



Leader's Supplement 2011

Owasippe Scout Reservation

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Table of Contents

Welcome to Camp Blackhawk		Program Areas	
Table of Contents	2	Program Schedule	15 - 17
Director's Letter	3	Aquatics	18 - 20
Program Highlights	4 - 6	Nature	20
Pathfinder	7	Scoutcraft	20 - 21
Daily Schedule		Handicraft	22
Sunday (Arrival)	8	Shooting Sports	22 - 23
Monday - Friday	9 - 13	Additional Information	
Saturday (Departure)	14	Camp Blackhawk FAQ's	24
		Camp Blackhawk Map	25



Dear Prospective Blackhawk Leader,

Welcome to the scouting adventure that is Blackhawk. Blackhawk's unique setting and quality program options will allow your unit to have a remarkable experience this summer. I am both eager and excited for the possibilities this summer will bring for your unit.

Blackhawk staff takes our commitment to being "on the level" very sincerely. As you read this supplement, the core staff and I are working to make this the most exciting and eventful year of summer camp your troop can experience.

This summer, at Blackhawk, we will continue to implement scheduled merit badge times in all program areas. This will continue to provide direct, efficient, and high quality instruction in all merit badges offered at Blackhawk. We will also maintain our focus on stimulating night programs offered in each individual area. Our hope, as staff, is that these programs will bring a new dimension to the idea of a traditional summer camp program.

This summer will continue to showcase our expanded Aquatics program featuring Motorboating and Water Sports merit badges. We will also continue an "open time lunch" to help ease scheduling conflicts. Another highlight is our new merit badges offered: Oceanography, Emergency Preparedness, and Sculpture.

Our mission is to help build your unit's year-round program by offering a summer program that emphasizes all eight methods of Scouting (Ideals, Patrol Method, Outdoors, Advancement, Adult Association, Uniform, Youth Run Leadership, and Personal Growth).

We truly hope you join the "great gang" that camps at Blackhawk every year. I thank you for considering Camp Blackhawk Go! and I cannot wait to see you and your troop at check in this summer!

Yours in Scouting,
Sean Haneberg
Blackhawk Camp Director

Camp Blackhawk

2011 Program Highlights

Office Services

The Blackhawk office, which is attached to the dining hall, provides a variety of helpful services to leaders through out the week. Garbage bags, toilet paper, paper towels, staff applications, and merit badge applications can be obtained at the camp office by a responsible adult leader, free of charge. If your unit is in need of ice, it can be purchased at the office. Units who need to find information on merit badge records from previous summers can find assistance though the office. Campers can bring trash in securely tied garbage bags to the camp office where a staff person will escort them to the garbage rack. The office will be staffed before and after meals, with the Dining Hall Director providing extra assistance throughout the day.

Commissioner Services

Camp commissioners can become a unit's best friend during their time at Blackhawk. Your unit's commissioner can assist you in signing up for outpost times, as well as provide your unit with any equipment needs. Your commissioner will greet your unit as you arrive at camp and assist you though the check-in process. He/she will also visit you once a day to check on any needs and to help with any mid-week programming.

Camp-wide Activity

This is a great opportunity to encourage friendly competition, the patrol method, and physical fitness at each of the program areas at Camp Blackhawk. The Camp-wide game will begin at 3:30 on Friday afternoon. Units will receive information regarding the game at check-in on Sunday.

Pizza Night

Looking for a way to reward your scouts for a job well done, a Thursday night treat, or a variation from our camp meals? Then pizza night is for you! We allow the opportunity to purchase pizzas from the local Pizza Hut. Check your troop mailbox for order forms. All orders must be turned in and paid for by Wednesday dinner. Pizza night does not take the place of dinner; units are still expected to be at dinner unless previously arranged. Pizzas will be delivered around 9pm on Thursday; the dining hall bell will be rung upon the delivery.

Meals in Camp

Blackhawk offers a wide variety of meal options to fit your troop's needs, which may or may not change during the course of the week. Typical dining at Blackhawk happens in the beautiful dining hall.

Camp Blackhawk

2011 Program Highlights (Cont.)

Continued from 2010-Breakfast and dinner is served family style, and units will be split into two dining sessions. Waiters should report to the dining hall 15 minutes before their troop's meal. A flag ceremony will be held in between the two sessions of breakfast and dinner. Attendance at flag ceremonies is strongly recommended. Your Unit can sign-up to perform a flag ceremony throughout the week. Lunch will have an open schedule, where troops have the opportunity to eat lunch from 12:15-1:30. Troops will not need waiters to prepare for the lunch meal, only to clean post meal.

There are also available options besides dining hall dining. Merit badge meals, which are great for Cooking Merit Badge, are raw food that is available to cook in your campsite. Merit badge meals can be ordered quantities of 4 portions or more. The meals must be ordered through the camp office 24 hours in advance. There is no extra cost for the merit badge meals since the number of merit badge meals ordered is deducted from your count in the dining hall.

Another option is hot pack meals. Hot packed meals are cooked meals that are packed separate from the other dining hall food and are intended to be used when unable to eat in the dining hall. Hot Pack meals should be arranged through your commissioner. If you are planning to go to Silversides; this ensures that you will be able to eat your meal and arrive on time.

During medical rechecks at camp, you will be asked if you have any food allergies, vegetarian preferences, religious dietary restrictions, etc. The camp will provide alternative meals for these persons. Other options in the dining hall include a cold cereal station at each breakfast, and a peanut butter and jelly station at lunch and dinner. Fresh fruit is also available at all meals.

For leaders who need that quick pick me up in the morning, coffee is available from about 7:15am to 6:30pm inside of the dining hall.

Leaders' Meetings

There are two important meetings for unit leaders to attend. The first is at 7PM on Sunday. This meeting will get you ready to go for camp and share any administrative and program information for the week. The second is on Wednesday at 1 PM after the leaders' lunch. You will have an opportunity to share any feedback with the Camp Director, Food Service Staff, and the Reservation Management. Also, check-out procedures including site check-out and settlement will be discussed as well as the handing out of evaluations. It is important to note that OA ordeal information must be collected at that time.

Blackhawk Backyard Barbecue

Taking place on Tuesday night and starting at 7pm, this is our version of good old family time. Join the Blackhawk staff and every camper down at the Scoutcraft area for food, fun, and fellowship. Also held at this time will be the Dutch Oven Cook-off. This is a great opportunity for leaders and scouts to show off their cooking skills and put them up for judging against the creations of your peers! Blackhawk staff will judge entries, with ratings based on overall quality, taste, creativity, appearance, and name. Cobbler, Stews, Casseroles, etc. are all acceptable and encouraged.

Camp Blackhawk

2011 Program Highlights (Cont.)

Bar Code Throw Down

This is every scout's dream! To have two staff members wait their tables Friday night. How does your troop earn this award? It's simple; during the week collect the bottles and cans that the troop consumes. On Friday during the SPL meeting have your cans brought down and counted. The troop with the largest amount turned in will receive staff waiters at dinner on Friday.

Vespers

A scout is reverent. Join the staff Tuesday evening for a short, non-denominational, religious service to give thanks for all you have and the beauty that surrounds you and your scouts at Owasippe. Class A Field uniform recommended.

Pizza Night

End your week with a party. Treat your troop to a Pizza Night. Pick up the order form from the lodge between Sunday Leader's Meeting and Thursday morning. Complete form and get it back to us by Thursday @ 11:45 a.m. The staff will take care of the rest.

Trading Post

The trading post offers a wide range of goods including shirts, patches, post cards, stamps, merit badge books, and craft supplies. It also carries some of those little things that you may have forgotten from home such as a rain poncho, matches, flashlights and batteries. In addition, the trading post has candy, ice cream, slushies and a variety of healthy snack foods.

Hours of Operations are:

Monday – Thursday – 9:00 a.m. – 12:00 p.m.

1:45 p.m. – 5:15 p.m.

7:00 p.m. – 8:30 p.m.

Friday – 9:00 a.m. – 12:00 p.m.

Pathfinder

Owasippe's First-year Camper Program

Vision – Our *Pathfinder* program allows first year campers to complete merit badges, visit outposts, take part in troop activities, and better experience Owasippe for themselves all while participating in a structured, engaging, and interactive outdoor education experience. The aims of Owasippe's First Year Camper Program, *Pathfinder*, is to provide scouts visiting Owasippe for the first time with an opportunity to complete many of the outdoor skill based requirements for the ranks of Tenderfoot, Second Class, and First Class. *Pathfinder* is a program designed as a supplement to our existing program structure.

Facilitation – *Pathfinder* will be facilitated by the best counselors and staff Owasippe Scout Reservation has to offer. In addition to adult leadership provided by a scout's troop, *Pathfinder* will be supervised, implemented, and facilitated by our experienced and knowledgeable commissioning staff, as well as select key leadership of each program area.

Activities – *Pathfinder* is not simply aimed towards rank advancement, but also to encourage fellowship and fun at the Owasippe Scout Reservation. Each scout will participate in patrol building games, receive a patch, take an exciting hike through Owasippe, participate in camp-wide flag raising ceremonies, and take part in a graduation ceremony honoring them amongst the entire camp.

Curriculum – *Pathfinder* will help a scout fulfill most outdoor based Tenderfoot, Second Class, and First Class requirements. In order to complete these requirements, each scout enrolled in the program will spend two hours in the Scoutcraft, Nature, and Aquatics, respectively. Additionally, each scout is also encouraged to enroll in Merit Badge classes to help supplement their skills and to complete additional rank requirements not covered within *Pathfinder* instructional times.

Recommended Merit Badges:

- ✓ *Swimming* (If your scout has trouble swimming they may substitute Swimming Merit Badge with our very helpful instructional swimming classes)
- ✓ *Leatherwork*
- ✓ *Mammal Study*
- ✓ *Basketry*

Schedule: Monday through Wednesday your scouts' 'patrol' will meet at 1:50p at the Commissioner's Tent.

Pathfinder kicks off Sunday at 7pm with scouts assembling by the Commissioner Tents. Participating scouts will gather, be divided into their patrol for the week, meet both their patrol leader and other patrol members, and take part in some "ice breaker" activities. At 7:30, they will tour the camp with their patrol and patrol leader.

	<i>Monday</i>	<i>Tuesday</i>	<i>Wednesday</i>	<i>Thursday</i>	<i>Friday</i>
1p-2p				5-Mile Owasippe Adventure	
2p-4p	Patrol 1: Scoutcraft	Patrol 1: Aquatics	Patrol 1: Eco-Con		Final Meeting
	Patrol 2: Eco-Con	Patrol 2: Scoutcraft	Patrol 2: Aquatics		
	Patrol 3: Aquatics	Patrol 3: Scoutcraft	Patrol 3: Eco-Con		
	Patrol 4: Aquatics	Patrol 4: Eco-Con	Patrol 4: Scoutcraft		

Sunday

Time	Event	Comments
12:00pm	Check-in Begins: Establish Camp Dining Hall Orientation Medical Checks (Note #1) Swim Checks	Check-in at Ad-Center FIRST Proceed to check-in at Blackhawk main entrance
5:00pm	Check-in Ends	
5:05pm	Waiters Report to Dining Hall Session 1	Please Send 2 waiters per table
5:20pm	Dinner – Session 1	Class-A Uniform Required
6:00pm	Waiters Report to Dining Hall Session 2	Please Send 2 waiters per table
6:10pm	Flag Lowering	
6:15pm	Dinner – Session 2	Class-A Uniform Required
7:00pm	Leader’s Roundtable Meeting (Note #2)	Meet at Craft Village
7:00pm	Senior Patrol Leader’s Meeting	Meet on Leader’s Patio
7:30pm	Camp Tour- Meet at Flagpole	Sign up at Leader’s Meeting
8:30pm	Opening Campfire	Sites 9-20 meet at flagpole Sites 1-8 Meet at the entrance to your site
11:00pm	Lights Out	

Notes:

1. Everyone staying in camp is required to go through a medical recheck. Those who are arriving late must check in at the office where they will receive their medical recheck
2. The Sunday Night Scoutmaster Roundtable is the chance to get any unanswered questions addressed before your week starts. We will cover further equipment needs, High Adventure program information, and a multitude of other topics to make sure you start the week well prepared.

Monday

Time	Event	Comments
7:15am	Waiters Report to Dining Hall	Session 1
7:30am	Breakfast	Session 1
7:55am	Waiters Report to Dining Hall	Session 2
8:05am	Flag Raising	
8:10am	Breakfast	Session 2
9:00am	Merit Badge Instruction	
11:00am	Troop Photos Begin	Taken near Leader's Patio
12:00pm	Merit Badge Instruction Ends	
12:15pm	Lunch Begins	
12:30pm	Troop Photos End	
1:30pm	Lunch Ends	
2:00pm	Program/Merit Badge Instruction	
4:45pm	Emergency Drill (Note #1)	Report to Dining Hall
5:00pm	Merit Badge Instruction Ends	
5:05pm	Waiters Report to Dining Hall	Session 1
5:20pm	Dinner	Session 1
6:00pm	Waiters Report to Dining Hall	Session 2
6:10pm	Flag Lowering	
6:15pm	Dinner	Session 2
7:00pm	Evening Program	
9:00pm	Evening Program Ends	
11:00pm	Lights Out	

Notes:

1. The emergency drill is treated the same way as a real emergency. The drill will continue until everyone staying in camp is accounted for.

Tuesday

Time	Event	Comments
7:15am	Waiters Report to Dining Hall	Session 1
7:30am	Breakfast	Session 1
7:55am	Waiters Report to Dining Hall	Session 2
8:05am	Flag Raising	
8:10am	Breakfast	Session 2
9:00am	Merit Badge Instruction	
12:00pm	Merit Badge Instruction Ends	
12:15pm	Lunch Begins	
1:30pm	Lunch Ends	
2:00pm	Program/Merit Badge Instruction	
5:00pm	Merit Badge Instruction Ends	
5:05pm	Waiters Report to Dining Hall	Session 1
5:20pm	Dinner	Session 1
6:00pm	Waiters Report to Dining Hall	Session 2
6:10pm	Flag Lowering	
6:15pm	Dinner	Session 2
6:45pm	Vespers (Note #1)	Meet by Waterfront
7:00pm	Blackhawk Backyard BBQ	Meet at Scoutcraft
11:00pm	Lights Out	

Notes:

1. Vespers will begin immediately following dinner. The BBQ will not begin until vespers is over.

Wednesday

Time	Event	Comments
7:15am	Waiters Report to Dining Hall	Session 1
7:30am	Breakfast	Session 1
7:55am	Waiters Report to Dining Hall	Session 2
8:05am	Flag Raising	
8:10am	Breakfast	Session 2
9:00am	Merit Badge Instruction	
12:00pm	Merit Badge Instruction Ends Waiters Report to Dining Hall	Waiters pick up food and bring to campsite
12:15pm	Lunch Begins Leader Cookout (Note #1)	Leaders will be served on the Leaders Patio. Scouts will eat in the Dining Hall.
1:00pm	Lunch Ends	
1:00pm	Leaders Meeting/ Merit Badge Check-Up (Note #2)	Leaders meet in Dining Hall. Merit Badge Instructors will be available in the Dining Hall.
2:00pm	Program/Merit Badge Instruction	
5:00pm	Merit Badge Instruction Ends	
5:05pm	Waiters Report to Dining Hall	Session 1
5:20pm	Dinner (Note #3)	Session 1
6:00pm	Waiters Report to Dining Hall	Session 2
6:10pm	Flag Lowering	
6:15pm	Dinner	Session 2
7:00pm	Evening Program	
9:00pm	Evening Program Ends	
11:00pm	Lights Out	

Notes:

1. Leaders are needed to help cook/set-up for the leader cookout. Please sign-up in the office. All leaders lunch will be transferred to the Leader's Lunch.
2. Please check with the merit badge counselors for a progress report on your scouts
3. Leaders are needed to help cook steaks; please sign-up in the office. Please ask for a meal change as early as possible if cooking in site.

Thursday

Time	Event	Comments
7:15am	Waiters Report to Dining Hall	Session 1
7:30am	Breakfast	Session 1
7:55am	Waiters Report to Dining Hall	Session 2
8:05am	Flag Raising	
8:10am	Breakfast	Session 2
9:00am	Merit Badge Instruction	
12:00pm	Merit Badge Instruction Ends	
12:15pm	Lunch Begins	
1:00pm	Pathfinder Owasippe Adventure (Note #1)	Meet at flagpole
1:30pm	Lunch Ends	
2:00pm	Program/Merit Badge Instruction	
5:00pm	Merit Badge Instruction Ends	
5:05pm	Waiters Report to Dining Hall	Session 1
5:20pm	Dinner	Session 1
6:00pm	Waiters Report to Dining Hall	Session 2
6:10pm	Flag Lowering	
6:15pm	Dinner	Session 2
7:00pm	Evening Program	
9:00pm	Evening Program Ends	
9:00pm	Pizza Night (Note #2)	Pick Up in Dining Hall
11:00pm	Lights Out	

Notes:

1. We ask that each troop provides at least one leader to accompany the hike. Scouts should come prepared with proper footwear, water, and rain gear if necessary.
2. Pizza orders are to be turned in by Wednesday dinner at the latest. See page 4 of this manual for more details.

Friday

Time	Event	Comments
7:15am	Waiters Report to Dining Hall	Session 1
7:30am	Breakfast	Session 1
7:55am	Waiters Report to Dining Hall	Session 2
8:05am	Flag Raising	
8:10am	Breakfast	Session 2
9:00am	Merit Badge Instruction/Troop Settlement Begins (Note #1)	Sign-Up in Office for a Settlement Time
12:00pm	Merit Badge Instruction Ends	
12:15pm	Lunch Begins	
1:30pm	Lunch Ends	
1:00pm	Shoes-off Time Senior Patrol Leader's Meeting (Note #2)	Meet on Leaders Patio
3:30pm	Camp Wide Games	
5:05pm	Waiters Report to Dining Hall	Session 1
5:20pm	Dinner	Session 1
6:00pm	Waiters Report to Dining Hall	Session 2
6:10pm	Flag Lowering	
6:15pm	Dinner(Note #3)	Session 2
8:30pm	Closing Campfire	Sites 9-20 meet at flagpole Sites 1-8 Meet at the entrance to your site
11:00pm	Lights Out	

Notes:

1. Sign-up for troop settlement will begin Thursday after breakfast in the office. Units not signed up for a time by Friday morning will be assigned a time.
2. This meeting will be used to finalize the songs/skits for the closing campfire as well as to build the campfires. Assistant Senior Patrol Leaders are encouraged to also attend this meeting.
3. Signed records for completed and partial merit badges as well as any awards will be given to your unit

Saturday

Time	Event	Comments
7:00am	Reveille (Note #1)	A Staff Member will assist you with checkout
7:15am	Waiters Report to Dining Hall	Session 1
7:30am	Breakfast (Note #2)	Session 1
7:55am	Waiters Report to Dining Hall	Session 2
8:05am	Flag Raising	
8:10am	Breakfast	Session 2
9:00am	Check-Out Continues Break Camp	

Notes:

1. Staff may need to move camp equipment from your site to another site to accommodate the next week's units; your help and cooperation in breaking camp in a timely fashion is greatly appreciated. If a unit wishes to have a staff person begin their checkout earlier than 7:00am please inform your commissioner. Units, please refrain from breaking down any equipment, unless directed by your site commissioner.
2. Baden-Powell Award Presentation

SEE YOU IN 2012!

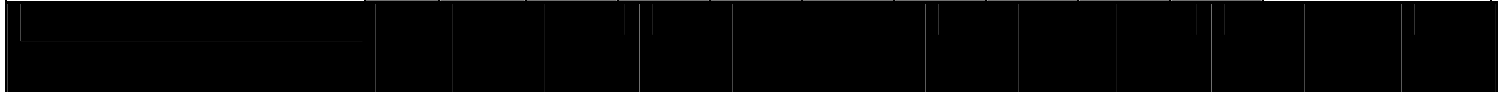
WHITE SPACE = AVAILABLE TIMES

DARK SPACES = UNAVAILABLE TIMES

Aquatics (Mon. -Thur.)	9a	10a	11a	12p	1p	2p	3p	4p	5p	6p	7 p	8p
Lifesaving M.B.	2hr											
Lifesaving M.B.		2hr										
Swimming M.B.												
Canoeing M.B.												
Rowing M.B.												
Instructional Swim												
Swim Testing	9:45	10:45	11:45									
Safe Swim Defense (Monday)												
Safety Afloat (Tuesday)												
Open Swim						3hr						
Open Canoeing/Rowing											Wed Only	
Paddle Craft Safely						2hr						
*Open Sailing							2hr				2hr	
Swimming & Water Rescue												
Lap Swim												
Kayaking, BSA (Monday)												
Area Closed (Tuesday)												
Snorkeling, BSA (Wednesday)												
**Merit Badge Make-Up (Thur)												

**Merit Badge Make-up is for scouts who missed session for outpost/troop activity
 NOTE: Please be sure to attend your merit badge session at the same time each day.

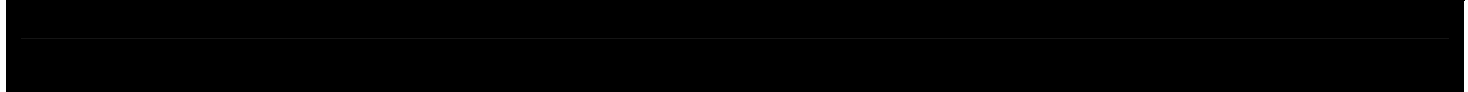
Nature (Mon. – Thur.)	9a	10a	11a	12p	1p	2p	3p	4p	5p	6p	7 p	8p
Environmental Science M.B.												
Forestry M.B.												
Nature M.B.												
Fishing M.B.												
Mammal Study M.B.												
Oceanography M.B.												
Open Program (Mon., Wed. & Thurs.)												
Area Closed (Tuesday)												



Scoutcraft (Mon. – Thur.)	9a	10a	11a	12p	1p	2p	3p	4p	5p	6p	7 p	8p
Wilderness Survival M.B.												
Camping M.B.												
Pioneering M.B.												
Cooking M.B.												
Emergency Preparedness M.B.												
Orienteering M.B.												
Totin' Chip & Firem'n Chit Demonstration (Monday)												
Wilderness Survival Overnighter (Wednesday)												
Pioneering Project (Thursday)												

Handicraft (Mon- Thur.)	9a	10a	11a	12p	1p	2p	3p	4p	5p	6p	7 p	8p
Leatherwork M.B.												
Woodcarving M.B.												
Basketry M.B.												
Art M.B.												
Sculpture M.B.												
Open Program Area (Monday, Wednesday, and Thursday)												

Note: Any requirements involving paperwork are encouraged to be completed prior to arriving at camp.



Shooting Sports (Mon. - Thur.)	9a	10a	11a	12p	1p	2p	3p	4p	5p	6p	7 p	8p
Open Rifle*												
Rifle Shooting M.B.												
Open Archery												
Archery M.B.												
Black Powder (Monday)												
Area Closed (Tuesday)												
Open Shooting (Wednesday)												
Adventure Shooting Night (Thursday)												

*Last shooter taken 15 minutes before the end of the hour.

*Friday morning is merit badge make up. There will be no open shoot offered this day.

Aquatics

Lifesaving Merit Badge:

Lifesaving merit badge is designed to prepare a 12 to 14 year-old Scout to respond *safely* and *effectively* to water emergencies. Because Lifesaving involves swimming assists, the Scout is expected to arrive to camp having strong swimming skills. A 400 yard swimming prerequisite will be required from each Scout on Monday. Scouts that are unable to perform the prerequisite in good form will not be allowed to challenge the remaining requirements for the merit badge. Please make sure that every Scout taking Lifesaving merit badge brings a pair of jeans, a long-sleeved button-up shirt with a collar, belt, socks, and a pair of lace-up shoes (not sandals!) that can get wet. This is for Requirement #7e, 20 second rescue, of the merit badge. Scouts must be classified as a swimmer to work on this merit badge.

Swimming Merit Badge:

Please make sure that every Scout taking Swimming merit badge **brings** a pair of jeans, a long-sleeved button-up shirt, belt with a collar, 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.

Small-Boat Sailing/Motorboating/Water Sports Merit Badge:

Returning to Big Blue Lake this summer are the Motorboating and Water Sports merit badges. These programs are recommended for older scouts that have earned all other Aquatic merit badges offered at camp. These merit badges are treated as an outpost; please sign-up for these merit badges as you would other outposts, making sure to bring your receipt to your session. You **must** be classified as a swimmer to work on these merit badges.

Swim Tests and Instructional Swim:

Scouts are encouraged to participate in instructional swim if they do not pass the swimmers test to improve their strokes. Scouts will learn proper technique and build swimming strength through instructional swim. A Scout must attend at least one session of Instructional Swim prior to re-taking a swim test.

Sailing on Big Blue Lake:

Scouts must be approved for sailing on Big Blue Lake by the sailing staff. It is recommended that scouts have earned or are working on earning Sailing merit badge. Sailing is available during the open sailing hours. Open Sailing is considered an outpost; sign up for open sailing as you would any other outpost, making sure to bring your receipt to your session. Scouts **must** be classified as swimmers to check out the sailboats on Big Blue Lake.

Mile Swim/Lap Swim/Channel Swim:

See the aquatics director Monday evening for more information on what is required to participate in the mile or channel swim as well as to schedule a time complete either activity. Lap swim is required of mile/channel swim participants as a way to progressively increase the amount of distance that you swim each day; ultimately leading up to a mile. Lap Swim is only offered to those participating in the mile/channel swim. The mile swim must be completed prior to the channel swim. The channel swim is offered at Wolverine, but is open to Blackhawk campers. An approved float plan and two experienced rowers are required to complete the mile/channel swim.

Aquatics (cont.)

Open Swimming:

Looking for a way to cool off from the hot summer heat? Come down to down to aquatics for open swim! The non-swimmer, beginner, and swimmers' areas will all be available for use so you can practice your strokes, dives, or just enjoy the water. Just make sure you bring a buddy!

Open Canoeing/Rowing:

Practice your canoeing and rowing skill, or take a boat out to have fun or go fishing. You must have a buddy and you must be a swimmer to participate in open boating.

Polar Bear Swim:

Wednesday: 6am: Wake up bright and early and jump into the refreshing waters of Big Blue Lake! Participating troops must supply a leader or leaders with safe swim defense card, life guarding, CPR, and first aid.

Kayaking, BSA:

Kayaking BSA provides an introduction to kayaking skills and safety procedures and serves as a program opportunity for Boy Scout units. Mastery of Kayaking BSA skills is a first critical step towards satisfying Safety Afloat guidelines for safe kayak excursions.

Snorkeling, BSA:

The Snorkeling, BSA requirements introduce Scouts to the special skills, equipment, and safety precautions associated with snorkeling; encourage the development of aquatics skills that promote fitness and recreation; and provide a foundation for those who later will participate in more advanced underwater activity.

Swimming and Water Rescue:

Training for *BSA Swimming & Water Rescue* provides BSA leaders with information and skills to prevent, recognize, and respond to swimming emergencies during unit swimming activities. It expands the awareness instruction provided by *Safe Swim Defense* training. Persons completing the training should be better able to assess their preparation to supervise unit swimming events. The BSA recommends that at least one person with this training is present to assist with supervision whenever a unit swims at a location that does not provide lifeguards. This training is open to any registered adult leader, Scout, Venturer, or Explorer who is age 16 or older. The course takes approximately four hours and is valid for three years.

Paddle Craft Safety:

Float trips are popular Boy Scout activities. *Safety Afloat* awareness training provides guidelines for safe float trips and is required of unit leaders, but does not provide the skill training mandated by those guidelines. *BSA Paddle Craft Safety* expands *Safety Afloat* training to include the skills, as well as the knowledge, needed for a unit leader to confidently supervise canoeing or kayaking excursions on flat water. Persons completing the training should be better able to assess their preparation to supervise paddle craft activities. The training is open to any registered adult leader, Scout, Venturer, or Explorer who is age 16 or older. The training takes roughly eight hours and is valid for three years.

Aquatics (cont.)

Programs for Adults:

Safe Swim Defense: Monday at 2:00

Before a BSA group may engage in swimming activities of any kind, a minimum of one adult leader must complete Safe Swim Defense training, have a commitment card with them, and agree to use the eight defenses in this plan. One of the best opportunities for Safe Swim Defense training is at summer camp.

Safety Afloat: Tuesday at 2:00

Safety Afloat has been developed to promote boating and boating safety and to set standards for safe unit activity afloat. Before a BSA group may engage in an excursion, expedition, or trip on the water (canoe, raft, sailboat, motorboat, rowboat, tube, or other craft), adult leaders for such activity must complete Safety Afloat Training, have a commitment card with them, and be dedicated to full compliance with all nine points of Safety Afloat.

Nature

Open Program at Nature:

On Monday, Wednesday, and Friday from 7-9, scouts have the opportunity to experience the Nature area to the fullest. Scouts can check out a fishing pole, use Nature guides and resources, turn in paperwork, or just spend some quality time with the Nature staff.

Environmental Science:

All paperwork for Environmental Science is requested by Thursday at 5pm. Scouts are encouraged to complete paperwork requirements before arriving at camp.

Oceanography Merit Badge:

New to the Nature Area and recommended for older scouts. Oceanography will cover a wide range of topics, including marine organisms, ecosystems, ocean currents, waves, and plate tectonics.

Scoutcraft

Medical Monday:

First aid is an important part of scouting. Because of this, Monday morning and afternoon at Scoutcraft will be completely dedicated to the first aid requirements that are present in every badge offered in the area. Due to this, the area will be "open" for the morning and afternoon. It will return to closed scheduling Monday night. It is extremely important scouts show up sometime on Monday to complete these requirements, sign in, and to turn in their blue cards.

Totin' Chip & Firem'n Chit Demonstration:

During evening program on Monday night, you can experience a totin' chip and firem'n chit demonstration. This demonstration is designed to **show** the techniques needed to obtain totin' chip and firem'n chit. However, counselors will **not** be able to sign off anyone for their totin' chip or firem'n chit. This is the responsibility of a unit leader; blank totin' chip and firem'n chit cards are available at the Trading Post.

Scoutcraft (cont.)

Emergency Preparedness:

Scouts must be able to prove they have the First Aid merit badge to be able to start Emergency Preparedness. Attendance on Monday afternoon is mandatory for completions, since we will not be running an emergency drill more than once in camp.

Cooking Merit Badge:

Throughout the course of the week, scouts will have plenty of opportunities to cook within their campsite. This can be set up 24 hours in advance through your commissioner. This year we will also be cooking three meals as a group: Tuesday evening for the Back yard BBQ (Meet at Scoutcraft), Thursday lunch (Meet at Scoutcraft), and Friday morning (Meet at Scoutcraft). A scout choosing to participate in all three will earn credit for requirement 5 & 6.

Camping:

Scouts in Camping merit badge have the opportunity to complete their camping conservation project requirement by participating in a camp conservation project. Scouts will take part in a conservation project that will better the camp. Scouts are required to pick up a Camping merit badge checklist during Medical Monday when they turn in their blue cards. Completed or partial checklists must be returned to the Camping merit badge counselor by Thursday.

Camp Conservation Project

Wednesday: 9-11am (meet at flag pole)

Wilderness Survival:

Scouts in the Wilderness Survival merit badge must build a shelter and sleep in/under it for a night. Scouts can complete this requirement by participating in the wilderness survival overnighter, where staff will oversee the construction of the shelters and supervise scouts overnight. Scouts are only allowed to bring a sleeping bag, water bottle of some kind, and their approved wilderness survival kit. The wilderness survival kit should be constructed before arriving at camp.

Wilderness Survival Overnighter

Wednesday: 7pm (meet at Scoutcraft)

Pioneering:

Scouts must plan and carry out a pioneering project for this badge. Scouts can complete the requirement by participating in the Scoutcraft pioneering project, or with their troop (with prior approval by the pioneering merit badge counselor).

Scoutcraft Pioneering Project:

Thursday: 2-4pm (meet at Scoutcraft)

Thursday: 7-9pm (meet at Scoutcraft)

The Paul Bunyan Woodsman Award:

Scouts can work on the requirements for the Paul Bunyan Woodsman Award while in the Scoutcraft area by talking with the Scoutcraft Director. Scouts must demonstrate the following:

1. Show that you have earned the Totin' Chip.
2. Help a Scout or patrol earn the Totin' Chip and demonstrate to him (them) the value of proper woods-tools use on a troop camping trip.
3. With official approval and supervision do ONE of the following:
 - a. Clear trails or fire lanes for 2 hours.
 - b. Trim a downed tree, cut into 4-foot lengths and stack; make a brush pile with branches.
 - c. Build a natural retaining wall or irrigation way to aid in a planned conservation effort.

Handicraft

While we recommend that scouts attend a regularly scheduled Handicraft merit badge class, this should not deter from attending another open time spot to start or continue project work. Scouts taking any Handicraft merit badge should have ample time to complete even the most prodigious projects Handicraft has to offer.

Leatherwork & Woodcarving Merit Badge:

These merit badges have requirements that involve written requirements. Testing begins Monday morning and ends Friday at 12pm. Testing can be completed anytime when the program area is open.

Merit Badge Project Kits:

Project kits and materials for merit badges offered at handicraft will be available through the Craft Village. Please bring enough money to cover the cost of materials for merit badges offered at handicraft. See camp trading post for availability as well as pricing of project kits/materials.

Sculpture Merit Badge:

Whether you're a Modernist or a Minimalist, this merit badge is for you. New to the Handicraft Area, Sculpture merit badge provides you an opportunity to create three-dimensional artwork right in camp.

Shooting Sports

Archery Merit Badge:

Encourage your scouts to try the challenge of the new and improved Archery merit badge at Owasippe. This year, instead of watching someone make a bow-string and an arrow, each scout will make his own bow string and arrow.

Rifle Shooting Merit Badge:

For scouts taking the Rifle Shooting merit badge attendance at one of the Monday sessions will be critical to completion of the merit badge. Scouts should have a copy of the Rifle Shooting merit badge book and bring a writing instrument with them to this session.

Black Powder Rifle Shooting:

Try shooting a black powder rifle just like they did during the revolutionary war! See what made shooting quickly in the 'old days' quite a challenge. Black Powder rifle shooting carries a fee of \$0.50 per shot.

Open Shooting:

All scouts and leaders are invited to come out and enjoy themselves while testing their skill. It is not just an opportunity for scouts who are taking the merit badges, but also, an opportunity for those new to the sport and for those who may not have done it in a while.

ADVENTURE SHOOTING

NIGHT

(Thursday - 7pm - 9pm)

All scouts and leaders are invited to come out and have some fun at Shooting Sports!

Leader Egg Shoot:

Hear Ye, Hear Ye, calling all leaders to the Egg Shoot Challenge. Come out and try your luck at hitting and breaking an egg. If you break yours, you get to smash an egg on the head of the Shooting Sports Director in the Dining Hall. If you miss, one of your scouts will be smashing an egg on your head in the dining hall! Are you up for the challenge?

Live Fire Sculpture:

Come on down on Sculpture Night and take some 'pot shots' at art! We will fasten, in a random pattern, bags of liquid paint to a board covered with a white canvas. We will hang this target and let any shooters who want to take part come on down and CREATE a work of art. The more shots the paint containers take, the "more artistic" is the final product. The "artists" will sign their work and have their photo taken with their art piece. Each week's work will be reviewed for hanging at the National Gallery or hung at the "Galleria de la Shooting Sports" {very near the Blackhawk Dining Hall} so that any art critics who happen to get lost in the woods will feel as if they hit nirvana! It's art with a bang!!! Come on! Be an artist!

Junk Shoot:

Do you want to shoot at your favorite stuffed animal that you have been sleeping with all week? Then bring it down to the junk shoot. Bring items down to the range and you will be able to shoot at it. Unfortunately, you will not be allowed to shoot at anything metal, alive, or that can create shrapnel.

Bring your camera down and pose with your shot up junk so that the folks back home can see your handiwork! Each week a panel of esteemed judges will determine, in a purely subjective manner, the "Chief Junk Shootist" for the week, who will be awarded a prize in honor of his sense of humor, achievement, and good sportsmanship.

William Tell Challenge:

Take a "shot" at being William Tell! Step up to the shooting line, take the proper stance, get the correct grip, prepare your arrow, take aim, and Whoosh! The apple is split in half! Scouts and leaders, come out and see if you can hit that pesky apple. Each competitor will have two arrows to shoot, with prizes for a successfully shot apple.

Frequently Asked Questions

What do I do with a scout/leader that is arriving late?

Hold onto medical records of those who are arriving after 5pm on Sunday. These people must check in at the camp office with their medical record when they arrive at camp.

What do I do if a scout in my unit is leaving early?

The unit leader, as well as the person who is taking the scout home, need to stop in the camp office to fill out the appropriate paperwork before the scout leaves camp property.

Camp Blackhawk - Owaspippe Scout Reservation



Scale 1 : 7 040
1 in. = approx. 195 yds.



Legend

- Camp Road
- Trail
- Paved Rd.
- Staff Row
- Parking Lot
- Dining Hall
- Camp Site
- Kybo
- Staff Kybo
- Shower House
- Aquatics
- Boat Docks
- Sailing Base
- Nature Shed
- Shooting Sports
- Craft Village
- Scoutcraft
- Fire Bowl
- Lake
- Marsh
- Creek