

CHIPPEWA CAMP

2010 LEADERS SUPPLEMENT

MERIT BADGE INFORMATION



Tomahawk Scout Reservation

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MERIT BADGE PROGRAM

Chippewa Camp offers 33 different merit badges. 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)

Aquatics Area

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

Ecology Area

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

Handicraft Area

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

Field Sports Area

Archery (3)
#Rifle Shooting (3)
#Shotgun Shooting (3)

Dining Hall

First Aid (2)

Lake Nielsen Marina

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

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

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 B and Block D. 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 C
2. Archery	Advanced (3)	None *Minimum cost \$1.00	None	2004	Field Sports Block B
3. Astronomy	Advanced (3)	None	5B, 6, & 7B	2004	Ecology Block D
4. Basketry	Beginner (1)	None *Minimum cost \$20	None	2003	Handicraft Block D
5. Bird Study	Beginner (1)	None	5 and 6	2005	Ecology Block B
6. Camping	Intermediate (2)	None	9	2005	Scoutcraft Block B
7. Canoeing	Advanced (3)	Swimmer Classification	None	2004	Aquatics Blocks A , B
8. Climbing	Advanced (3)	None	None	2006	Scoutcraft Blocks A ,B
9. Environmental Science	Advanced (3)	None	None	2006	Ecology Blocks A , B
10. First Aid	Intermediate (2)	None	None	2007	Dining Hall Blocks A, B
11. Fish & Wildlife Management	Intermediate (2)	None	7c	2004	Ecology Block D
12. Fishing	Intermediate (2)	None	None	2009	Marina Block B
13. Fly Fishing	Advanced (3)	None	None	2009	Marina Block A
14. Forestry	Advanced (3)	None	None	2005	Ecology Block A
15. Geology	Intermediate (2)	None	None	2005	Ecology Block B
16. Horsemanship	Advanced (3)	None Fee: \$10.00	None	2004	Horse Corral Block B& D (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	2005	Handicraft Block C, D
18. Lifesaving	Advanced (3)	1a, 1b	None	2008	Aquatics Block B & D (5 days)
19. Mammal Study	Beginner (1)	None	None	2003	Ecology Block C
20. Nature	Intermediate (2)	None	None	2003	Ecology Block D
21. Orienteering	Intermediate (2)	None	None	2003	Marina Block D
22. Pioneering	Advanced (3)	None	None	2006	Scoutcraft Block A
23. Plant Science	Advanced (3)	None	None	2005	Ecology Block B
24. Reptile & Amphibian Study	Intermediate (2)	None	8	2005	Ecology Block D
25. Rifle Shooting	Advanced (3)	None Minimum cost \$2.00	None	2001	Field Sports Blocks A , B
26. Rowing	Intermediate (2)	None	None	2006	Marina Block C
27. Shotgun Shooting	Advanced (3)	None Minimum cost \$20.00	None	2005	Field Sports Block A
28. Small-Boat Sailing	Advanced (3)	Swimmer classification	None	2004	Aquatics Block A & C <u>OR</u> Block B & D (5 days)
29. Soil & Water Conservation	Intermediate (2)	None	None	2004	Ecology Block C
30. Swimming	Intermediate (2)	Swimmer classification	None	2008	Aquatics Blocks A, B
31. Weather	Advanced (3)	None	None	2006	Ecology Block A
32. Wilderness Survival	Intermediate (2)	None	None	2007	Scoutcraft Block B
33. Wood Carving	Beginner (1)	None *minimum cost \$1.00	None	2006	Handicraft Block C, D

AQUATICS

MERIT BADGES:

Canoeing: Blocks A or B

Lifesaving: Blocks B AND D combined (meets all 5 days)

Small Boat Sailing: Block A and C (Afternoon Sailing) OR
Block B and D (Morning Sailing)- Sessions are
combined (Classes meet all 5 days)

Swimming: Monday - Blocks A or B

Block A - S, T, Th; 2 p.m.-4 p.m. Block B - M, W, F; 9 a.m.-11 a.m. Block C - M, W; 2 p.m. - 4 p.m. Block D - T, Th; 9 a.m.-11 a.m.
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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 or completed in Brownsea.

SWIM CLASSIFICATION TESTS:

Refer to the TSR Leaders' Manual pages 11-12 for details. See Aquatics staff for retesting.

INSTRUCTIONAL SWIMMING:

If Scouts want to work on swimming strokes or would like to schedule an instructional swimming lesson, they may talk to the Aquatics Director to schedule a time

CPR INSTRUCTIONAL:

CPR requirements will be covered during the merit badge sessions for Canoeing, Lifesaving, Rowing, Small-Boat Sailing, Swimming, First Aid, and Climbing Merit Badges. This is not CPR certification.

ACTIVITY SIGN UP

On Sunday morning at 10:00 a.m. in the Parade Field there will be an opportunity to sign up for various activities throughout the week such as Troop Water Polo and Troop Volleyball, as well as:

Snorkeling BSA: A week-long program that teaches Scouts the basics of snorkeling. Participants must be swimmers.

Kayaking BSA: A week-long program that teaches Scouts the basics of kayaking. Scouts must be classified as swimmers.

BSA Aquatics Supervisor: Swimming & Water Rescue: A week-long program scheduled with the Aquatics Director. **Scouts must be at least 16 years old.** Scouts must be swimmers.

BIG BOAT SAILING

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

TROOP ACTIVITIES:

Open Swim: Block C, 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: Register on Sunday during Activity Sign-up

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 or at the discretion of the Aquatics Director. 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.

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

ECOLOGY

MERIT BADGES:

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

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

CLASPED HANDS

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

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.

Talk to an Ecology staff member as early as possible to schedule projects 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 talk to 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 Dinner the night of, but 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 D
Camping: Block B
Climbing: Block A or B
Leatherwork: Block C or D
Pioneering: Block A
Wilderness Survival: Block B
Woodcarving: Block C or D

Block A - S, T, Th; 2 p.m.-4 p.m. Block B - M, W, F: 9 a.m.-11 a.m. Block C - M, W; 2 p.m. - 4 p.m. Block D - T, Th; 9 a.m.-11 a.m.
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HANDICRAFT MERIT BADGES:

The Handicraft shelter in Scoutcraft will be staffed during the scheduled times above. Leaders are encouraged to be on hand to assist the staff in reducing the student to teacher ratio.

WILDERNESS SURVIVAL AND CAMPING 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. Thursday night and should show up fully prepared to hike with limited equipment on the Reservation, build a shelter, and stay overnight. Scouts will eat breakfast on trail and will return to camp at 11 a.m. Note: Camping merit badge Scouts must bring a backpack for the overnight hike.

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 who attended the Climbing Demo.

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 all council camps. 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.

SCOUTCRAFT ACTIVITIES

Open Climb: Monday, Wednesday, and Thursday 7:00 p.m. - Dusk

Troop Climbs: May be scheduled at the Saturday Leaders' Roundtable

Mega Tower Climbs: Monday, Wednesday 7:00 p.m.– Dusk. Signup on Sunday afternoon.
Scouts must be 13 years or older.

Bouldering Beneath the Stars: Tuesday 7:00 p.m.– Dusk.

Open Pioneering: Tuesday, Wednesday, and Thursday 7:00 p.m.– Dusk

King of the Tower: Friday 2:00 p.m. Sign up will happen earlier in the week.

Knot Races, Cat and Mouse, Paul Bunyan Award, and Structures (All open activities)

HORSE CORRAL

MERIT BADGE:

Animal Science: Block C

Horsemanship: Block B & D 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 by noon each day. 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.

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Horsemanship Merit Badge Chippewa Camp 9:00 a.m. – 11:30 a.m. Monday-Friday
9 – 11:30 a.m.	X	MB	MB	MB	MB	MB	
2 p.m.	X	Sioux	X	X	Extended Ride - Experienced Riders	X	
3 p.m.	X	Chippewa	Sioux	X		X	
4 p.m.	Chippewa	Sioux	Chippewa	Sioux	Chippewa	X	
7 p.m.	Campfire	Chippewa	Sioux	Chippewa	Sioux	X	

Horsemanship Merit Badge

- 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 B

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 D

Fishing: Block B

Fly Fishing: Block A

Rowing: Block C

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

Note: Fly Fishing Merit Badge may be limited in size if too many participants register. Staff will try to provide the merit badge for all who wish to participate. Scout leaders should keep in mind this merit badge has a high degree of difficulty.

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 or B

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.

Black Powder Rifle: The Rifle range will now house Black Powder Rifles, and will be available for troops during the week.

SHOTGUN RANGE

MERIT BADGE:

Shotgun Shooting: Block A 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.