONY (Note #5)	Time may change due to daylight conditions. Good day for visitors
10:00 p.m.	Taps	

Notes:

#1 - Program areas will be closed during worship services. Protestant services will be held in the Protestant chapel. "A Scout is Reverent" (non-denominational) service will be held in the campfire ring. Catholic services will be held at 5:00 p.m. in the Chippewa Campfire Ring and are available in Birchwood and the surrounding area for those who want to leave camp for church services. (see page 36 of the Camp Leader Manual) Times are also posted on the camp bulletin board.

#2 - Staff will be available at Activity Sign-up to answer questions and sign Scouts up for special area programs during the week.

#3 - Troops who wish to use the climbing tower must send at least one adult leader who is 21+ years old to the orientation, and each troop climb. (see page 21- Climbing Demo)

#4 - Horseback Rides - Pre-planned horse ride tickets must be claimed and paid for at the camp trading post by 5:00 p.m. today. (If not claimed, they will go on sale Monday morning.)

#5 - The Sunday Night Campfire is our big show for the week. The staff will put on skits, songs, stories, and recognize the Scoutmasters. The OA Callout Ceremony recognizes newly elected candidates for the Order of the Arrow. Be sure to remind the parents of the new candidates so they have the opportunity to attend.

MONDAY

Time	Event	Leaders Comments
7:00 a.m.	Reveille	
7:45 a.m.	Food Service Duty	
8:00 a.m.	Post Colors in Parade Field Breakfast	
9:00 a.m.	Block A Merit Badge Instruction Brownsea	
11:00 a.m.	Troop Scheduled Program	
12:15 p.m.	Food Service Duty	
12:30 p.m.	Lunch	
1:15 p.m.	Scoutmaster's Roundtable (Note #1)	Dining Hall
1:15 p.m.	Camp SPL's (Senior Patrol Leaders) Meeting	Parade Field
2:00 p.m.	Block D Merit Badge Instruction	
4:00 p.m.	Troop Scheduled Program	
5:45 p.m.	Food Service Duty	
6:00 p.m.	Flag Ceremony Supper	
6:45 p.m.	Order of the Arrow Meeting (Note #2)	Parade Field
7:00 p.m.	Open Program Safe Swim & Safety Afloat Demo	Aquatics Area
10:00 p.m.	Taps	

Notes:

#1 - The Monday Afternoon Scoutmaster Roundtable is a brief meeting to discuss how the week is going, cover upcoming days, and answer questions.

#2 - To earn the OA segment, members, including those inducted on Sunday night, must attend this meeting and select a service project to conduct at camp.

TUESDAY

Time	Event	Leaders Comments
7:00 a.m.	Reveille	
7:45 a.m.	Food Service Duty	
8:00 a.m.	Post Colors in Parade Field Breakfast	
9:00 a.m.	Block B Merit Badge Instruction Brownsea	
11:00 a.m.	Troop Scheduled Program	
12:15 p.m.	Food Service Duty	
12:30 p.m.	Lunch	
2:00 p.m.	Block C Merit Badge Instruction	
4:00 p.m.	Troop Scheduled Program	
5:45 p.m.	Food Service Duty	
6:00 p.m.	Flag Ceremony Supper	
7:00 p.m.	Open Program	
10:00 p.m.	Taps	

Notes:

WEDNESDAY

Time	Event	Leaders Comments
7:00 a.m.	Reveille Food for breakfast available in Dining Hall	
8:00 a.m.	Breakfast in Campsite	
9:00 a.m.	Block A Merit Badge Instruction Brownsea	
11:00 a.m.	Troop Scheduled Program	
12:15 p.m.	Food Service Duty	
12:30 p.m.	“CHEESEBURGERS IN PARADISE” (Note #2)	Scoutcraft Area
2:00 p.m.	Block D Merit Badge Instruction	
4:00 p.m.	Troop Scheduled Program Food for dinner available in dining hall	
6:00 p.m.	Flag Ceremony Supper	
7:00 p.m.	Open Program	
10:00 p.m.	Taps	

Notes:

#1 - Details for Wednesday food provided at the Monday Afternoon Scoutmaster Roundtable.

#2 - “Cheeseburgers in Paradise” is a cookout in the Scoutcraft area. The staff do all the cooking and serving. The Scoutcraft Area will be open so Scouts can climb on the pioneering projects. We will also have music and entertainment while the staff cook. **Please bring your own non-disposable dishes and utensils.** This will help cut down on the amount of trash for the event.

THURSDAY

Time	Event	Leaders Comments
7:00 a.m.	Reveille	
7:45 a.m.	Food Service Duty	
8:00 a.m.	Post Colors in Parade Field Breakfast	
9:00 a.m.	Block B Merit Badge Instruction Brownsea	
11:00 a.m.	Troop Scheduled Program	
12:15 p.m.	Food Service Duty	
12:30 p.m.	Lunch	
1:15 p.m.	Scoutmaster Roundtable (Note #1) Senior Patrol Leader's Meeting	Dining Hall Parade Field
2:00 p.m.	Block C Merit Badge Instruction	
4:00 p.m.	Troop Scheduled Program	
5:45 p.m.	Food Service Duty	
6:00 p.m.	Flag Ceremony Supper	
7:00 p.m.	Open Program	
10:00 p.m.	Taps	

Notes:

#1 - The Thursday Afternoon Scoutmaster Roundtable is a time to explain merit badge pre-orders, check-out procedure, and answer questions.

#2 - Merit Badge pre-orders due by Friday morning breakfast to your Commissioner, Camp Director or Trading Post.

#3 - If planning to leave before Saturday mid-morning, please talk to your Commissioner or Camp Director.

FRIDAY

Time	Event	Leaders Comments
6:30 a.m.	Polar Bear Swim	
7:00 a.m.	Reveille	
7:45 a.m.	Food Service Duty	
8:00 a.m.	Post Colors in Parade Field Breakfast	
9:00 a.m.	Block A Merit Badge Instruction Brownsea	
11:00 a.m.	Troop Scheduled Program	
12:15 p.m.	Food Service Duty	
12:30 p.m.	Lunch	
1:30 p.m. - 4:00 p.m.	Merit Badge Sales (Note #1)	Only Leaders are allowed in the Trading Post
2:00 p.m. - 4:00 p.m.	Camp Wide Program	Meet in Parade Field
5:45 p.m.	Food Service Duty	
6:00 p.m.	Flag Ceremony Supper	
7:00 p.m.	Troop Campfires and Court of Honors	
10:00 p.m.	Taps	

Notes:

#1 - Merit Badge pre-orders due today at breakfast.

#2 - Visitors arriving in camp to visit troops **must** check in at Central Services and park in the long-term parking lot in Chippewa. Visitors are asked to walk, not drive, to their campsite destination.

#3 - Schedule Saturday morning checkout time with your campsite Commissioner.

Tomahawk Scout Reservation Family Island Reservation Policy for 2009

The primary purposes of family camp at Tomahawk Scout Reservation are as follows:

To provide the families of unit leaders staying at camp the opportunity to spend time together.

To offer Scouting families, without a family member staying in camp, an opportunity to enjoy and become familiar with camping facilities that are available to their children in the Scouting program.

The Northern Star Council Camping Committee has developed a policy that provides the families of unit leaders who are in camp the first opportunity to make a reservation at family camp. Families who have members of family registered with the Northern Star Council are given next priority to make reservations at family camp. An outline of the reservation process is listed below.

There are three distinct time periods when reservations can be made for Family Camp at Tomahawk for 2008.

1. January 1, 2008 through August 31, 2008

Units currently registered to attend Tomahawk 2008 can register for up to **3** cabins and **3** tent/trailer sites in Family Camp

2. September 1, 2008 through December 31, 2008

Units currently registered to attend Tomahawk in 2008 can register for as many cabins and tent/trailer sites as they will use.

3. January 1, 2009 through August 31, 2009

Any family with a registered Scouting member may register for cabins or tent/trailer sites.

SATURDAY

Time	Event	Leaders Comments
7:00 a.m.	Reveille	
7:45 a.m.	Food Service Duty	
8:00 a.m.	Breakfast	Food can be picked up at the dining hall and eaten in the campsites.
8:30 a.m.	Break down camp - check-in equipment.	Report all damaged equipment to your commissioner.
10:00 a.m.	Check-out: At Central Services. Bring your bill statement and other paperwork from your Commissioner. Final fees due. Check-out at Central Services	Make sure to review your bill prior to check-out. You will not get checked out at Central Services if your campsite has not been cleared by your commissioner.

Notes:

SEE YOU IN 2009!

Tomahawk Camp Reservation Policy for 2009

For effective camp promotion and an easier opportunity for units to move between the two council Boy Scout summer camps, the Northern Star Council Camping Committee has established the following common campsite and Family Camp reservation procedure:

- Units can reserve their same campsite for the same week as 2008 if the reservation is in the service centers on or before May 1, 2008. A deposit of \$100.00 will be due at the time a reservation is submitted. Reservations with deposits can be made as early as January 1, 2008 for the May 1 deadline.
- Units not attending Tomahawk in 2008, or those wishing to change sites, will have their campsite reservation placed after returning units have been placed on May 5, 2008
- If more than one new unit, or unit changing sites, wants the same campsite a lottery will be held on May 5, 2008 to place the units or families.
- **Reservations should be submitted to Northern Star Council, BSA, 393 Marshall Avenue, St. Paul, MN 55102-1717 and inquiries to camping@northernstarbsa.org or 651-254-9158.**

Watch the website to stay up to date with new information. <http://www.camptomahawk.org>

RECORDS (Medical & Merit Badge):

- **In accordance with Wisconsin state law**, Tomahawk Scout Reservation must retain a copy of health histories for all campers for 2 years. To be in compliance with this law, it will be necessary for all campers and adults to submit a copy of their entire health form to the health officer at health checks. The original is to stay with the troop. **Tomahawk will keep the copy submitted at health checks.**
- Update all advancement records. Be sure signed records for all merit badges earned and signed records of all partially completed merit badges are picked up from your troop mailbox before leaving camp.

AQUATICS

MERIT BADGES:

Canoeing: Blocks A, C

Lifesaving: Blocks A & B combined (meets all 5 days)

Small Boat Sailing: Block C & D combined (meets all 5 days)

Swimming: Monday - Blocks A, C

Block A - M, W, F; 9 a.m. - 11 a.m.
Block B - T, Th; 9 a.m. - 11 a.m.
Block C - Su, T, Th; 2 p.m. - 4 p.m.
Block D - M, W; 2 p.m. - 4 p.m.

SWIMMING MERIT BADGE:

Please make sure that every Scout taking Swimming MB **brings** a pair of jeans, a long-sleeved button-up shirt, belt, socks, and a pair of lace-up shoes (not sandals!) that can get wet. This is for Requirement #4, clothes inflation, of the merit badge. Scouts **must** be classified as a swimmer to work on this merit badge and have 1st and 2nd class water requirements completed.

SWIM CLASSIFICATION TESTS:

Refer to the TSR Leaders' Manual pages 10-11 for details. See beach staff for retesting.

INSTRUCTIONAL SWIMMING:

Scouts may schedule an instructional swimming lesson with the Aquatics Staff.

CPR INSTRUCTIONAL:

Session starts after worship services on Sunday, and covers the CPR requirements for Canoeing, Life-saving, Rowing, Small-Boat Sailing, Swimming, and Climbing Merit Badges. This is not CPR certification.

FROGMAN:

Daily activities including diving, sauna, snorkeling, games & more. Monday - Friday at 11 a.m. Sign up as a patrol or troop for one or more days.

SNORKELING BSA:

A week-long program Monday - Friday at 11:00 a.m. Teaches the basics of snorkeling. Participants must be swimmers.

KAYAKING BSA:

A week-long program, Monday - Friday at 11:00 a.m. Teaches the basics of kayaking. Scouts must be classified as swimmers.

BSA LIFEGUARD:

A week-long program scheduled with the Aquatics Director. **Scouts must be at least 14 years old.** Scouts should have Swimming, Canoeing, Rowing, and Lifesaving Merit Badges. Adult Scouters are also encouraged to take BSA Lifeguard. *BSA Lifeguard certification is recommended to meet the BSA requirements for Safe Swim Defense and Safety Afloat. CPR Certification is not offered by Tomahawk Scout Reservation.*

BIG BOAT SAILING

2 hour troop / patrol sails on our 22 foot sailboat (maximum of 6 people) are offered at select times. All participants must be swimmers. Prior sailing experience is not required.

TROOP ACTIVITIES:

Open Swim: Block B, Block D, Monday - Friday 11 a.m. -12 p.m., Sunday - Thursday 4 - 5 p.m., Monday - Thursday 7p.m. - dusk

Open Water Polo: Available daily during open swim.

Open Boating: Available daily during open swim.

Troop Water Polo: 7:00 & 7:45 p.m. Register on Sunday during Activity Sign-up

Troop Sauna: 7:00 & 7:45 p.m. Monday, Tuesday, & Thursday

Polar Bear Swim: Friday 6:30 a.m.

***NOTE:** a person who has not been classified as a "swimmer" may ride as a passenger in a rowboat with an adult swimmer, or in a canoe or sailboat with an adult who is trained as a lifeguard or a lifesaver by a recognized agency. Only swimmers may use kayaks.

PROGRAMS FOR ADULTS:

Safe Swim Defense and Safety Afloat (boating) orientation is offered for leaders on Monday night at 7:30 p.m. at the beach. Adults can also become certified as a BSA Lifeguard (see beach director for details).

Please note that all watercraft and campsite beaches must be approved by the Aquatics Director.

BROWNSEA PROGRAM

Brownsea is a program for new Scouts and Leaders which focuses on requirements for advancement to the Tenderfoot, Second Class and First Class ranks while introducing kids to camp. Scouts choose to participate in either the series of morning sessions or the series of afternoon sessions but not both. Brownsea sessions meet at the campfire ring: 5 morning sessions, held from 9 – 11 a.m., Monday – Friday or 5 afternoon sessions, held from 2-4:00 p.m. Sunday—Thursday. In addition, patrols may sign up for optional topic-specific skill sessions. All sessions are taught by the Brownsea staff with the assistance of the adult leaders, and older Scouts. **Please plan to provide at least one adult leader to work with your Brownsea patrol.**

Brownsea Daily Sessions - For Scouts working on Tenderfoot, Second and First Class ranks should attend with at least one leader from each participating troop. Topics will include knots and lashing, map & compass, fire-building, plant and animal identification, hiking skills, knife sharpening, first aid, and how to prepare for out-post. The Totin' Chip and Firem'n Chit may be earned through these sessions. A Brownsea Challenge Course will take place the last day of class. A schedule and list of skills covered will be provided by the Brownsea Director.

Optional Skill Sessions – Troops may sign up for a topic-specific skill session with the Brownsea Director. These optional sessions are offered to expand on and enhance the lessons in the morning sessions, with a lower Scout:instructor ratio. If your Scouts are proficient in any of the skills to be covered on a particular day, do not feel obligated to attend that session. Sessions are taught in the related program area for each topic.

Brownsea Passport – Travel around Chippewa Camp, and receive a stamp from each program area. Passports are due to the Brownsea Director after the Brownsea Island Outpost. Passport is a requirement for the segment.

5-Mile Hike Requirement – The class will take a 5-mile hike to Foxfire Outpost to complete the requirement.

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday
9 a.m. - 11 a.m.	Additional Brownsea Sign-up in Parade Field (10:00 a.m.- 12)	(Session A) Brownsea Day 1 (Campfire Ring)	(Session A) Brownsea Day 2 (Campfire Ring)	(Session A) Brownsea Day 3 (Campfire Ring)	(Session A) Brownsea Day 4 (Campfire Ring)	(Session A) Brownsea Hike (9 a.m.– 3 p.m.)
11 a.m.		Skill session: <i>Plant Identification</i> (Ecology)	Skill session: <i>Line Rescue</i> (Aquatics)	Skill session: <i>Knots & Lashings</i> (Scoutcraft)	Skill session: <i>First Aid</i> (Parade Field)	
12:30 p.m.	Lunch	Lunch	Lunch	Cheeseburgers in Paradise (Scoutcraft)	Lunch	Lunch
2 p.m. - 4 p.m.	(Session B) Brownsea Day 1 (Campfire Ring)	(Session B) Brownsea Day 2 (Campfire Ring)	(Session B) Brownsea Day 3 (Campfire Ring)	(Session B) Brownsea Day 4 (Campfire Ring)	(Session B) Brownsea Hike (2 p.m.– 8 p.m.)	
4 p.m.	Skill session: <i>Plant Identification</i> (Ecology)	Skill session: <i>Line Rescue</i> (Aquatics)	Skill session: <i>Knots & Lashings</i> (Scoutcraft)	Skill session: <i>Map & Compass</i> (Marina)		

ECOLOGY

MERIT BADGES:

Astronomy: Block B
Bird Study: Block A
Environmental Science: Blocks A and C
Fish & Wildlife Management: Block B
Geology: Block A
Forestry: Block C
Mammal Study: Block D
Nature: Block B
Plant Science: Block A
Reptile and Amphibian Study: Block B
Soil & Water Conservation: Block D
Weather: Block C

Block A - M, W, F; 9 a.m. - 11 a.m. Block B - T, Th; 9 a.m. - 11 a.m. Block C - Su, T, Th; 2 p.m. - 4 p.m. Block D - M, W; 2 p.m. - 4 p.m.

ECOLOGY CENTER:

The Ecology staff invites you to participate in demonstrations, projects, and hikes involving the natural world around you. These can be scheduled daily through the Ecology staff. The Ecology Center offers aquariums and terrariums filled with live animals native to the Tomahawk area along with rocks, bones, and animal hides you can touch and see up close. There is an observation deck overlooking a natural bog to catch some of Tomahawks' wildlife in action. There is also a library of books and guides for better understanding of the natural world.

SEGMENT RECOGNITION:

TREE

- Complete a project approved by the Ecology staff, and an Ecology Merit Badge.

FEATHERS

- Increase your interest and understanding of wild birds! Tomahawk Feathers is available to all Scouts, but especially recommended for younger Scouts. Activities include bird-feeder building, bird identification, hiking, and more. Session runs Sunday, Monday, and Tuesday from 4:00 - 5:00 p.m.

CLASPED HANDS

- Do a Good Turn by completing a camp-approved conservation project.

Talk to Ecology staff members for scheduling project and program times.

CONSERVATION PROJECTS:

If your troop, patrol, or Scouts are in need of service hours for rank advancement, merit badges, or just plain fun the Ecology staff has lots of conservation projects going on during the summer. Talk to the Ecology Director to find out about ongoing projects or about starting new projects. Please refer to page 22 in the TSR Leaders' Manual or the Ecology Director for more information.

STAR PARTY:

Stars, stories, and fun, fun, fun! Learn to identify stars, constellations, planets and other objects in the night sky. Mandatory for Scouts in Astronomy Merit Badge. Day and time will be announced at the Sunday Flag Ceremony, and may change according to weather and cloud cover.

*Evening Ecology programs will be announced at meals and posted on the bulletin board in Ecology. For additional details, talk to the Ecology staff.

Some merit badges have pre-requisites to be done. If these are not completed before camp, then the merit badge CAN NOT be earned at camp.

SCOUTCRAFT

MERIT BADGES:

Basketry: Block B
Camping: Block A
Climbing: Block A and C
Leatherwork: Block B
Pioneering: Block A
Wilderness Survival: Block C
Woodcarving: Block D

Block A - M, W, F; 9 a.m. - 11 a.m. Block B - T, Th; 9 a.m. - 11 a.m. Block C - Su, T, Th; 2 p.m. - 4 p.m. Block D - M, W; 2 p.m. - 4 p.m.

HANDICRAFT MERIT BADGES:

The Handicraft shelter in Scoutcraft will be staffed during the scheduled times above. There will also be staff members at the Handicraft area during open program Monday - Thursday. Leaders are encouraged to be on hand to assist the staff in reducing the student to teacher ratio.

WILDERNESS SURVIVAL OUTPOST:

The Wilderness Survival Outpost is designed to help demonstrate and reinforce topics discussed in the Wilderness Survival Merit Badge class sessions. Scouts in the Wilderness Survival and Camping Merit Badges are expected to attend; however the outpost trip is open to all Scouts with 2 or more years of camping at Tomahawk. Participants will depart from Scoutcraft at 7:00 p.m. Wednesday night and should show up fully prepared to hike with limited equipment to an area near the Foxfire Outpost, build a shelter, and stay overnight. Scouts will arrive in camp for Thursday morning breakfast.

CLIMBING TOWER:

Chippewa Camp has a thirty-two foot high, four-sided climbing tower located in the Scoutcraft area that offers a variety of climbing challenges with varying degrees of difficulty for the beginner, intermediate, or advanced climber. For safety reasons, the use of the tower is restricted to scheduled periods only when supervised by qualified staff or leaders. For each troop climb, there needs to be a 21 year old adult leader present.

Note: Approximately 10-12 Scouts can complete a climb per hour session, however, based on the climbing experience of the Scouts the number may change during your climbing session.

CLIMBING DEMO:

The Climbing Demo is an informational demonstration to familiarize leaders with what goes on during the operation of the climbing tower. It is Tomahawk policy that a **minimum of one leader** attend the Climbing Demo and be present at your troops climbs during the week, however all leaders and Senior Patrol Leaders are encouraged to attend the climbing demonstration. This will help ensure the maximum number of Scouts get to climb the tower during your troop climb. The Climbing Demo is held at the Climbing Tower in Scoutcraft at 1:15 p.m. on Sunday.

LEADER TRAINING

Adult leaders have the opportunity to be trained in safe operation of the climbing tower. This eight-hour course will qualify leaders to run the climbing tower at Phillippo Scout Reservation, Kiwanis Scout Camp, Many Point Scout Camp or Tomahawk Scout Reservation. Certification is valid for two years. More information is available at the Saturday night Roundtable. Recertification should be arranged with the Scoutcraft Director at Sunday's climbing demonstration at 1:15 p.m. in the Scoutcraft area. *We encourage all units to have a minimum of one leader trained in climbing tower operation.

TROOP ACTIVITIES:

Open Climb: Monday and Wednesday 7:00 p.m. - Dusk
Troop Climbs: May be scheduled at the Saturday Leaders' Roundtable
Knot Races: Available when Scoutcraft is open
Cat and Mouse: Available when Scoutcraft is open
King of the Tower: Thursday 7:00 p.m.
Structures - Available when Scoutcraft is open
Paul Bunyan Award - Earn this award with the assistance of the Scoutcraft staff.

HORSE CORRAL

MERIT BADGE:

Animal Science: Block D

Horsemanship: Block A & B combined (meets all 5 days) 9:00 a.m. - 11:30 a.m.

Fee is \$10.00

Trail rides are available daily at the horse corral. Rides last for approximately 35 minutes and include a short beginner's riding lesson. Tickets must be purchased in advance from the Trading Post. Troop ride tickets must be purchased at the Trading Post by Monday morning or tickets will become available for general sale. The tickets cost \$6.00. The Wednesday extended ride will be \$10.00. The extended trail ride offers Scouts with riding experience a chance to see more of Tomahawk on horseback. The trail rides leave every hour, on the hour. No refunds for late arrivals. If it is raining, trail rides will be cancelled and money refunded.

Note: Riders are required to wear closed-toe shoes and long pants; they will protect you while riding on the trail and working with the horses. Be on time, or trail rides will start without you. Do not drive on the road to the Horse Corral. People with hay fever or bee allergies must seek approval from the health officer before going to the horse corral. Approval may not be given based on risk to the individual.

The chart below outlines trail rides for Chippewa Camp. Chippewa times are shown as 'Chippewa', Merit Badge times are shown with a 'MB', and blocked out times are marked with an 'X'. Open ride times are available at the Trading Post.

Horsemanship Merit Badge

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Horsemanship Merit Badge Chippewa Camp 9:00 a.m. – 11:30 a.m. Monday-Friday Chores are also required at 7 a.m. and at 5:00 p.m. (starting Monday morning)
9 – 11:30 a.m.	X	MB	MB	MB	MB	MB	
2 p.m.	Chippewa	X	Chippewa	Experienced - Extended Ride	X	X	
3 p.m.	X	Chippewa	X		X	X	
4 p.m.	Chippewa	X	Chippewa	X	Chippewa	X	
7 p.m.	X	Chippewa	X	Chippewa	X	X	

- If raining, merit badge students do not need to show up for early morning and afternoon chores.
- The test at the end of the merit badge is difficult. Be sure Scouts study during their week at camp to ensure completion.

FIELD SPORTS

ARCHERY RANGE

MERIT BADGE:

Archery: Block A

Note: Must purchase an arrow shaft at the trading post, cost approximately \$1.00.

ARCHERY RANGE: The archery range is available for troop shoots as outlined below.

Archery Troop Shoots: May be scheduled at Saturday Leaders' Roundtable

Archery Open Range Hours: Monday - Thursday 7-8:45 p.m.

Target Segment: Troops can purchase award segments for Scouts who participate in troop shoots at both the archery and rifle ranges.

LAKE NIELSEN MARINA

MERIT BADGES:

Orienteering: Block B

Fishing: Block A

Fly Fishing: Block C

Rowing: Block D

Note: Troops supplying their own watercraft must meet Safety Afloat and Safe Swim Defense requirements.

Note: Fly Fishing Merit Badge will be offered to the *oldest* Scouts that pre-register for the badge. The class roster will be confirmed at Saturday Roundtable.

OPEN ROWBOATING: Open daily during program times.

Note: Rowing & Fishing Merit Badge classes have priority on boats during their class times. Please note that fishing is permitted only from shore or in a boat. In compliance with National Standards, do not fish while standing or wading in the water. Wisconsin State Fishing Licenses are required for all individuals 16 years of age or older. Licenses may be purchased at many resorts and bait shops on Long Lake.

RIFLE RANGE

MERIT BADGE:

Rifle Shooting: Blocks A and C

Rounds to complete the merit badge must be purchased at the range at a cost of 50 cents per 10 rounds. To help Scouts complete this difficult merit badge class sizes are limited. The class roster will be confirmed at the Saturday Roundtable.

RIFLE RANGE: The rifle range is available for troop shoots as outlined below.

Rifle Troop Shoots: May be scheduled at Saturday Leaders' Roundtable

Rifle Open Range Hours: Sunday-Thursday 4-5 p.m. and Monday-Thursday 7-8:45 p.m.

Rifle Ammunition: Each Scout will receive 20 rounds of .22 caliber ammunition for free. Ammo cards will be stored at the range. Additional .22 caliber ammo will cost 50 cents per 10 rounds.

SHOTGUN RANGE

MERIT BADGE:

Shotgun Shooting: Block C at the Sioux Shotgun Range.

Note: Ammo to complete merit badge must be purchased at the range at a cost of \$1.00 for 3 shots. To help Scouts complete this difficult merit badge, class sizes are limited. The class roster will be confirmed at Saturday Roundtable.

Shotgun Range: The shotgun range is available for troop shoots as outlined below.

Shotgun Troop Shoots: May be scheduled at Saturday Leaders' Roundtable

Shotgun Open Range Hours: Monday- Thursday 7-8:45 p.m.

Shotgun Ammunition: Shotgun shells and clay pigeons cost \$1.00 for 3 shots.

In compliance with National Standards, ammunition, rifles, and archery gear may not be brought into camp by Scouts or unit leaders.

FIELD SPORTS MERIT BADGE MAKE-UP DAY:

A Merit Badge make-up day for Shotgun, Rifle, and Archery Merit Badges will be held sometime in early fall at Phillippo Scout Reservation. This will provide Scouts who receive a partial in a Field Sports merit badge a chance to complete the badge earlier and not have to wait until next summer or search to find a counselor. As more information becomes available it will be listed at www.northernstarbsa.org/camping/shooting_sports

SPECIAL PROGRAMS

TOMAHAWK TRAIL SYSTEM & NEAL KWONG FITNESS TRAIL:

The Tomahawk trail system includes trails for hiking, horseback riding, and the “Neal Kwong Fitness Trail” totaling over 15 miles of trails for Troop hikes and outings. In 2004 the trail system was widened and graded and a new section was added, the “Neal Kwong Fitness Trail.” It is a 1 mile loop that can be used for fitness requirements, merit badges, or recreation.

DISC GOLF:

A new 18 hole disc golf course was constructed in 2007. The course is located just north of foxfire outpost. Troops wanting to use the disc golf course should speak to the Camp Director during your opening roundtable meeting.

PHILLIPPO FIRE TOWER:

Located at the highest point in Tomahawk, the Phillippo Fire Tower reaches another 100 feet into the air to overlook the canopy and provide breathtaking views of Tomahawk and Long Lake. The tower is open during daylight hours for visits and we ask that all Scouts be accompanied by an adult leader.

HIGH ADVENTURE:

Tomahawk High Adventure Base offers several programs for older Scouts age 13 or older. Tomahawks’ High Adventure programs include T-2 (a week-long series of adventure day trips), day trips including whitewater kayaking, rock climbing, bouldering, mountain biking, Project C.O.P.E., and a week-long sea kayaking trek in the Apostle Islands. **Scouts and leaders can find more information about all of these programs and pick-up times for each sub-camp on pages 29 - 30 of the Camp Leaders Manual.** Trip pick-up times will be provided at your Saturday roundtable meeting.

TRADING POST

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday
10:30 – 12 Merit Badge Supplies Only	10 a.m. - Noon	CLOSED for Inventory	10 a.m. - Noon	10 a.m. - Noon	10 a.m. - Noon
1:15 – 4:30 p.m.	1:15 – 4:30 p.m.	1:15 – 4:30 p.m.	1:15 – 4:30 p.m.	1:15 – 4:30 p.m.	1:30-4:00 p.m. Merit Badge Sales Only
CLOSED	7:00 – 8:30 p.m.	7:00 – 8:30 p.m.	7:00 – 8:30 p.m.	7:00 – 8:30 p.m.	7:00 – 8:30 p.m.

FOXFIRE OUTPOST

Centrally located on Tomahawk Scout Reservation in the dense forest Foxfire Outpost offers several programs and is ideal for an evening hike or overnight.

Bunkhouse, Camping, and Campfires:

Stay for the evening campfire and enjoy Northwood's Lore, music and Dutch-oven treats. There are three options for a troop wanting to spend the night at Foxfire:

- 1) Troops can Canoe to the Foxfire Voyageur Landing, packing along tents.
 - 2) Up to twelve people can hike up and stay in the bunkhouse.
 - 3) An adventurous troop can hike up without gear and spend a night in the woods
- Troops can register for the bunkhouse, canoes, or a Wilderness Survival overnight at the Saturday night Scoutmaster Roundtable.

Black Powder Rifle Shooting:

Black powder rifle shooting is available Monday, Tuesday, and Thursday from 7pm until dark, and Friday from 1pm to 4pm. **All Scouts (no age requirement)** can cast their own bullets and fire the rifles.

Blacksmithing is available to all scouts, with more difficult projects for returning smiths.

Spar Pole climbing is available to all scouts, but you *must wear long pants* to climb.

The **Paul Bunyan Woodsman** award is offered for Scouts First Class or higher who have previous experience using an axe and are ready to put in several hours of hard work.

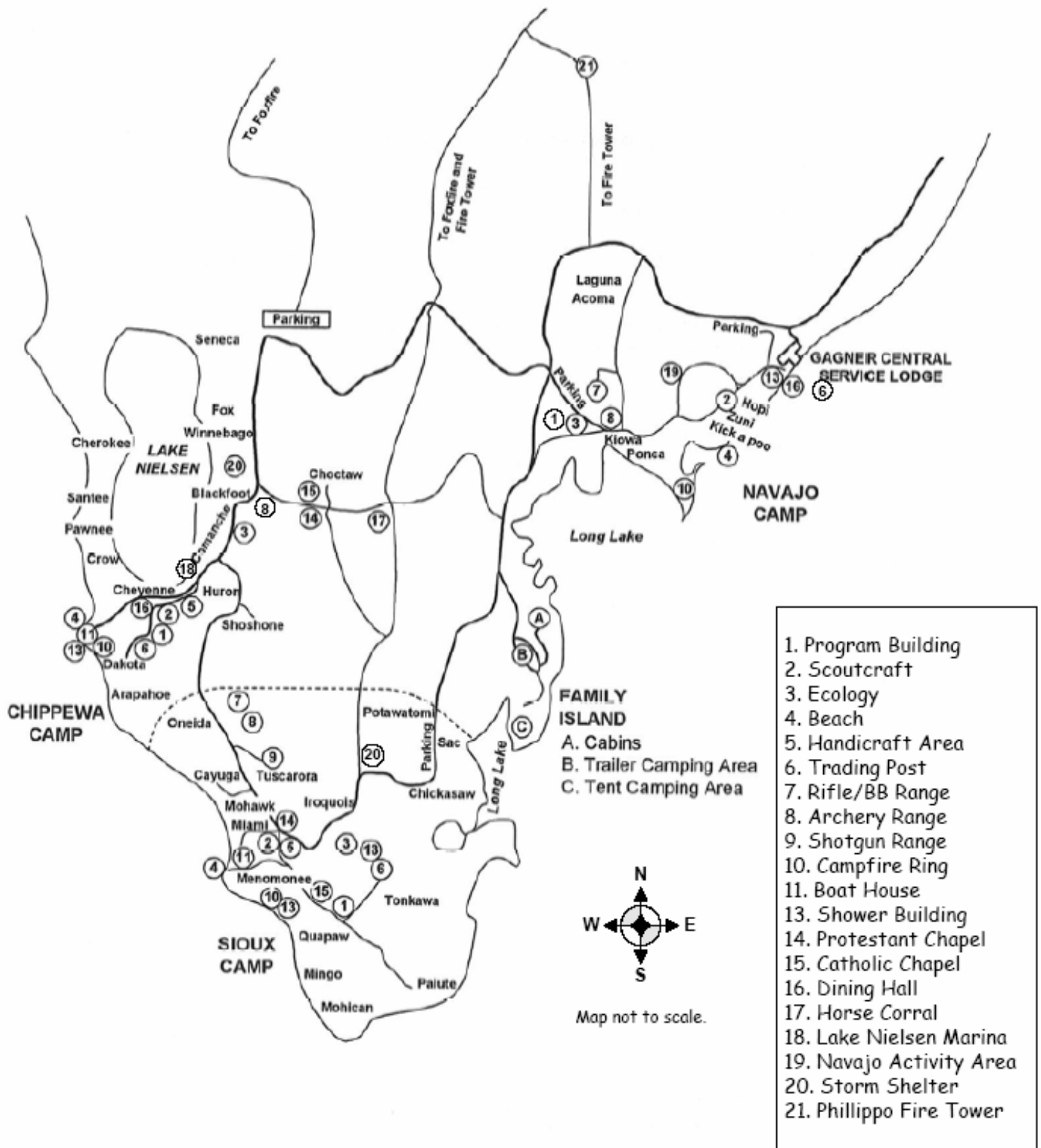
Other Activities include candle making, bullet casting, fire starting, voyageur lore, orienteering, and cooking.

Food Options:

Any meal during the week (breakfast, lunch, or dinner) can be delivered to Foxfire. Tell your Commissioner at least one day in advance how many servings from your base count you want delivered to Foxfire. **Scouts provide their own mess kits.**



CHIPPEWA, SIOUX AND NAVAJO CAMPS



20. STORM SHELTER LOCATIONS:

- Chippewa - North of Blackfoot campsite; Boat House
- Sioux - Boat House
- Navajo - Ecology Building; Central Services Building