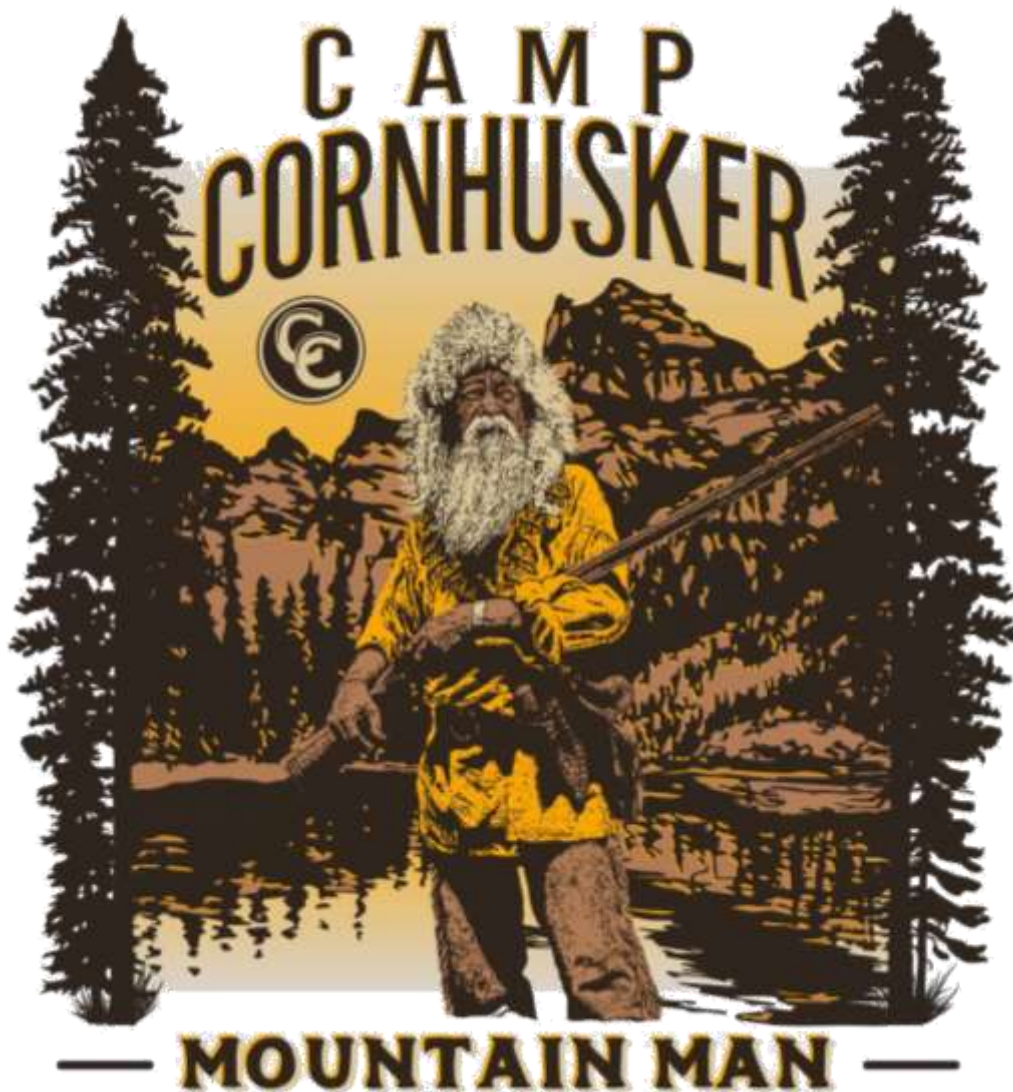


CAMP CORNHUSKER

2017 BOY SCOUT CAMP LEADER GUIDE



2017 Camp Dates

Week One: June 4—June 10

Week Two: June 11—June 17

Week Three: June 18—June 24

Week Four: June 25- July 1



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Dear Scout Leader,

All Scouts need to go to Scout camp. It's part of the Scouting program. So let's work with every boy to make sure he is going to camp. What reasons will they come up with? No money, sports, job or family vacation, can't think of any others.

No money is easy, we have scholarships and no boy should ever be left out of going to camp because of money. You hear about sports activities during the summer keeping boys from attending camp. First off it's only one week, that's just a few practices and maybe a game or two. I suggest a Scouter visiting personally with the coach, not necessarily the boy but a leader in the troop talking to the coach and telling him all the advantages of camp for the Scout.

The Scout has a job is about the same, go to the boss and explain about the advantages of camp and how it will make the boy a better person and a better employee. Scoutmaster or an Assistant Scoutmaster will carry weight when talking to the employer or coach. Quite likely they may know each other.

Last is the family vacation, visit with the family about the dates of the vacation, can they be made to work with the camp schedule. Can another date be picked, do this early before vacations are scheduled? And last we have 4 weeks of Scout camp. Another week can be picked. Families don't usually go on 4 weeks of vacation.

What I am suggesting is the Scout leaders in the troop stepping up and taking responsibility to work with every boy to make sure he comes to camp. If necessary get out there and personally make contacts, and help solve the issues keeping Scouts from attending camp. Boys crossing over need to understand that they are expected to go to camp. That's the way Boy Scouts works. They will have a great time.

Scoutmasters, Assistant Scoutmaster, Committee Chairman and Committee members are your sales force. Let the troop leaders make sure every boy comes to camp. All Scouts go to Camp and No Scout is left behind.

John Irwin

Camp Director



Camp Cornhusker 2017

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Week One: June 4—June 10

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We continue to strive to bring you the very best in outdoor program. We are working fervently to incorporate as much as we can into your camp experience. Simply put, we want to provide you and your unit with and unparalleled experience for an unbeatable value.

Camp Cornhusker
63375 703rd Trail
DuBois, NE 68345-5032
Phone: 402-862-2601

Only during Camp season, call Council Service Center otherwise

Cornhusker Council Service Center
600 S 120th St
P.O. Box 269
Walton, NE 68461-0269
Phone: 402-488-6020

Camp Management Team:

John Irwin
Camp Director
402-525-9693

CampDirector@CornhuskerCouncil.org

Rob Gilkerson
Field Director
402-413-9203

Rob.Gilkerson@Scouting.org



Planning your Camp Cornhusker Adventure

Planning for summer camp should start several months before your unit arrives at camp. As a Scoutmaster, it is your responsibility to insure your Scouts are prepared to set and accomplish their personal goals. Here are a few basic tips to help you ensure this happens

Find out what your Scouts want to do. Before camp, schedule a few minutes at troop meetings to talk about camp. If most of your Scouts are first year campers, you may choose to show slides of your troop at summer camp. Keep a list of each Scout's personal camp goals. Find out how many non-swimmers are going to camp. Insure they sign up for "beginners swim" classes.

1. **Meet with patrol leaders' council.** Ask Scouts to discuss with their patrol members what they would like to do at camp. Encourage them to be creative and plan some fun activities. Some options could be:
 - a. Patrol hike
 - b. Patrol swims, shoots, fishing, etc.
 - c. Inter-troop patrol challenges, etc.
 - d. Older Boy Program
 2. Meet with your Senior Patrol Leader. See if he is going to attend camp. If he is not, then from those Scouts attending, elect a camp Senior Patrol Leader. Include him and your troop Senior Patrol Leader in all your camp planning meetings.
 3. Have a serious session with yourself. Your camp goal should be to meet the goals of the Scouts you serve. Review the information from the Scouts and share this with the Troop Committee.
 4. Meet with your Troop Committee. The committee members need to be involved in summer camp planning. It is their responsibility to help you and the troop to be successful.
- Find a leader for two deep leaderships.** Discuss such items as transportation, equipment and finances. Identify the adults who will be attending with you the entire session and who will be attending part of the time. Have part-time leaders submit in writing the dates of when they will be at camp.
5. **Experience Tells Us.** This is a collection of what experience has taught us regarding merit badges and advancements:
 - A. Summer camp is not a place where you pay a fee and get four badges automatically. Instead, camp offers merit badges as one portion of the overall program.
 - B. The first year camper, it is suggested to do the Trail to First Class (TTFC) and Swimming and First Aid merit badges. Experience shows us that this is the best



approach for the first-time camper. **Always send your first year campers to the Trail to First Class at Camp Cornhusker.**

- C. Complete merit badge prerequisite work prior to camp.
- D. Boys should try doing something new at camp and get a well-rounded experience. Try a handicraft merit badge, an ecology merit badge, an aquatic or Scout craft merit badge combination. Don't sell the High Plains Drifter programs short. Patrol Activities are a great way to get scouts involved in new program areas.
- E. You should come to camp prepared. Make sure you have the necessary troop equipment and each boy has the equipment necessary for his merit badges and camp life.
- F. Have patrols already organized. Work on ideas as patrols and have the patrol leaders represent the group at camp.
- G. Your campsite is your home for the session, so work at making it comfortable by bringing banners and flags to dress it up.
- H. You should schedule time for rest! Too often we don't take time to sit and enjoy the beauty around us at camp. Don't miss the trees, the nature and the clean, fresh air.
- I. Top troops have spirit. The troop that comes to camp with ideas and spirit challenges the rest of camp to come alive. Bring your troop cheer to camp and show everyone that you are number ONE.
- J. Be flexible. Each session 100's Scouts attend camp. While the staff is there to meet everyone's needs, a Scout should always be friendly, cheerful, and courteous. We need to practice the Scout law in camp when dealing with others.
- K. Communicate. If you have a special need or want to do something spectacular, tell us about it and we will give it our best shot.
- L. Encourage those older Scouts who have earned most of the badges to try a COPE program and to help younger Scouts and work tribal paint duties. See the Outpost Section in the Program Guide for ideas.
- M. One last thing, we want to make this the best camp experience possible for all Scouts. If you have any suggestions, we will gladly listen to your ideas.

Getting Scout Excited About Camp

Promotional information should be shared with Scouts and leaders in your troop. This can be accomplished in many ways. Some ideas for promotion include, but are not limited to:

- Hold troop fundraising projects to help Scouts earn part of their own camp fees. The popcorn sales and camp cards are an easy and effective way for all Scouts to earn their entire camp fee in just a few weeks.
- Initiate a program whereby Scouts who perform well in the troop may get a full or partial scholarship to camp.



- Review the camp goals of each Scout and show them how they can meet these goals and still have fun at camp.
- Hand out information sheets to the Scouts' parents to share information about camp.
- Show slides or videos of previous summer camps at meetings.
- Invite former and current staff members to visit your troop to talk about camp to heighten the Scouts' interest.
- Talk about the merit badges, and other programs and the different kinds of adventures they offer to new Scouts as well as seasoned Scouts.
- Have a camp poster contest. Get the Scouts to write an essay on "Why I want to go to camp." Ask your Chartered Partner to appoint people to judge them and then award prizes.

Informing Parents About Camp

Successful troops hold an informational meeting for parents before camp. This meeting can be held in conjunction with a Court of Honor, troop meeting, or at some other convenient time a few weeks before summer camp. Parents need to be informed about all of the details regarding summer camp. Visitor's Day information, camp rules, equipment needs, and departure and arrival times should all be covered during this meeting. All of the needed information for a pre-camp meeting can be found in this Leader's Guide.

A suggested agenda follows for your use in conducting this pre-camp meeting. The following is a suggested agenda for the pre-camp meeting of Scouts, leaders and their parents. This meeting is best held in May and should be conducted by the Camp Scoutmaster and the Senior Patrol Leader.

SUGGESTED AGENDA FOR TROOP'S CAMP ORIENTATION MEETING

1. Welcome and Purpose of Meeting
2. Travel Information
 - A. When to meet, what to wear, route, method of transportation. Parking at camp is limited, therefore carpooling is strongly encouraged.
 - B. What to bring for the trip?
 - C. Current, signed Annual Health and Medical Record. A photocopy of the medical forms (with an original signature) should be given to the Camp Scoutmaster and reviewed at least one week prior to the day the troop leaves for camp.
 - D. Gas and/or lunch money, etc.
 - E. When and where the troop will return.
3. Visitor's day, Friday from 4pm thru Campfire and special troop arrangements.
4. How Parents Can Reach Their Sons
 - A. Mail
 - B. Emergency telephone number (402-862-2601).
PLEASE – EMERGENCY ONLY



- C. During emergencies at camp, parents need to consult Council website homepage at www.cornhuskercouncil.org for emergency updates.
- D. New FEMA approved storm shelter is available for all campers.
- 5. What to Bring to Camp and What NOT to Bring to Camp**
- 6. Prescription Medication**
 - A. Scouts full name on container
 - B. Original container with dosage printed on container
 - C. Parent should check-in medication with a designated troop leader
- 7. Program Schedule**
 - A. What is available for advancement
 - B. What the troop will be doing for fun (hikes, flying squirrel, mountain man rendezvous, etc.)
 - C. What the troop is planning for service projects or campsite improvements
 - D. Read the program guide
- 8. Expenses to Anticipate**
 - A. Merit badge costs
 - B. Items available in the Camp Trading Post
 - C. Extra program costs (shotgun shooting, etc.)
 - D. Other miscellaneous items
 - E. Troop's camp banking procedures
- 9. Questions from Audience**
- 10. Troop Slides and Pictures from Last Year (available on Camp Cornhusker Website)**
- 11. Inspirational Closing**

Registration Requirements

The Cornhusker Council, Boy Scouts of America provides program, facilities, and services without regard to race, color, national origin, age, gender, or handicap. All full and part time adult leaders, and youth, on the reservation, must be current registered members of the Boy Scouts of America. No camper, youth or adult, will be permitted to stay in camp unless their full camp fees have been paid prior to the start of their camp session.



2017 Camp Fees

Youth - With Troop \$235.00 “Early Bird” (paid by May 1st, 2017) Regular \$260.00 per person.

Youth - Provisional * \$240.00 “Early Bird” (paid by May 1st, 2017) Regular \$265.00 per person. Provisional youth will be provided with tent and cot if needed and placed with Camp provided leadership. This is an instance where they attend camp without their home troop.

Adult Leaders \$115 per person (week)

**Units who qualify as a Cornhusker Council FOS Incentive Unit will get one leader free at camp and all additional adults will be discounted \$8 off base fees all youth will be discounted \$12 off base fees. **

Youth Participant (Youth)		Payment Schedule		
Early discount price	\$235.00	Payment	Amount	Due Date
Regular Full price	\$260.00	Down Payment	\$50.00	To Register
		Second Payment	\$50.00	Fri 3/31
		Early Bird	\$135.00	Mon, 5/1
		Full Price Payment	\$25.00	Mon 5/15
Early discount pricing is applied if paid in full by Mon 05-01-2017				
Adult Participant (Adult)				
Regular price	\$115.00	Payment	Amount	Due Date
		Deposit	\$50.00	To Register
		Final Payment	\$65.00	Mon 5/15
Youth Provisional (Youth)				
Early discount price	\$240.00	Payment	Amount	Due Date
Regular Full price	\$265.00	Down Payment	\$50.00	To Register
		Second Payment	\$50.00	Fri 3/31
		Early Bird	\$140.00	Mon 5/1
		Final Payment	\$25.00	Mon 5/15
Early discount pricing is applied if paid in full by Mon 05-01-2017				

Cancellation Policy

The \$50.00 per participant reservation fee is non-refundable.

30 days or more before day 1 of your scheduled week; 100% of payments to date, less \$50 per person deposit, is refundable.

From 16-29 days before day 1 of your scheduled week; 50% of payments to date, less \$50 per person deposit, is refundable.

Less than 15 days before day 1 of your scheduled week; no refund is available unless there has been a medical emergency.

All requests for refunds must be in writing to the Scout Executive, Cornhusker Council, BSA, 600 S 120th St, P.O. Box 269, Walton, NE 68461-0269. The postmark determines the date of a request for refunds



Financial Need

Registered youth members who cannot pay the total cost of attending council Scouting events may apply for partial financial assistance (campership). This fund assists deserving youth members to attend local council events with a percentage of the cost based on need, but is not intended to provide the total fee. Families, units and/or the chartered partner are expected to provide a substantial portion of the fee.

The information requested is confidential and necessary to help determine the percentage of need for each applicant. Please print legibly. Applicants for camperships MUST be currently registered members of the Cornhusker Council, BSA. Applications for unregistered persons and applications without signatures will be returned to the Committee Chair.

Mail completed and signed applications to:

Cornhusker Council
P.O. Box 269
Walton, NE 68461

For full consideration the Campership Application must be received by March 10, 2017 at the Council Service Center. Applications will be accepted after this date, but will be granted based on funds remaining.

Letter to Employer Request Form

The Cornhusker Council stands ready to send a letter to your supervisor or company informing them of the leadership you provided to the Scouts in your unit while at summer camp. We will also stress the importance of this summer camp experience for each Scout. To have letter sent on your behalf, please complete the information below and turn it in to the camp office during the check-in process.

The form can be downloaded in the attachment section of the registration:

<https://scoutingevent.com/324-9755>

Provisional Campers

You may be asking what Provisional Campers are. If you have boys that want to come to camp but your troop doesn't have enough leaders to provide 2 leaders all week, then Camp Cornhusker will take care of it. This is also a way for an individual Scout that would like to come to camp on their own or come for a second week. The Scout will be put up in the old staff city, with tents and bunks already set up. We will provide the 2 deep leadership, either with the staff from Camp Cornhusker or from leaders from different troops coming together. The Scout is responsible for transportation to and from Camp. They can register for camp as a provisional camper as an individual and make payments through the summer camp registration website. You will have a great time. Never leave a Scout behind.



Camp Equipment and What to Bring to Camp

Need to Have:

Scout Uniform

Clothing for 7 days and 6 nights including...Underwear, Socks, Shirts, Long pants, shorts, Sweater/Jacket, swim Trunks, Appropriate Shoes

Bring an extra pair of old beat up shoes for messy kicking around Camp

Toilet Kit containing: Washcloths, Towels, Comb, Toothpaste, Toothbrush, Soap, Deodorant Sunscreen and lip balm

Insect Repellent

Sleeping bag or blankets and pillow

Cot and Ground Cloth

Rain Gear or Poncho

Canteen or Water Bottle

Trail to First Class needs metal cook kit

Wallet and Money

Scout Handbook

Merit Badge Pamphlets

Pen, Pencil and Notebook

Current Medical Form

Flashlight and Extra Batteries

Two Garbage Bags

Trail to First Class participants and adults attending Introduction to Outdoor Leaders

Skill need a metal cook kit

Nice to Have

Compass

Camera

Pocketknife

Watch

Plate, Cup, Knife, Fork and Spoon

Bible, Testament or Prayer Book

*Label all clothing and equipment with Boy Scout's name and Troop number.

Unit Equipment

All equipment necessary for cooking (cook in campsite Thursday Night). Food is provided to make a Beef Stew

Campsite Equipment

Each troop's campsite includes a flag pole, fire pit, carport style shelter, water hydrant.



Arrival and Departure

FEE PAYMENT AT CAMP – The Camp Director will contact your unit to finish the check-in process by completing the fee payment process. Since your camper rosters have already been turned in, complete the payment worksheet and reconcile your account with the Camp Director. Your unit will be expected to settle all fees before checking into camp. **If your unit leaves camp owing a balance, then your unit will automatically be locked out from registering for events or purchasing advancement.**

Check in procedure at beginning of session

Sunday Afternoon Check-In (if your unit requires a Monday morning check in please let us know)

PLEASE BE FAMILIAR WITH THESE PROCEDURES – Your Scouts and those parents transporting boys to Camp should be informed. There will be less confusion if you follow these simple steps. The Camp Staff will assist you in transporting some of your Troop gear to your campsite.

1. **Check-In Time** – The Troop should report to Camp in a group no earlier than 1:30 PM and no later than 3:30 PM. Check-In procedures end at 3:30 PM. If your Unit needs to make special arrangements for check-in, please do so in advance through the Camp Director. NOTE: This is earlier than in past years.
2. **Camp Office** – A temporary office will be set up in the Korff building on check-in day. Your Troop will be greeted by a staff member at the parking lot. The Scoutmaster or Troop Leader should proceed to this area with all Campers (youth and adult). You should have the following information ready to check-in with the Camp Director & Health Officer: Troop roster, all receipts for Camp fees paid at the Council Office, necessary money or check to complete any fee payments due, and Out-of-Council Troops must have a Tour Plan & Proof of Accident Insurance. Each Camper (youth and adult) must be present to receive a wrist band at this point of the check-in process. NOTE: camp fees should be paid prior to arrival at camp. All final payments must be made to the Council Office prior to your arrival at camp.
3. **Medical Recheck** – Immediately after receiving a wrist band, each Camper will proceed individually through the Medical Recheck station. **DO NOT FORGET THE MEDICAL FORMS.** Each Camper must have his/her completed health form at this time. Unit Leaders are encouraged to collect these in advance and then distribute them back to Campers prior to getting in line for their medical recheck. **ALL MEDICATIONS WILL BE LOCKED UP BY TROOP IN A LOCK BOX BY THE HEALTH LODGE. LEADERS WILL BE RESPONSIBLE FOR THE DISTRIBUTION OF THEIR TROOP'S MEDICATIONS, NOT THE CAMP HEALTH OFFICER. Leaders will receive a combination to their Troop's lock box when they complete their medical recheck from the Camp Health Officer.**



4. **Campsite** – Once the Troop has completed the initial check-in process, Campers should go to their campsite, unload their gear, set up ONE tent, change into their swim trunks and then go to the Dining Hall. Each Scout and adult Leader needs to wear swim trunks and shoes. If the Troop loaded their equipment onto a Camp trailer upon arrival, it will be hauled to the campsite. If the Troop has its own trailer, it will be pulled into the campsite by a Camp authorized vehicle. The trailer will remain in the campsite for the entire week. The trailer will be blocked so it cannot be moved.
5. **Dining Hall Orientation** – All Campers must attend this brief overview of Dining Hall procedures. The orientation is held in the Dining Hall on a continuing basis until 4:30 PM.
6. **Swim Checks** – Immediately following the Dining Hall Orientation your Troop reports to the pool for the standard BSA swim check. Troops are encouraged to conduct swim checks prior to coming to Summer Camp. The swim check must be administered by a certified lifeguard (BSA Lifeguard or Red Cross Lifesaver or equivalent) and that person must be approved by the Camp Director PRIOR to the check being administered. An approval form is included in this guide. The lifeguard must provide a sheet listing all those tested including name and ability level and sign certifying the administration of the swim check. This along with the swim check administrator approval form must be presented at check-in. If you have not done the swim check prior to Camp, the Aquatics Staff will administer the check. The Aquatics Director retains the right to retest any swimmer if he/she feels it is necessary.
7. **Campsite Set-Up** – Following the swim checks and a tour of Camp, your Troop will return to your campsite to finish getting settled.
8. **Leaders Meeting** – One leader from each Troop is required to attend this meeting to discuss Camp policies and procedures. The meeting begins at 4:30 PM in the Korff building. This meeting will begin promptly at 4:30 PM, please be on time. **NOTE: THIS IS EARLIER THAN IN PAST YEARS.**
9. **Flag Ceremony** - The entire Camp assembles for Flag Retreat at 6:00 PM. All Scouts should be in uniform. Be sure to have your entire Troop on the parade grounds before 6:10 PM [Flag Ceremony starts promptly at 6:15 PM].
10. **Dinner** – Begins at 6:15 PM immediately following the flag ceremony.



Check in and out procedure during camp session

CAMPER: Departure AND arrival notice must be completed at the camp office and must be approved by Camp Director, or Program Director. Campers may leave only with parent or guardian or with written release from either one. In the event of written release, the name of individual transporting camper must be specified in writing.

ADULT: Check in and out at camp office. Leave date and time of expected return.

All youth and adult participants along with guests who have checked-in should at all times be wearing the official wristband. This helps staff determine who should be on the property.

Check-out procedure at the end of camp session

1. Check-out begins after Campfire. All troops must clear campsites by 10:00am.
2. Make an appointment with your commissioner to check out your campsite. Scoutmaster and Senior Patrol Leader should be in campsite for check-out. Scoutmaster will sign off verifying that camp is clean.
3. After packing is completed, and all Scouts are out of camp site, leaders and assigned commissioner should note any damaged equipment, necessary repairs, and trash removed from the campsite.
4. Leaders settle outstanding financial accounts, such as leader's fees, damage fees, etc. All fees need to be settled prior to your departure. This is a unit's responsibility.
5. After all fees are settled, leaders pick up all health forms at the camp office before leaving camp. Make sure you receive a complete package before leaving camp.

Camp Program

Register and See Program Offerings

Current merit badge schedules, adult training and extra program schedules can be viewed and printed for the camp registration link in the attachment area at:

<https://scoutingevent.com/324-9755>

All registrations and signing up for activities and merit badges take place on the event registration page. A participant must be current on payment schedule in order to register for activities or merit badges. The registration for merit badges and activities will go live on February 1, 2017. A unit leader should be the designated unit contact for the registration and can make modifications as needed. A feature called Parent Portal allows a unit to give permission to individual families to make payments for camp, sign up for activities and see the progress of their son at camp.

Merit Badges

Blue Cards

We do not use blue cards at Camp Cornhusker and a Scout does not need to bring any proof or registration to a merit badge or activity. At the end of Camp, the unit is able to access many



reports that are exportable or printable including: Blue Cards, Scout book Export, Advancement Completed/Not-Completed report. All available through the unit registration site. No printouts will be given out at camp. The Cornhusker Council Service Center is able to print or export files for your unit as needed.

Advance Preparation

Each Scout should determine what Merit Badges he wants to work on before arriving at Camp. We recommend the Scout complete as many requirements as possible before Camp. Some Merit Badge requirements cannot be completed at Camp without prior work or preparations. Additionally, a Scout can accomplish much more at Camp if he has already completed the writing, discussion, and explanation of requirements. If a Scout completes Merit Badge requirements prior to or after Camp, those completed requirements should be recorded by the Troop Advancement Chair. Requirements completed at Camp will be recorded on the Camp NCR record and then posted on the Council web. By combining the records at the Troop level and the completed requirements at Camp, the Troop Advancement Chair can then determine if all requirements are completed for awarding of the Merit Badge. The Camp Staff will not abbreviate or short cut any requirements. Camp Staff Merit Badge counselors will only mark requirements they witness as completed.

Current Merit Badge Requirements

Requirements for Merit Badges do change from time to time. A list of merit-badge prerequisites is available for each youth on the event registration website and in a report printable and customizable for each Scout. Camp Cornhusker will use the most current requirements, even if a new Merit Badge Pamphlet has not been printed. All Scouts need to be sure to bring a copy of the most current Merit Badge Pamphlet with them to Camp and read this book as a prerequisite for all Merit Badges. A limited number of each Merit Badge Pamphlet will be available for purchase at the Trading Post. It is suggested that a Troop place a bulk order of pamphlets through the Cornhusker Council Store in March to prepare for the year.

Every Scout is expected to furnish all the materials for Merit Badge work. Merit Badge Pamphlets for all Merit Badges offered at Camp are available at the Camp Trading Post while supplies last. Some Merit Badges (especially Shooting Sports and Handicraft) require that Scouts purchase materials to demonstrate skills. Score and/or skill proficiency we have added the cost of these materials to the registration process and they will be provided.

Merit Badges Offered at Camp Cornhusker

Archery, Art, Astronomy, Automotive Maintenance, Aviation, Basketry, Bird Study, Camping, Canoeing, Chess, Citizenship in the Nation, Citizenship in the World, Communications, Cooking, Digital Technology, Electricity, Electronics, Emergency Preparedness, Geocaching, Geology, Home Repairs, Indian Lore, Insect Study, Kayaking, Leatherwork, Lifesaving, Mammal Study, Metalwork, Nature, Orienteering, Pioneering, Plumbing, Reptile and Amphibian Study, Rifle Shooting, Robotics, Rowing, Shotgun Shooting, Small-Boat Sailing, Soil and Water



Conservation, Space Exploration, Swimming, Weather, Welding, Wilderness Survival, Wood Carving

For current merit badge Schedule and Offerings please refer to the Camp Registration Website.

Hourly Merit Badge Schedule

Merit Badges are offered in at least one of the five one-hour sessions which meet Monday-Friday:

Session 1: 8:30 AM - 9:30 AM

Session 4: 1:30 PM - 2:30 PM

Session 2: 9:45 AM - 10:45 AM

Session 5: 2:45 PM - 3:45 PM

Session 3: 11:00 AM - 12:00 PM

Sessions are one hour in length with 15 minutes provided between sessions so Scouts can get to their next activity on time. Some Merit Badges and activities span multiple sessions. As a result, someone signing up for C.O.P.E., Environmental Science Merit Badge, or Trail to First Class will need to be aware of the schedule.

Scoutmasters will be able to sign-up for Merit Badges and Activities beginning no earlier than February 1st. Merit Badges and other activities each have a maximum enrollment based on facility, equipment, and instruction limitations, so it is important that Scouts sign-up for the Merit Badges and activities they want to participate in as soon as possible.

This schedule will allow boys to complete their Merit Badges and receive fewer partials at the end of your week at Camp. We hope that you and your Scouts will benefit from this scheduling. For some Merit Badges, additional time may be needed to be spent observing, practicing, or involved in project work. It is imperative for each Scout to check-in to their Merit Badges to receive credit for the work they complete.

Non-Merit Badge Camp Programs

Trap Shooting and Open Rifle: For boys First Class and above and 13 years of age, who do not wish to go on the Blazing Trails Nature Hike, they can shoot trap instead. Tickets for shells must be purchased at the Trading Post.

Mile Swim: Scouts will practice each morning. Mile swim is 1600 meters Friday morning. The BSA MILE SWIM exists to encourage swimming skills and recognize Scouts who swim one mile or more. Who Can Earn This Award? Boy Scouts, Varsity Scouts, Venturers, Sea Scouts, and Explorers, and adult leaders in these programs Work with a qualified and certified BSA Aquatics Instructor or equivalent to do training and then swim a mile;



Chapel Program: Scouts are encouraged to attend Chapel service Tuesday evening at 7:15pm. Those attending service will receive special recognition. The Chapel services will be conducted by the Camp Chaplain and the Troop Chaplain's Aides. Special trainings will be offered at camp



for Chaplain's Aides and the Troop Chaplain starting Sunday evening and during your week at camp.

Penguin Club: For those Scouts who brave the chilly waters at 6:00 AM. Each Scout or Scouter who gets wet four of the five weekdays of the camp week becomes a member of this elite club and is duly recognized by the famous Penguin Club Patch at no extra cost to the camper. Adjustments will be made if the weather does not cooperate. The Penguin Club is held at the waterfront each morning of camp.

Complete Angler Recognition: The Complete Angler recognition was established by the BSA's National Fishing Task Force in October 2014 to honor well-rounded youth anglers. Scouts who have earned the Fishing, Fly-Fishing, and Fish and Wildlife Management merit badges can earn the award



Disc Golf: A 9-hole disc golf course has been built at Camp Cornhusker. No experience is required, so this is sure to be a hit for participants of all ages. Bring your own discs or buy one in the Trading Post

BSA World Conservation Award: You can earn this award by earning the following merit badges: Environmental Science merit badge, either Soil and Water Conservation OR Fish and Wildlife Management merit badge and Citizenship in the World merit badge



Mountain Boarding: Similar to snowboarding, we like to think of this as off-road skateboarding. We provide the mountain boards, personal safety equipment, and a location, but the rest is up to the riders. Your Scouts will be telling everyone how much fun this is!

The BSA Stand Up Paddle boarding Award: introduces Scouts to the basics of stand-up paddle boarding (SUP) on calm water, including skills, equipment, self-rescue, and safety precautions. This award also encourages Scouts to develop paddling skills that promote fitness and safe aquatics recreation.





High Plains Drifter

The High Plains Drifter is for Venture Crews and Venturing Age Scouts. This exciting program is offered each week at camp. This is an action packed program option for older youth who are looking for exciting adventure activities as opposed to advancement opportunities while at camp. Crew size is limited to ten per crew with two crews a week possible. Participants in the High Plains Drifter will get to engage in:

- Two days of Advanced Shooting Sports activity including pistols, black powder, small and large bore rifles and 3D and Action Archery games.
- A kayaking trip on the Big Nemaha River
- A Mountain Biking excursion on the Steamboat Trace Trail from Nebraska City to Brownville totaling 24 miles.
- Participation in other Camp Wide Supplemental Program Activities

Individual Boy Scouts of Venturing Age (14 +) and Venture Crew members need to register just as they would for Boy Scout Resident Camp but instead of Registering for Merit Badges will simply Register for HIGH PLAINS DRIFTER (HPD). Additionally, Youth not already in a Venture Crew, will be required to register as a Venture Scout with the standard BSA Youth Application or Adult Application for those 18 or over.

The additional cost for High Plains Drifter (\$50) which will then be added to your registration just as a merit badge with additional activity fees would be.

Participants in High Plains Drifter may bring their own Mountain Bike and or Helmet to camp with the understanding that the equipment's care, maintenance and security is their responsibility not that of Camp Cornhusker, please make sure you have your own repair kit and tubes for bikes.

Adult Crew Leaders are encouraged to participate in the HPD activities with the understanding that the Youth Members Experience will be the priority when we are on the ranges. This is one area where the limit on crew size will need to be enforced for safety reasons.





Trail To First Class

Trail To First Class (TTFC) is a premier program for first year Scouts. The Camp Cornhusker program is renowned across the mid-west as a premier program for first year Scouts. This first year, hands on program, gives the boys the best foundation for their Scouting future. Always send your first year boys to TTFC no matter where the other boys go to camp. Ask anyone that has been through the TTFC, they will tell you it is the best!

The Camp Cornhusker Trail to First Class is the greatest program you will find for your first year Scout. From Troop meeting to Patrol meeting, led by trained adult leaders, the classes teach the meanings of the law. The boys learn to explain each law to their leaders. They learn to use a knife; hatchet, saw to make tinder, and kindling to start the fire with flint and steel for their breakfast of bacon, eggs and toast that each boy will cook themselves. They learn their knots and build a useful camp gadget with lashings. They learn how to use a compass and go on compass courses both during the day and also at night. They also do their five-mile nature hike. They learn how to tell directions with a watch and to put a stick in the ground for direction. The night skies tell them directions also. This is all hands on, not sitting and listening to lectures for a week. The boys are busy doing and learning.

We cover most all the requirements for the Trail to First Class. Swimming and First Aid merit badges are available in the afternoon. No other camp delivers this great program like Camp Cornhusker. We are the innovators of this particular delivery method. Our Trail to First Class Program is imitated but not duplicated.





Mountain Man Program

Camp Cornhusker has a wonderful Camp Loyalty and Youth Growth Retention Program Called “Mountain Man”. We hope to accomplish two things. First, to create a true sense of Loyalty to Camp Cornhusker and the High Ideals of Scouting, Outdoor Program and Heritage for which it has stood since the camps creation in 1956. Second, to Prepare Boys to become Men of vision and dedication who will continue the work of those who first took up Scouting’s mantle and formed the Cornhusker Council and its Camps and Properties.

Please refer the separate Mountain Man Guide for full details on the program and all its meaning. It also includes the instructions for making sure your youth are properly recognized.

The GEE GAW is the recognition part of the Mountain Man Program and designates the achievements of both Scouts and leaders at camp.

Year at Camp	Mountain Man Rank	Gee Gaw Recognition
Year 1	Pioneer	Blank Hide Gee Gaw
Year 2	Explorer	Gee Gaw receives Mountain Stamp
Year 3	Frontiersman	Gee Gaw receives Crossed Rifles Stamp
Year 4	Voyager	Special Black Bead
Year 5	Mountain Man	Special Silver Bead
Year 6 & up	Council of Wisdom	Special Glass Bead

Adults are invited as well by accepting the responsibility to provide Adult Leadership for a portion of the outpost program as they are able, and will be offered the opportunity to enroll in the Adult Camp Cornhusker Benevolent Support Society “The Long Tooth Circle”.

The Long Tooth Circle

The Long Tooth Circle (LTC) is an alumni association organization of adult scouters of the Cornhusker Council formed to perpetuate Camp Cornhusker. Learn more at:

<http://www.cornhuskercouncil.org/support-scouting/long-tooth-circle/>

The LTC Camp Meeting will take place Wednesday night at Camp after Rendezvous. Only the members of the LTC will gather and go through the ceremony, which stresses the ideals of Scouting. Helpful suggestions will be aired concerning Camp operations for that week and taken into consideration by the Camp Staff. Advancement may be awarded at this time and new members admitted.



Daily Schedule

7:00 AM	Assembly and KP Call
7:20 AM	Flag Ceremony – Flag is raised
7:30 AM	Breakfast
8:30 – 9:30 AM	Session 1
9:45 – 10:45 AM	Session 2
11:00 – 12:00	Session 3
12:00 PM	Assembly and KP Call
12:05 PM	KP Call
12:15 PM	Lunch
1:30 – 2:30 PM	Session 4
2:45 – 3:45 PM	Session 5
4:00 – 5:30 PM	Open Areas such as Swim, Archery, Rifle, Lake
6:00 PM	Assembly and KP Call (not Thursday)
6:10 PM	Flag Ceremony
6:15 PM	Dinner

Evening Programs vary by day – Check current session calendar for details and leader trainings

Sunday

7:15 PM All Shotgun, rifle and High Plains Drifter meet in Korf for Safety Brief

8:30 PM – Gather for Opening Campfire

Monday

7:15-8:15 PM – Open Trap Shooting – 5 Mile Hike for TTFC

Tuesday

7:15 -7:30 PM Chapel

9:30 PM – Cat Eye Trails

Wednesday

7:30 PM Mountain Man Rendezvous and Games

Thursday

Troops cook dinner in campsite (only ingredients are provided)

8:30 PM – Troops assemble in campsite for Order of Arrow Campfire

Friday

Visitor Night – family is invited after 4pm, dinner tickets can be purchased

8:15 PM– Units Assemble for Closing Campfire

10:30 PM Daily Quiet Time

11:00 PM Daily Lights Out

Updated Schedules and programs will be provided at check-in or as a download from the unit registration website.



Unit Recognition

A. Participation Recognition Ribbon

B. Honor Troop Award

Complete 5 of the 7 activities

1. Do an Approved Camp Service Project – Verification by Signup sheets
2. Have a Representative at EVERY SPL Meeting – Verification by Attendance records
3. Have a Representative at EVERY Leader's Meeting – Verification by Attendance records
4. Earn at least 480 Campsite Visitation Points – Commissioner inspection sheets
5. Have ALL Fees Paid by the Payment Due Date – Records from Council office
6. Banana Relay – By Signup sheets
7. Adult volunteers to serve as instructors at camp- Verified by Area Directors attendance records.

This program is designed to help encourage Troops to meet high standards during Summer Camp. The program is administered by the Camp Admin Team (Camp Director, Program Director, Camp Commissioner, and Business Manager.)

Camp Leadership

CAMP SCOUTMASTER - There must be at least two (2) registered adult leaders (one of whom is 21 years or older serving as Camp Scoutmaster) with each troop in camp at all times.

Preferably, the troop is under the leadership of its registered Scoutmaster. If the Scoutmaster is unable to attend full time, the troop committee should name a Camp Scoutmaster (must be trained in his/her position to receive recognition). The Camp Scoutmaster (minimum age is 21) works with the Senior Patrol Leader, and together they develop and schedule the troop's program. The Camp Scoutmaster participates in the camp-wide daily leaders' meeting, and assigns and coordinates the responsibilities for all the adult leadership at camp for their troop.

Under the troop system of camping, the Camp Scoutmaster is in charge of your troop at all times. All additional adult Scouters in camp are considered Assistant Scoutmasters. The majority of instructing, disciplining and organizing of your troop is up to you.

The staff works with you and serves as your camp helpers. Our purpose is never to take over your job as leader of your unit, but to aid you in achieving the utmost respect of your Scouts, to work as your special advisors and helpers and to provide an environment in which your troop can grow into a more proficient organization with quality trained leaders and Scouts.

SENIOR PATROL LEADER COUNCIL - Each Troop's Senior Patrol Leader is a part of the Camp Senior Patrol Leader Council, which meets daily. At this daily meeting the next day's "patrol activities" are scheduled and camp-wide activities planned. This is held during lunch in the Orchard room on the north end of the Trading Post building.



KP'S – While at camp, the KP is your table waiter. KP's, assigned from your unit, report to the Dining Hall before the meal and assist in getting the table ready for meals. Tables are assigned to each unit. KP's also assist in the cleanup of the dining hall and their tables after meals. Special instructions are given to all KP's at the Orientation meeting on Sunday. Your first meal will be served at 6:15 PM on Sunday, and your last meal will be dinner on Friday. KP duties must be rotated among all Scouts at the table. The following is a list of mealtime duties that the KP will be expected to handle.

- The KP arrives at the Dining Hall following the KP call (15 minutes before mealtime).
- The KP must pass a cleanliness inspection by the Commissioner Staff. As in a normal restaurant situation, KP's are expected to have clean hands and have on a clean shirt. If they do not pass inspection, they will be required to clean themselves and then be re-inspected before they can begin their duties.
- Clean up by KP's should not begin until directed by the Program Director.
- At the conclusion of the meal and program, the Program Director will announce, "KP's please remain."
- Clean up should not begin until the Dining Hall is dismissed.
- Once the table is cleared, the KP will wash the table top using a prepared solution. The benches will be turned over and placed on the top of the tables. The floor under and around the table is to be swept and mopped. When each KP's area is clean, he holds up his hand for an area inspection. He cannot leave until dismissed by a staff member.

The cleanup after the meal should take between 12 to 15 minutes. If there is spilled food, the KP responsible will be required to do some spot cleaning as well. We request there be 2 KP's per meal and they follow directions closely.

While being a KP may not be the "most enjoyable task," it is an important one. A concerted effort will be made by the staff to help KP's. However, firm control must be maintained and KP's will be expected to follow directions. An experienced Scout should handle the first meal responsibility of a session.

Health and Safety

Camp Accreditation

Each year Camp Cornhusker of the Cornhusker Council, BSA, has maintained the BSA's full accreditation to operate the camp.

Health of Campers

Each Scout and adult leader participant at the Camp Cornhusker should be aware of the vigorous nature of camp living. Every effort will be made to meet the special needs of Scouts (youth) attending camp when proper notification is made during registration.



Adults must also be in good health if they are to fulfill their role of supporting young people.

Buddy System

All programs stress the use of the buddy system, whereby campers engage in activities with at least one other person so that they can monitor and help each other. Using a formalized buddy system is mandated in certain adventurous or potentially dangerous activities.

Swim Test

The Boy Scouts of America has developed guidelines concerning the swim classification testing, which we usually do Sunday at check-in at summer camp. You may complete your unit's swim classification test prior to coming to camp if you choose to do so. The following steps must be followed to complete the unit swim classification test prior to camp.

1. The swim classification test must be conducted by one of the following individuals: Aquatics Director BSA (BSA Camp School Certified), Aquatic Supervisor BSA (BSA Camp School Certified), Lifeguard Instructor BSA, BSA Lifeguard, Red Cross Lifeguard Instructor, Red Cross Lifeguard, or Water Safety Instructor. All of the above must be 21 years of age or older. When the unit arrives at summer camp, each individual will be issued a buddy tag under the direction and discretion of the camp Aquatics Director.
2. A copy of the reviewer's certificate or card must be attached to the Unit Swim Classification Test Record form (downloadable of [Camp Registration Website](#)).
3. Complete the classification test after January 1st of the summer camp year. Any illness or injury that occurs after the swim test needs to be addressed at camp. It is not necessary that the entire unit use this process. Swim checks can still be done at camp upon arrival for part or all of a unit.
4. The Unit Swim Classification Test Record must be presented to the Aquatics Director during the check-in at Camp on Sunday.

Swim Classification Procedures

The Swim classification of individuals participating in a Boy Scout of America activity is a key element in both Safe Swim Defense and Safety Afloat. The swim classification tests should be renewed annually and no more than 6 months prior to summer camp. Traditionally, the swim classification test has only been conducted at a long-term summer camp, and that option will still be available.

All persons participating in BSA aquatics are classified according to swimming ability (Adults included!). The swimming tests have been developed and structured to demonstrate a camper's swimming ability and to assign the camper to a water depth appropriate to his swimming ability.

The various components of each test evaluate the several skills essential to the minimum level of swimming ability. Each step of the test is important and should be followed as listed below:



It is very important that the test be administered exactly as stated. Do not make exceptions or deviations for any reason. If there is any question, have the scout retest at camp.

There are three qualification levels in the BSA Swim test. The first is the BLUE SWIMMER, which will allow Scouts to swim in all swim areas and boat in open areas of the lake. The second is RED BEGINNER, which will permit limited boating and swimming, the final is a WHITE NON-SWIMMER, which will permit wading, and boating only with qualified accompaniment in safe watercraft.

The Summer Camp Aquatics Director reserves the right to retest a camper if he or she has any reservations about the swim classification assigned through the unit pre-camp swim testing.

Youth Special Needs

Any Scout with special needs that require the attention of the camp staff should complete the information included on the individual's online registration for camp. Food allergies and dietary requests also be noted. Some dietary requests may incur additional charges over normal food cost. This information must be done for each event a Scout registers for. Be sure to indicate the type of need, i.e. physical, medical, dietary, food allergies, etc. Golf carts or similar personal transportation devices are not permitted at camp without prior approval on a Youth Special Needs Request form. This information should be entered for each Scout before May 1st.



Camp Cornhusker Emergency Procedures

In the event of an actual emergency, the following procedures will be enforced: The Camp Director is in charge of all Emergency Action. In the event the Camp Director is not available, his/her designee is in charge.

1. **LIGHTNING** (NO AUDIO SIGNAL)

PROCEDURE - Outdoor activities will be postponed if thunderstorms are imminent. Do not take shelter in small sheds, campsite shelters or under isolated trees. If caught outdoors, find a low spot away from trees, flag poles, telephone poles and power lines. Make sure the place you pick is not subject to flooding. If you are in the woods, take shelter under the shorter trees. If you feel your skin tingle or your hair stand on end, squat low to the ground on the balls of your feet. Place your hands over your ears and your head between your knees. Make yourself the smallest target possible and minimize your contact with the ground. **DO NOT** lie down. If you are boating or swimming, get to land and follow the guidelines above. The person in charge will give an all clear when the threat has past. **HOW FAR AWAY IS THE THUNDERSTORM?** Count the number of seconds between a flash of lightning and the next clap of thunder. Divide this number by 5 to determine the distance to the lightning in miles.

2. **TORNADO/WINDSTORM/SEVERE WEATHER** AUDIO SIGNAL Continuous blowing of the camp siren.

PROCEDURE – Camp Management will regularly inform camp leaders of Watches issued in the area. Method of this communication will vary based on the time of day. During exploration tour of camp, each unit will be instructed of the location of the FEMA approved Safe Room. When there is an actual Warning, the siren will sound a continuous blow. When this is heard, all campers will move to the Safe Room. After all danger has passed, a staff member will be dispatched to work with unit leaders to make sure everyone is accounted for.

3. **FIRE** AUDIO SIGNAL – Continuous ringing of the Dining Hall Bell.

PROCEDURE - When the bell is heard, all campers are to report to the flagpole located on the parade ground on the west side of the Dining Hall. Scoutmasters will take a roll call. They will report to the person in charge. In the event the fire is confined to a campsite, follow the fireguard plan immediately and inform the camp staff. Good fire practices will eliminate this problem.

4. **EXTREME HEAT**— (no Audio Signal)

PROCEDURE - In the event the temperature and/or humidity reaches an extreme level that may endanger health, all events will be discontinued until further notice. The person in charge will determine if the emergency exists. Campers will be expected to rest during this period. The pool will be open on a limited basis to cool off in. The all clear signal will come from the person in charge.

5. **MAJOR HEALTH EMERGENCIES** (No Audio Signal)

PROCEDURE- All accidents and illness must be reported to the person in charge or the Health



Director immediately. In the event the victim cannot be moved, send someone to find help immediately and locate the person in charge or the Health Director. ***The Camp Director is the only spokesman in this event.*** The person in charge or Health Director decides if an accident or illness will require hospital treatment.

6. FLOOD, EARTHQUAKES & CHEMICAL SPILLS

PROCEDURE - All campers will report to the Dining Hall area when the Camp Staff sounds the warning. Roll call will be taken. After everyone is accounted for the person in charge will direct procedures or evacuation to a safer area.

7. MISSING PERSON

PROCEDURE - All Available Camp Staff and Adult Leadership will be assembled at the Camp Office. The person in charge will institute search procedures. After a reasonable length of time has passed and the missing person (s) still has not been found, the person in charge will notify the proper authorities.

8. CHILD ABUSE -

PROCEDURE - Any child abuses or suspected child abuse must be reported immediately to the Scout Executive. Contact the Camp Director or person in charge for assistance in contacting the Scout Executive or his designee. The immediate health and safety of the individual (s) will be considered during any course of action taken. The National BSA policies for two deep unit/campsite leadership and Youth Protection guidelines will be followed.

Usage Policy of Motorized Carts

Any Scout or Scouter with special needs for transportation should communicate with Camp Director as to what, if anything, can be done to accommodate this individual. No personal vehicles can be on camp unless authorized by Camp Management. It is on a case by case basis.



Map of Camp Cornhusker

