Pathfinder program provides scouts with a fun, exciting week that instills in them the ideals of Scouting, prepares them to be an active member of their troop and patrol, and gives them the opportunity to advance in rank, all while introducing first year scouts to the variety of program and beautiful land Owasippe has to share.

**CAMP BLACKHAWK, GO!**

**Daily Schedule**

**9:00 AM - 12:00 PM**
Scouts will rotate between working on scout skills and first aid requirements for rank advancement along with Swimming Merit Badge.
If a scout is unable to earn their “Swimmer” Classification they will be in an instructional swim class during that badge time.

**2:00 PM - 3:00 PM**
Large group activities, awards like Firem’n Chit and Totin’ Chip, or continued morning rotation.

**3:00 PM - 5:00 PM**
Scouts are encouraged to explore the open programs of the weekly schedule (on back).

The Pathfinder Area will be open to any scout to work on their Totin’ Chit, Firem’n Chit, or further rank advancement along with the addition of three merit badges and one hour ‘Mystery Badges’ announced daily.

**Scout Rank**
Scout skills: 1a, 1b, 1c, 1d, 1e, 1f, 2a, 2b, 2c, 2d, 3a, 3b, 4a, 4b, 5

**Tenderfoot**
Scout skills and first aid requirements: 1c, 2c, 3a, 3b, 3c, 3d, 4a, 4b, 4c, 5a, 5b, 5c, and 7a

**Second Class**
Scout skills, swimming, first aid requirements: 1b, 2a, 2b, 2c, 2d, 2f, 2g, 3a, 3b, 3c, 3d, 4, 5a, 5b, 5c, 5d, 6a, 6b, 6c, 6d, 6e, 8a, 8b, 9a, 9b

**First Class**
Scout skills, swimming, and first aid requirements: 1b, 3a, 3b, 3c, 3d, 4a, 4b, 5a, 5b, 5c, 5d, 6a, 6b, 6c, 6d, 6e, 7a, 7b, 7c, 7f, and 9a

**Merit Badges**
Swimming MB will be completed in the structured morning program.
Additional badges can be earned from 3-5 pm across the reservation.

*A scoutmaster must sign off on any rank requirement earned. It is up to the troop’s discretion whether or not a scout has met the requirement. Pathfinder staff will provide a record sheet of what activities each scout has participated in*
<table>
<thead>
<tr>
<th>Hi Ad</th>
<th>Handicraft</th>
<th>EcoCon</th>
<th>Sports</th>
<th>Scoutcraft</th>
<th>Aquatics</th>
<th>Pathfinder</th>
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</thead>
<tbody>
<tr>
<td>Ziplineing (MW)</td>
<td>Mountain Bike Trail Ride (MW)</td>
<td>Open Climbing (MW)</td>
<td>Open Woodcarving</td>
<td>Open Leatherwork</td>
<td>Open Basketry</td>
<td>Geocaching (no class Tuesday)</td>
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<tr>
<td>Horse Trail Ride (MW)</td>
<td>Ziplineing (MW)</td>
<td>Open Woodcarving</td>
<td>Open Leatherwork</td>
<td>Open Basketry</td>
<td>Open Boating</td>
<td>Scouting Heritage (no Tuesday)</td>
</tr>
<tr>
<td>Lake Tubing (MT/RF)</td>
<td>Horse Trail Ride (MW)</td>
<td>Open Climbing (MW)</td>
<td>Open Woodcarving</td>
<td>Open Leatherwork</td>
<td>Open Boating</td>
<td>Fire Safety (no class Tuesday)</td>
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**Blackhawk Weekly Schedule**

Please refer to the program guide for further details on this schedule.

Merit Badges need to be registered for online, space is limited.

Thursday 2:00 - 5:00 is the Pathfinder hike (covering several requirements)

Missed merit badge class time can be made-up with the counselor.