



Troop 165

Summer Camp 2009

Parent's Guide

Tomahawk Scout Reservation
Northern Star Council, BSA
Birchwood, WI

Introduction

Tomahawk Scout Reservation is owned and operated by the North Star Council of the Boy Scouts of America.

Tomahawk Scout Reservation is located on Long Lake in north-western Wisconsin, 20 miles north of Rice Lake. The reservation encompasses more than 3,000 acres and over eight miles of shoreline. There are forty campsites within three Boy Scout sub-camps (White Pine, Chippewa and Sioux). Our Troop will be camping in the Miami and Mohawk campsites at the Sioux Sub Camp (see attached map).

Why Summer Camp? Summer Camp provides the greatest opportunity to help the Scouts of Troop 165 grow and achieve Scouting's aims. It offers a magic that can only be found in the fellowship of other Scouts facing the challenge of the Advancement Trail and the test of Scout Leadership.

We will be camping by patrol and eating all of our meals at our campsite. The food will be delivered by the camp staff in precooked hot packs.

Planning for Tomahawk

Troop and Patrol Gear List

We are required to submit complete medical forms (see attached copies) for all campers and completed Youth Protection Forms for all adult leaders. Medical forms **must be signed by a doctor and parent/legal guardian**. We will be keeping copies of all required forms with the Trip Binder.

Unit Administration

Unit checkbook
Unit advancement records
Unit medical log
Unit merit badge pamphlets
Campfire ideas and materials
Song Book

Camp Kitchen Equipment (4)

Camp Stove
Cook kit and chef kit
Dutch oven
Serving Utensils
Wash Basins (3)
Charcoal
Coolers (non-perishable foods)
Wooden matches
Drink cooler

Campsite Equipment

American Flag and Unit Flag
Patrol Flags
Unit First-aid Kit
Footlocker and lock (for storing valuables)
Propane lanterns with extra mantels (4)

Broom and dustpan
Tarps (4)
Alarm clock

Unit sewing kit
Ax and bow saw (for the Ax Yard)
Thumb tacks and plastic cover (for the bulletin board)
200 feet of ¼" rope (for lashing and roping off Ax Yard)
Clothesline and pins.
Troop Library (Merit Badge Pamphlets)

Hammer for driving stakes
Dining Fly (4)

Individual Camper Gear List

Clothing

- ___ Scout Class A uniform (labeled)
 - ___ Scout shirt
 - ___ Scout shorts or long pants
 - ___ Scout socks (2 pairs)
 - ___ Neckerchief and slide
 - ___ Scout belt
 - ___ Scout hat
 - ___ Sweater or sweatshirt
 - ___ Jacket
 - ___ 6 pairs of socks (do not have to be scout socks)
 - ___ 6 pairs of underwear
 - ___ Pajamas
 - ___ Swimming trunks
 - ___ 2 Class B Troop 165 T-Shirts (one khaki and one red)
 - ___ Jeans and shorts
 - ___ Pair of sneakers (gym shoes)
 - ___ Hiking boots and/or hard soled shoes*
 - ___ Flip-flops or shower shoes
 - ___ Poncho or raincoat
- You might want to pack your clothes in 1 gallon Ziploc bags to keep them dry and clean.

Camping Gear

- ___ Sleeping bag
- ___ Extra blanket
- ___ Sleeping pad
- ___ Backpack or duffle bag
- ___ Mess kit
- ___ Drinking mug (plastic only)
- ___ Compass
- ___ Flashlight (with extra batteries)
- ___ Pillow (this is a really good thing to have)
- ___ Mosquito Netting
- ___ Hat

Personal

- ___ Fire'm Chit and Totin" Chip card (1st Year Scouts will be earning this at camp)
- ___ **Non-aerosol** Insect repellent
- ___ Sunscreen
- ___ Sunglasses
- ___ Personal first aid kit (see your Scout Handbook)
- ___ Personal toiletry kit
 - ___ Soap
 - ___ Washcloth and 2 towels
 - ___ Toothbrush and toothpaste
 - ___ (2) Bandanas/handkerchiefs
- ___ Comb or brush
- ___ Laundry bags (it is what you put your dirty clothes in)
- ___ Scout pocket knife (if you haven't earned your Totin' Chip Card, the Scoutmaster will hold on to your pocket knife until you complete the requirements at camp)
- ___ Watch (don't bring an expensive one)
- ___ Spending money (keep it to \$20-\$30)

Required

- ___ Scout Handbook
- ___ Note pad
- ___ Pen or Pencil
- ___ OA Sash (for members)
- ___ Small daypack (your school backpack will do great)

Optional

- ___ Frisbee
- ___ Fishing gear
- ___ Camera and film (If you are going to bring a camera, bring a disposable one)
- ___ Bible or other religious text

**MAKE SURE EVERYTHING YOU BRING IS CLEARLY LABELED
WITH YOUR NAME AND TROOP 165**

DO NOT PACK THE FOLLOWING

Video Games including game players i.e., Game Boy Advanced etc.
Portable radios, toys or appliances that will drain the power supply
Fireworks, sheath knives, guns, ammunition or playing cards.
Do not pack food in your gear bag like candy or snacks. Raccoons love midnight snacks.

We will be conducting a complete backpack inspection on the Tuesday before camp. Your gear will be loaded into the Troop Trailer and you won't see it again until Saturday the 4th of July at our campsite.

We will meet at the Nature Center on Saturday morning, July 4th at 6:00 am and be on the road by 6:30 am. That will get us into camp at about 2:00 pm and we will immediately set up our campsite. Saturday will be busy with medical re-checks, a tour of the camp, dinner at our site, an overview of the Aquatics area and a campfire program. We will be conducting our "Swim Checks" in June, so that we will not have to do them in camp.

Here are the daily schedules:

Sunday Schedule

7:00 am	Reveille
7:45 am	Food Service Duty
7:55 am	Flag Raising Ceremony at our site
8:00 – 8:50 am	Breakfast
9:00 am	Camp-wide Flag Raising/Activity Sign Up
10:30 am	Scouts Own Service and CPR for Aquatics & Climbing
12:15 pm	Food Service Duty
12:30 – 1:15 pm	Lunch
1:15 pm	Climbing Tower Orientation
2:00 pm	Block "C" Merit Badge Instruction/Brownsea Session
4:00 pm	Troop Scheduled Program
5:45 pm	Food Service Duty
6:00 pm	Flag Ceremony and Dinner
8:00 pm	Campfire at Campfire Ring OA Callout Ceremony*
10:00 pm	Taps and Lights out

* The Sunday Night Campfire is the big show for the week. The staff puts on skits, songs and stories. The OA Callout Ceremony recognizes newly elected candidates of the Order of the Arrow. Parents are invited to attend.

Notes -

Monday Schedule

7:00 am	Reveille
7:45 am	Food Service Duty
7:55 am	Flag Raising Ceremony at our site
8:00 am	Breakfast
9:00 am	Block "A" Merit Badge Instruction/Morning Brownsea
11:00 am	Troop Scheduled Program
12:15 pm	Food Service Duty
12:30 pm	Lunch
2:00 pm	Block "D" Merit Badge Instruction/Afternoon Brownsea
4:00 pm	Troop Scheduled Program
5:45 pm	Food Service Duty
6:00 pm	Flag Ceremony and Dinner
7:00 pm	Open Program
7:30 pm	Safe Swim & Safety Afloat Demo
10:00 pm	Taps and Lights out

Tuesday Schedule

7:00 am	Reveille
7:45 am	Food Service Duty
7:55 am	Flag Raising Ceremony at our site
8:00 am	Breakfast
9:00 am	Block "B" Merit Badge Instruction/Morning Brownsea
11:00 am	Troop Scheduled Program
12:15 pm	Food Service Duty
12:30 pm	Lunch
2:00 pm	Block "C" Merit Badge Instruction/Afternoon Brownsea
4:00 pm	Troop Scheduled Program
5:45 pm	Food Service Duty
6:00 pm	Flag Ceremony and Dinner
7:00 pm	Open Program
10:00 pm	Taps and Lights out

Notes –

Wednesday Schedule

7:00 am	Reveille
7:45 am	Food Service Duty
7:55 am	Flag Raising Ceremony at our site
8:00 am	Breakfast
9:00 am	Block "A" Merit Badge Instruction/Morning Brownsea
11:00 am	Troop Scheduled Program
12:15 pm	Food Service Duty
12:30 pm	Sioux Picnic – a cookout at the Parade Field. The staff does all the cooking and serving. We will need to bring our mess kits.
2:00 pm	Block "D" Merit Badge Instruction/Afternoon Brownsea
4:00 pm	Troop Scheduled Program
5:45 pm	Food Service Duty
6:00 pm	Flag Ceremony and Dinner
7:00 pm	Open Program
10:00 pm	Taps and Lights out

Thursday Schedule

7:00 am	Reveille
7:45 am	Food Service Duty
7:55 am	Flag Raising Ceremony at our site
8:00 am	Breakfast
9:00 am	Block "B" Merit Badge Instruction/Morning Brownsea
11:00 am	Troop Scheduled Program
12:15 pm	Food Service Duty
12:30 pm	Lunch
2:00 pm	Block "C" Merit Badge Instruction/Afternoon Brownsea
4:00 pm	Troop Scheduled Program
5:45 pm	Food Service Duty
6:00 pm	Flag Ceremony and Dinner
7:00 pm	Open Program
	Wilderness Survival and Camping Merit Badge Overnighter
10:00 pm	Taps and Lights out

Notes –

Friday Schedule

7:00 am	Reveille
7:45 am	Food Service Duty
7:55 am	Flag Raising Ceremony at our site
8:00 am	Breakfast
9:00 am	Block "A" Merit Badge Instruction/Brownsea Hike
11:00 am	Troop Scheduled Program
12:15 pm	Food Service Duty
12:30 pm	Lunch
1:30 pm	Camp Wide Activity
5:45 pm	Food Service Duty
6:00 pm	Flag Ceremony and Dinner
7:00 pm	Pack up Troop Gear
7:30 pm	Safe Swim & Safety Afloat Demo
10:00 pm	Taps and Lights out

Saturday Schedule

7:00 am	Reveille
7:45 am	Food Service Duty
7:55 am	Flag Raising Ceremony at our site
8:00 am	Breakfast
8:30 am	Break Camp – check in equipment
10:00 am	Check – out and head for home

Notes –

Merit Badge Program

Sioux Camp offers 31 different merit badges in its merit badge program. The complete list is outlined on page XX. Five of the required merit badges for Eagle Scout are offered including: Camping, Environmental Science, First Aid, Lifesaving, and Swimming. The merit badges will be identified by numbers in parentheses (#) show the level of difficulty.

- (1) = First Year Scout
- (2) = Second Year Scout
- (3) = Third Year Scout and older

Merit Badge Locations

Merit badge sessions are held in the related program areas of Sioux Camp. This is important to know when selecting merit badges do that your Scout can plan where they need to be throughout the week. The "Block Session" Program offered at Tomahawk allows for ample time between merit badges to return to our campsite to gather materials for another merit badge, visiting the trading post or to visit one of the open program areas.

Scoutcraft Area

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

Handicraft Area

Basketry (1)
Leatherwork (1)
Woodcarving (2)

Parade Field

First Aid (2)

Aquatics Area

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

Field Sports Area

Archery (3)
Fishing (2)
Fly Fishing (3)
*Rifle Shooting (3)
*Shotgun Shooting (3)

Ecology Area

Astronomy (3)
Bird Study (2)
Environmental Science (3)
Fish/Wildlife Mgmt (2)
Forestry (2)
Geology (2)
Mammal Study (1)
Nature (2)
Reptile/Amphibian (2)
Soil/Water Conserv (2)
Weather (2)

Horse Corral

*Horsemanship (3)

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

Merit Badges in bold are Eagle Required

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

Sioux Camp

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

* Class meets all week (5 days) during scheduled time.
Merit Badges in bold are Eagle Required

We will be sitting down with each Scout that will be attending summer camp. During that meeting we will go over the merit badges that they are planning to work on at camp.

Merit Badge Plan for _____
 (Scout's Name)

1. List the merit badge(s) that you want to work on at camp
 A _____ B _____ C _____ D _____
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 will 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.

Sioux Camp Merit Badge Guide

Merit Badge	Difficulty Level	Additional Fees or Qualifications	Requirements to complete before camp	Last year updated	Location & Time
1. Archery	3 rd year	None *Minimum Cost \$1.00	None	2004	Field Sports Block A
2. Astronomy	3 rd year	None	6 and 7b	2004	Ecology Block B
3. Basketry	1 st year	None *Minimum Cost \$20	None	2003	Handicraft Block D
4. Bird Study	2 nd year	None	5 and 6	2005	Ecology Block A
5. Camping	2 nd year	None	9a	2005	Scoutcraft Block A
6. Canoeing	3 rd year	Swimmer Classification	None	2004	Aquatics Blocks A, C
7. Climbing	3 rd year	None	None	2006	Scoutcraft Blocks A, C
8. Environmental Science	3 rd year	None	None	2006	Ecology Blocks A, C
9. First Aid	2 nd year	None	None	2002	Program Building Blocks B, D
10. Fish & Wildlife Management	2 nd year	None	7c	2004	Ecology Block B
11. Fishing	2 nd year	None	None	2002	Field Sports Block C
12. Fly Fishing	3 rd year	None	None	2002	Archery Range Block C
13. Forestry	2 nd year	None	None	2005	Ecology Block C
14. Geology	2 nd year	None	None	2005	Ecology Block A
15. Horsemanship	3 rd year	Fee: \$10.00 Review the merit badge requirements before coming to camp	None	2004	Horse Corral Blocks A, B (5 days)
16. Leatherwork	1 st year	None Minimum cost \$2.00	None	2005	Handicraft Block D
17. Lifesaving	3 rd year	1a and 1b	None	2001	Aquatics Blocks A, B (5 days)
18. Mammal Study	1 st year	None	None	2003	Ecology Block D
19. Nature	2 nd year	None	None	2003	Ecology Block B

Sioux Camp Merit Badge Guide

Merit Badge	Difficulty Level	Additional Fees or Qualifications	Requirements to complete before camp	Last year updated	Location & Time
20. Orienteering	2 nd year	None	None	2003	Scoutcraft Block B
21. Pioneering	3 rd year	None	None	2006	Scoutcraft Block A
22. Reptile & Amphibian Study	2 nd year	None	Care for an animal	2005	Ecology Block D
23. Rifle Shooting	2 nd year	None Minimum Cost \$2.00	None	2006	Field Sports Blocks A, C
24. Rowing	2 nd year	Swimmer Classification	None	2006	Aquatics Block A
25. Shotgun Shooting	3 rd year	None Minimum Cost \$20.00	None	2005	Field Sports Block C
26. Small Boat Sailing	3 rd year	Swimmer Classification	Complete CPR done outside of class	2004	Aquatics Blocks C, D (5 days)
27. Soil and Water Conservation	2 nd year	None	Complete work done outside of class	2004	Ecology Block D
28. Swimming	2 nd year	Swimmer Classification	None	2002	Aquatics Blocks A, C
29. Weather	3 rd year	None	None	2006	Ecology Block C
30. Wilderness Survival	3 rd year	None	None	2001	Scoutcraft Block B
31. Woodcarving	2 nd year	None minimum cost \$1.00	None	2006	Handicraft Block B

Note –

Troop 165 keeps a complete library of updated Merit Badge pamphlets that are available to loan. To prepare for summer camp, you may want to pick up your own copy to be able to take notes and use during your week at camp. You should read the merit badge pamphlet completely prior to taking the course. Most if not all of the information needed to pass off the merit badge is in the pamphlet.

If you decide to purchase your own copy, please confirm that the copy is the most updated one. The “last year updated” in on the above list.

Browsea Program

Browsea is a program for our new Scouts and leaders which focuses on requirements for advancement to the Tenderfoot, Second Class and First Class ranks. Scouts choose to participate in either the series of morning sessions or the series of afternoon sessions but not both. Browsea sessions meet at the campfire ring: five (5) morning sessions held from 9-11am Monday – Friday or five (5) afternoon sessions, held from 2-4 pm Sunday – Thursday. In addition, patrols may sign up for optional topic specific skill sessions with the Browsea Director. All sessions are taught by the Browsea staff with the assistance of the adult leaders and older Scouts. **We will need to provide at least one adult leader to work with the Browsea Scouts in our Troop.**

Browsea Daily Sessions – For Scouts working on Tenderfoot, Second Class and First Class ranks. The Topics will include knots and lashing, map and compass, fire-building, plant and animal identification, hiking skills, knife sharpening, first aid, and how to prepare for an outpost. The Totin’ Chip and Firem’n Chit may be earned through these sessions.

Optional Skill Sessions – Patrol may sign up for a topic-specific skill session with the Browsea Director. These optional sessions are offered to expand on and enhance the lessons in the morning sessions, with a smaller Scout: Instructor ratio.

Browsea Passport – As the Scouts travel around Sioux Camp, they will receive a stamp from each program area. When they complete the passport, they will complete one of the requirements for receiving the Browsea Segment.

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday
9 am - 11 am		Browsea Day 1 (Parade Field)	Browsea Day 2 (Parade Field)	Browsea Day 3 (Parade Field)	Browsea Day 4 (Parade Field)	Browsea Hike (9 am–12 pm)
11 am		Skill session: Plant Identification (Ecology)	Skill session: Line Rescue (Aquatics)	Skill session: Knots & Lashing (Scoutcraft)	Skill sessions: Map & Compass (Marina)	
2 pm - 4 pm	Browsea Day 1 (Parade Field)	Browsea Day 2 (Parade Field)	Browsea Day 3 (Parade Field)	Browsea Day 4 (Parade Field)	Browsea Hike (2 pm-5 pm)	
4 pm	Skill session: Plant Identification (Ecology)	Skill session: Line Rescue (Aquatics)	Skill session: Knots & Lashing (Scoutcraft)	Skill session: First Aid (Parade Field)		

Additional Activities

Aquatics

Instructional Swimming:

Scouts may schedule an instructional swimming lesson with the Aquatics staff between 9 am and noon.

Frogman:

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

Snorkeling BSA:

A three day program Monday – Wednesday at 11 am. Teaches the basics of snorkeling. Participants must be swimmers. Complete all the requirements and earn the Snorkeling BSA award.

Sailing on Long Lake:

Scouts who are classified as swimmers may check out the sailboats on Long Lake. Scouts must be approved for sailing on Long Lake by the sailing staff. Sailing is available during the open boating hours. Scouts must attend a basic sailing course before using sailboats. Course times: Sunday 11:30 am and Monday – Thursday 4:00 pm.

BSA Lifeguard:

A week long program scheduled with the Aquatics Director. Scouts should have Swimming, Canoeing, Rowing, and Lifesaving Merit Badges. Adult Scouters are also encouraged to take BSA Lifeguard. Anyone planning to take the BSA Lifeguard course should obtain CPR certification prior to camp. You will need to bring proof of certification.

Kayaking BSA:

Monday – Wednesday at 11:00 am.

Big Boat Sailing:

Two (2) hour Troop/Patrol sails on our 22 foot sailboat (maximum of 6 people) are offered daily. All participants must be swimmers. Prior sailing experience is not required.

Troop Activities:

Open Swim – Block D, Sunday-Thursday 4-5pm Monday, Tuesday & Thursday 7pm – dusk and Friday 2-4pm

Open Water Polo – Available daily during open swim

Open Boating – Available any time the aquatics area is open

Troop Water Polo – 7 and 7:45 pm. We will need to register on Sunday

Troop Sauna – 7 pm Monday, Tuesday & Thursday

Polar Bear Swim – Friday 6:30 am

Ecology

Ecology Center:

The Ecology staff will help our Scouts participate in demonstrations, projects, and hikes involving the natural world around us. These activities 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 field guides for better understanding the natural world.

Segment Recognition:

We will learn more about the Ecology patch segments at the Camp-wide Flag Ceremony on Sunday morning.

Tree – Complete a project approved by the Ecology staff and one of the Ecology Merit Badges

Feathers – Increase your interest and understanding of wild birds! Tomahawk Feathers is available to all Scouts, but especially recommended for our younger Scouts. Activities include bird feeding, bird identification, hiking and more. Available Sunday-Tuesday at 4pm

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

Conservation Projects:

We will be participating as a Troop in a conservation project during our week at Tomahawk.

Star Party:

Music, stars, and fun, fun, fun! We will learn to identify stars, constellations, planets and other objects in the night sky. This is mandatory for those Scouts who will be taking the Astronomy Merit Badge.

Scoutcraft

Camping Outpost:

The Camping Outpost is designed to help demonstrate and reinforce the topics discussed in the Camping Merit Badge class sessions. Scouts who sign up for the Camping Merit Badge are required to attend but the outpost trip is open to all Scouts. Participants will depart from Scoutcraft at 7pm Thursday night and should show up fully prepared to hike 5 miles, cook, eat and sleep outside for the night. Scouts that are signed up in the Brownsea program are also invited to attend.

Wilderness Survival Outpost:

The Wilderness Survival Outpost is designed to help demonstrate and reinforce the topics discussed in the Wilderness Survival Merit Badge class sessions. Scouts in the Wilderness Survival Merit Badge are required to attend but the outpost trip is open to all Scouts with 2 or more years of camping experience at Tomahawk. Participants will depart from Scoutcraft at 7pm Thursday night and show up fully prepared to hike with limited equipment to an area near the Foxfire Outpost, build a shelter and stay overnight.

Climbing Tower:

Sioux Camp has a thirty-two (32) foot high, four (4) 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 and only when supervised by a qualified staff or leaders.

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 the 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. We will need to have at least one of our leaders attend the Climbing Demo and to be at all Troop Climbs during the week. All of our leaders including the Senior Patrol Leader are invited to attend. The Climbing Demo will be held at the Climbing Tower in Scoutcraft at 1:15 pm 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 Phillppo Scout Reservation, Kiwanis Scout Camp, Many Points Scout Camp or Tomahawk Scout Reservation. Certification is valid for two years.

Troop Activities:

Open Climbs and Troop Climbs - we will schedule these at Camp.

Handicrafts:

Besides the Handicraft Merit Badges offered the Handicraft building will be open Monday – Thursday from 7 pm to 8:30 pm to complete projects or to just have fun learning a new craft skill.

Horse Corral:

Trail Rides:

Trail Rides are available daily at the horse corral in Chippewa Camp. Rides last for about 35 minutes and include a short beginner’s lesson on how to ride a horse. Tickets must be purchased in advance from the Trading Post. Troop Ride tickets must be purchased at the Trading Post by Monday morning. The cost is \$6.00. If you are an experienced rider extended time cost is \$10.00. The extended trail ride offers Scouts with riding experience a chance to see more of Tomahawk on horseback. The rides leave every hour on the hour.

Note – Riders are required to wear close-toed shoes and long pants. People with hay fever or bee allergies are required to receive approval from the Health Officer before going to the horse corral. Approval may not be given based on the risk to the individual.

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday
9am until 11:30 am	X	MB	MB	MB	MB	MB
	X	MB	MB	MB	MB	MB
2pm	X	Sioux	X	X	Extended Ride For experienced riders	X
3pm	Sioux	X	Sioux	X		X
4pm	X	Sioux	X	Sioux	X	X
7pm	X	X	Sioux	X	Sioux	X

Field Sports:

Archery Range:

Troop Shoots – May be scheduled at camp when we get there.

Open Range Hours – Monday, Tuesday, Wednesday, Thursday 7pm – Dusk and Friday 2-4pm.

Rifle Range:

Troop Shoots – May be scheduled at camp when we get there.

Open Range Hours – Monday, Tuesday, Wednesday, Thursday 7pm – Dusk and Friday 2-4pm.

Shotgun Range:

Troop Shoots – May be scheduled at camp when we get there.

Open Range Hours – Monday, Tuesday, Wednesday, Thursday 7pm – 8:30pm and Friday 2-4pm.

National BSA Standards prohibit Scouts and leaders from bringing personal ammunition, guns, and archery equipment into camp. Please leave them at home.

Target Segments:

Our Troop will be able to purchase award segments for those Scouts who participate in Troop Shoots during the week.

Fishing and Fly Fishing:

Wisconsin State Fishing Licenses are required for all individuals 16 years of age or older. Licenses are available at nearby resorts and bait shops. **National BSA Standards prohibit fishing while standing or wading in the water.**

Sioux Camp Trading Post

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday
	10am – Noon	Closed	10am – Noon	10am – Noon	10am – Noon
1:15 – 4:30pm	1:15 – 4:30pm	1:15 – 4:30pm	1:15 – 4:30pm	1:15 – 4:30pm	1-3pm Merit Badge Sales Only
Closed	7 – 8:30pm	7 – 8:30pm	7 – 8:30pm	7 – 8:30pm	7 – 8:30pm

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 badge, or recreation.

Disc Golf:

A new 18 hole disc golf course was constructed in 2007. The course is located just north of the Foxfire Outpost. Reservations can be made with the Camp Director.

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. Our Troop will be making a trip to the Fire Tower during the week.

Foxfire Outpost:

Centrally located in the dense forest two miles north of Sioux Camp, Foxfire Outpost is ideal for an evening hike or overnight. The many program options include: blacksmithing, tomahawk throwing, black powder rifle shooting, spar poll climbs, and other historic activities.

We are planning a canoe trip from Sioux up to Foxfire’s Voyageur Landing for a Troop over night during our week at camp for those Scouts and adults who are interested.

The T-2 Challenge

“ULTIMATE HIGH ADVENTURE PROGRAM”

Tomahawk Scout Reservation

The High Adventure Program T-2, is Tomahawk's premier program for older scouts, 14 years of age and older, who have participated in a few years of traditional summer camp program and are now looking for the next challenge. Scouts will get a chance to participate in several high adventure experiences throughout their week at Tomahawk.

This will allow our older Scouts to spend time with the Troop but will also give the Scouts the opportunity to experience a series of major programs each day they are at camp. Our older Scouts will be able to participate in the evenings with Troop activities like water polo, troop climbs, and the sky party, but they will also get to do some awesome high adventure trips during the day.

Space is limited and Scouts will need to sign up for T-2 before they come to camp. The activities include white water kayaking on the Brule River, low and high COPE, mountain biking, rock climbing at Tyler's Falls, disc golf, BMX biking, an overnight outpost, and an in-camp Tomahawk extravaganza giving our older Scouts the opportunity to participate in several of Tomahawk's unique program features.

The 2009 camp fee is \$216 per Scout. Scouts participating in T-2 pay an additional \$60. That covers all rental fees, staff support, and transportation.

Here is a sample schedule:

Saturday – set up camp with the rest of the Troop

Sunday – Low and High COPE

Monday – Mountain Biking

Tuesday – White Water Kayaking trip on the Brule River

Wednesday – Climbing/Bouldering at Taylor's Falls

Thursday – Tomahawk Extravaganza – BMX, disc golf, geo-caching, golf driving range and amazing race. Overnight at Seminole Island.

Friday – Troop activities

Saturday – Head for home

This is the all inclusive program. For those who want to choose those elements that they want to do, there is another option.

Tomahawk High Adventure Base

Whitewater Kayaking

Monday or Friday 7am to 6pm (Breakfast, lunch and dinner will be provided)

Cost: \$35.00

Learn the basics of kayaking in whitewater at Tomahawk and on the Brule River which is known for its exceptional whitewater for all skill levels. The Brule River is one of the most popular in the Midwest for whitewater activities. Scouts will get to experience many different levels of rapids on this exciting trip.

All participants must be swimmers. All participants must have Canoeing Merit Badge completed.

St. Croix Falls Rock Climbing

Tuesday 7am to 6pm (Breakfast, lunch and dinner will be served)

Cost: \$30.00

Learn the thrill of climbing outside on real rock faces that challenge all skill levels. Rock climbing trips are lead by TSR staff who are highly trained in rock climbing and safety. Scouts will learn techniques and safety for climbing on real rock. Participants must wear long pants, closed toed shoes and bring water and sunscreen.

Bouldering

Wednesday 7am to 6pm (Breakfast, lunch and dinner will be served)

Cost: \$25.00

Learn the thrill of climbing outside on real rock faces that challenge all skill levels. Bouldering trips are lead by TSR staff who are highly trained in rock climbing and safety. Scouts will learn techniques and safety for climbing on real rock. Participants must wear long pants, closed toed shoes and bring water and sunscreen.

Mountain Biking on the Chequamegon Trail

Thursday 10am – 5pm (Scouts will eat dinner with the troop in camp)

Cost: \$30.00

The Chequamegon Trail is known around the country for its biking trails. Learn all about biking and experience trails of several different levels. TSR guides, who are trained in mountain biking techniques, will lead Scouts on a challenging ride through some of Wisconsin's most pristine forests. Scouts will be back in time to eat dinner with our troop.

Bikes, helmets and water bottles will be provided. Participants must bring sunscreen.

Project C.O.P.E. at Tomahawk Adventure Base

Chippewa, White Pine and Sioux Camp

Cost: No Charge

Project COPE is a program for Scouts that incorporates team building, problem solving and leadership into an exciting program of games and high and low elements. This year COPE is a one day program.

Planning Our Troop Program

Tomahawk offers many opportunities for fun and adventure but it is ultimately the responsibility of our Adult Leaders and the Patrol Leaders Council to establish a program and schedule at camp. Since summer camp is the most important outdoor event of our Scouting year, it is vital that our Troop plans adequately to insure maximum fun and participation.

Before Camp

The Patrol Leaders Council will meet in April and May to review the Troop and Patrol opportunities at Tomahawk. The Scoutmaster will also be conducting a special Scoutmaster's Conference with each of the Scouts that will be attending camp this year. This will be an opportunity for each Scout to set individual goals for camp as well as express additional ideas for Troop and Patrol Activities. In May, each patrol should meet prior to the PLC and discuss Patrol Activities such as early morning fishing, hiking trips and some of the open program times.

3 Levels of Program

Typical Troop-Centered Activities

- In-Site Campfires
- Baden Powell Award (Camp Inspection Preparation)
- Service Projects
- Trail Hiking
- Troop Swims
- Star Hikes
- Troop Shoots

Typical Patrol-Centered Activities

- Patrol Hikes
- Compass Games
- Project COPE

Typical Activities for Small Groups (The Buddy System)

- Hiking
- Boating
- Handicrafts
- Exploration
- Pioneering Projects
- Fishing
- Shooting and Archery

Putting Our Program Into Practice

From the Patrol Meetings in May and the Patrol Leader Councils in April and May, we will put together a list of what we would like to do as a Troop and as individual Patrols. In the Scoutmaster's Conference, each Scout will put together a list of goals and items that they would like to accomplish. These plans will be tentative. We are guaranteed the opportunity to participate in many of the activities, but sometimes availability is limited, schedules can change and conflicts might occur. We will have backup plans and remain flexible. We will have the opportunity to finalize plans at the Sunday Night Leaders Meeting.

The staff at Tomahawk is dedicated to serving our Troop's needs and working with us to provide the best program possible. The staff has been recruited from across the country and are trained and qualified to teach our Scouts. We will be assigned a Troop Commissioner, whose job is to help us get the maximum benefits from the programs at camp and to strengthen our use of the Patrol Method. He will also help us with any special problems, housekeeping needs, or program ideas. In short, he will be a real asset in our Troop's operation at Tomahawk.

Experience Teaches Us

The degree of planning and preparation that our Troop goes through prior to camp will contribute greatly to our having a good time. A successful summer camp experience requires forethought and effort. While advancement is important, it isn't the only reason we go to camp. With all of the things that are available to do at Tomahawk, it is a good idea for our Scouts to sign up for no more than four to five merit badges. 1st Year Scouts should only expect to earn two to three merit badges. They will accomplish more and have fun in the process if they set reasonable goals.

Many of the merit badges offered at Tomahawk have written requirements. These writing assignments will be done before the Scout goes to camp. Camp is a lot more fun when you are enjoying the great outdoors and not sitting at a picnic table in camp writing at 200-word report.

Memories are made at camp. Whether it is the "surprise" birthday party, the lucking shot at the rifle range, or the scout who completes the mile swim. It is these experiences and others that our Scouts will take away with them. The lessons learned as a Patrol or Troop are the lasting memories that make the summer camp experience. We will plan activities that our Scouts will be able to do together such as canoe trips and overnight campouts.

Order of the Arrow

The Order of the Arrow is the Scouting brotherhood of honor campers. Founded in the summer of 1915 by E. Urner Goodman, the Order of the Arrow functions as a regular part of the camping program. Its foremost purpose is to promote and enrich the ideals of Scout camping.

Troop 165 will hold an election for the Order of the Arrow in January. Scouts are chosen by their peers in the Troop and are elected on the basis of how well they live the principles of the Scout Oath and Law. The results of the election will not be released until the Sunday night Campfire when we are in camp. A "Call-Out" Ceremony will be held at the camp.

Camp Policies

Alcohol – Drugs – Smoking

- The consumption, possession and/or use of alcohol, illegal drugs, or controlled substances while participating in the Scouting program is not permitted.
- Violations of local, state and federal laws will be reported
- Violators will be asked to leave Tomahawk property and will be barred from future participation in Troop 165 Scouting Activities.
- Adult Leaders and Parents/Guardians are asked to refrain from smoking when in proximity of Scouts. There will be no smoking at our campsite even if no Scouts are present.

Autos in Camp

- All drivers of vehicles on camp property must be 18 years of age or older, have no moving violations in the past 2 years, and possess a valid Driver's License.
- All campers will wear safety belts while riding in a vehicle on camp property.
- All riders must remain seated and refrain from distracting the driver.
- All loading and unloading of gear must be done OFF the roadway. Campers are to remain orderly and enter and leave the vehicle in single file.
- **NO ONE IS ALLOWED TO RIDE IN THE BACK OF ANY TRUCK.**

Buddy System

- The buddy system will be used at all times at camp.
- Scouts must travel with a buddy wherever they go.

- We will have adults assigned to groups of six (6) scouts and they will be responsible to check-out/check-in the Scouts. We need to be able to account for the location of each Scout at all times.
- Stay to the marked trails.
- Hitchhiking or hiking along public roads is not allowed.
- REMEMBER –

**WHEREVER YOU GO, WHAT EVER YOU DO,
ALWAYS TAKE ALONG A BUDDY OR TWO.**

Camper Discipline

- Discipline is the responsibility of the Scoutmaster.
- Vandalism or injury to others will not be tolerated.
- Hazing or initiation is strictly prohibited. That includes but is not limited to snipe hunts and “wild goose chases”.
- If there is any “rough-housing”, the first time the Scouts will be given a warning. The second time they will be sent home.
- Any fighting that includes physical contact will not be tolerated and the parties will be sent home. There will be no second chance.
- The Patrol Leader will handle any disputes within his Patrol.
- The Senior Patrol Leader will handle disputes within the Troop.
- If the Patrol Leader or Senior Patrol Leader is unable to deal with the dispute, the Scoutmaster will step in.
- If any Scout feels threatened or afraid for any reason, they need to come see the Scoutmaster or another adult leader immediately.

Adult Leader Requirements

- All Adults will have completed Youth Protection Training and will have a valid BSA YPT card. YPT is available online at www.scouting.org.
- Adult Leaders will need to take the following training before attending Summer Camp: Boy Scout Fast Start (online), New Leader Essentials, Scoutmaster and Assistant Scoutmaster Specific Training, and Outdoor Leader Skills.
- Adults need to remember that when at camp, they are Adult Leaders first and parents second.
- Adults should set the example for the Scouts of the Scout Oath and Law.
- If any adult is planning on being at camp for less than the full week, please do not come up at the beginning of the week. It is easier on you Scout and the rest of the Troop if you come up the second half of the week.
- The dispensing of any medicines will be handled by the Health Office. If a scout requires significant care it would be in his and the Troop's best interest to have a parent/guardian with them at camp.