



**CORNHUSKER COUNCIL**  
BOY SCOUTS OF AMERICA.

# 2022 Scouts, BSA Program Guide



**CAMP  
CORNHUSKER**

[www.cornhuskercouncil.org/camping/camp-cornhusker/](http://www.cornhuskercouncil.org/camping/camp-cornhusker/)



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Dear Scouting Family,

Fourteen years ago, I started serving on summer camp staff at Camp Bob Hardin in Saluda, North Carolina. After seven years there, the Scouting Program took me to Alaska to continue serving our youth. After two years in Alaska, I have finally made it home to Camp Cornhusker. My love for the Scouting Program and watching young people develop into future leaders, keeps me coming back! As your Program Director, it is my absolute pleasure to welcome you and your unit to the 2022 camping season at Camp Cornhusker!

As a leadership team, we have been hard at work planning and prepping with our staff members to run the best program we can for all our Scouts. We have spent countless hours looking over each part of our summer camp experience. This begins with our check-in process on Sunday to our checkout process on Saturday and everything in between. We are committed to delivering the best camp experience around!

As you read this guide, returning campers will notice many returning staples as well as some new programs we have in store for this summer. New campers can get the low down on what Cornhusker has to offer for them as well.

I am humbled to be able to serve as your Program Director and I commit to working tirelessly to ensure that each person who comes through our front gates, whether returning to Cornhusker or entering for the first time, has a memorable experience. I look forward to seeing you all at camp this summer!

If you have any questions, concerns, or suggestions please do not hesitate to contact me.

Yours in Scouting,

Thomas Bucks  
Program Director  
cornhuskerprogramdirector@gmail.com

\*Please note that the Leader's Guide for Camp 2022 will include final schedules and the final merit badge listing\*



## **Meet your Camp Administration**

### **Camp Director**

I am Samantha (Sammi) Lowery, Camp Cornhusker's Camp Director. I worked at Cornhusker the summers of 2008 through 2012 in various positions from C.O.P.E. Instructor to Webelos Camp Director. I am a Brotherhood member of the Order of the Arrow and have gone through Wood Badge as a proud Antelope! This will be my fifth summer returning to Cornhusker and I am glad to be home!

I am a science teacher at Lincoln Southeast High School where I teach biology, chemistry, and forensic science. I am also a volunteer assistant softball coach at Lincoln East. I live in Lincoln, Nebraska with my husband, Stephen Lowery, our sons, Tommy and Charlie, and our puppy Murphy. I am excited for the opportunity to be back at Camp Cornhusker and look forward to working with all of you!

This summer will be another fantastic camping season. Please note that this packet contains all of the overall program details for summer 2022. The Leader's Guide contains scheduling and important camp information.

### **Program Director**

My name is Thomas Bucks and this is my fifth year as Program Director. I am an Eagle Scout and a Brotherhood member of the Order of the Arrow. This will be my fourteenth summer on camp staff.

I currently reside in Florence, South Carolina and am a History Studies Teacher at Lake City High School in Lake City, SC. I am the head coach for both our tennis and soccer team.

### **Head Commissioner**

Our Commissioner will be a great connection between the Troops and the Camp Administration.





## 2022 Camp Theme

We are excited to announce the theme for Camp 2022: Cornhusker Carnival!

To go with our theme this year, we have a few new exciting activities including:

- Water Carnival
- “Minute to Win-It Games”
- Carnival Games

We cannot wait to welcome you & your unit to the Cornhusker Carnival!

CAMP CORNHUSKER 2022 SCHEDULE		
	Starting	Ending
	June 5, 2022	June 11, 2022
	June 12, 2022	June 18, 2022
	June 19, 2022	June 25, 2022
	June 26, 2022	July 2, 2022



### The Summer Camp Experience

A summer camp experience in the making since 1956, this program isn't just the most fun your scouts will have all summer, it's an invaluable opportunity for learning, growth, and personal development. Our enthusiastic and knowledgeable staff are the ideal guides through a week of campfires, merit badges, songs, and much more!

### BSA Mission Statement

The mission of the Boy Scouts of America is to prepare young people to make ethical and moral choices over their lifetimes by instilling in them the values of the Scout Oath and Law.

### Camp Accreditation

Each summer, Camp Cornhusker goes through a rigorous accreditation process from the National Camp Accreditation Program. This means that the camp has met strict guidelines in health, safety, and programming.



### Camp Cornhusker Staff Vision

“Our mission is to offer the finest summer camp experience in the region by providing a safe, quality, and fun-filled Scouting program to every Scout and leader in camp.”



## Merit Badge Program

### Blue Cards

We do not use blue cards at Camp Cornhusker. At the end of each session, the unit can access many reports that are exportable or printable including: Blue Cards, Scoutbook export, Troopmaster export, Advancement Completed/Not-Completed report, all of which are available through the unit registration site. Even though no printouts will be handed out at camp, the Cornhusker Council Service Center can print or export files for you unit as needed

### Weather Impact on Program/Activities

Occasionally, severe weather may affect camp programming and activities. Aquatics, C.O.P.E., and Shooting Sports areas are often the first areas impacted. Thunder and lightning near camp can cause us to “delay” or “cancel” these activities. All decisions made by the Camp Administration are to ensure camper safety, as our first priority is to keep everyone on property safe.

## Daily Schedule

7:15 AM	Assembly and KP Call
7:20 AM	Flag Ceremony – Flag is Raised
7:30 AM	Breakfast
9:00 AM – 10:15 AM	Merit Badge Session 1
10:30 AM – 11:45 AM	Merit Badge Session 2
12:00 PM- 1:00 PM	Lunch in campsites
1:15 PM – 2:30 PM	Merit Badge Session 3
2:45 PM – 4:00 PM	Merit Badge Session 4
4:15 PM – 5:30 PM	Open Areas
6:00 PM – 7:00 PM	Dinner
7:15 PM – 9:00 PM	Open Areas/ Evening Activity

- **Open Areas/Evening Programs vary by day – Check current session calendar for details and leader trainings.**



## Hourly Merit Badge Schedule

Merit Badges are offered during each session Monday-Thursday. Friday morning is used for troop time or Merit-Badge make-up time.

Session 1: 9:00 – 10:15 AM

Session 2: 10:30 AM – 11:45 AM

Session 3: 1:15 PM – 2:30 PM

Session 4: 2:45 PM – 4:00 PM

Sessions are 75 minutes in length with 15 minutes between sessions so Scouts can get to their next activity on time. Some merit badges and activities span multiple sessions. As a result, someone signed 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 1, 2022**. 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 Scouts 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.

## Swim Classification Tests

An important aspect of advancement at camp is helping Scouts to improve their swimming ability. Baden-Powell himself said “Every Scout is a swimmer”. Upon arrival at camp, all Scouts will report to the pool for the swim test and safety review with the aquatics staff. The swimming ability of all Scouts and leaders must be evaluated annually before they can take part in any aquatics activity, per BSA policy as contained in the Guide to Safe Scouting. There are three classifications of swimming abilities, per standardized BSA swim classifications: non-swimmer (white), beginner (red), and swimmer (blue). All scouts and scouters must have a swim tag.

Scout troops may complete these classification tests prior to camp using the BSA’s Unit Swim Classification Record available in the Leaders Guide. Units choosing this option will still report to the pool for the safety review with the aquatics staff and distribution of swimmer tags. Please bring the Swim Classification Record to the pool for our Aquatics staff.

Retesting is possible as part of swimming instruction throughout the week. Please note- retesting will not be done as part of the instructional merit badge class time, unless they are taking Instructional Swim.

**To participate in any aquatics merit badges or activities, scouts must complete the Swimmer test prior to arriving at their selected classes.**

## **Program Areas**

Cornhusker has several different program areas where Scouts can complete merit badges, hone their Scout Skills, and have fun. These areas include Aquatics, Outdoor Skills, Health, Scout Skills, Shooting Sports, Ecology & Conservation, Life Skills, and Handicraft. Make sure you leave some open time in your schedule to enjoy all that we have to offer!

## **Aquatics**

Aquatics is always one of the most popular program areas at any summer camp. With a wide selection of merit badges and program opportunities, almost every Scout is sure to visit the waterfront at least once during their stay.

### **Merit Badges**

- **Swimming MB**
- **Kayaking MB**
- **Canoeing MB**
- **Small Boat Sailing MB**
- **Lifesaving MB**
- **Rowing MB**



### **Activities**

- **BSA Stand-up Paddle Boarding**
- **Instructional Swim**
- **Snorkeling**



### **Open Program**

- **Open Pool**
- **Open Lake**





# Shooting Sports

A good Shooting Sports area is important for all Scout camps. At Cornhusker, we are proud of our shooting sports program and hope that every scout and leader take the time to visit!

## Merit Badges

- Rifle
- Shotgun
- Archery



## Open Program

- Daily Open Shoot





## Outdoor Skills/Handicraft

The Outdoor Skills area is the cornerstone of outdoor & Scout skills at summer camp. Anyone hoping to become an Eagle Scout can surely tell you about the amount of time spent perfecting their knots and building pioneering projects.

### Merit Badges

- **Camping MB**
- **Geocaching MB**
- **Wilderness Survival MB**
- **Pioneering MB**



## Handicraft

Handicraft will be open during 3<sup>rd</sup> session and will be an open session. Scouts participating in Handicraft will sign up for two of the three Merit Badges offered. If they would like to finish a third Merit Badge, they will need to purchase a kit from the Trading Post.

### Merit Badges

- **Basketry MB**
- **Leatherwork MB**
- **Woodcarving MB**



# Ecology & Conservation

No matter what you call it, Ecology and Conservation (or Nature) is an important part of every summer camp. Ecology Merit Badges teach Scouts many different aspects of caring for our planet and everything on it.

## Merit Badges

Please note these merit badges are on a yearly rotation.

- **Environmental Science**
- **Fishing**
- **Fly Fishing**
- **Bird Study**
- **Plant Science**
- **Reptile & Amphibian Study**
- **Space Exploration/Astronomy**
- **Mammal Study**
- **Forestry**



## Technology/STEM

Our Technology area is a hidden gem at Camp Cornhusker. This unique program area provides unique opportunities for scouts. In their merit badges, Scouts will work hands on to design, create to set up experiments, make movies, and even explore space! The STEM area takes concepts taught to scouts in their school, and gives them an opportunity to study the concepts in experiments.

### Merit Badges

- **Engineering**
- **Digital Technology**
- **Robotics**
- **Photography**



## Life Skills

Check out our six bay building to teach the boys about the trades. Each bay has a separate merit badge, welding, auto maintenance, home repairs, electricity, electronics, farm machinery and plumbing. In electronics and electricity Scouts make a dice rolling machine, an alarm clock, a metal detector, electric switch, an electromagnet and motors. They work with transistors and on a circuit board.

### Merit Badges

- **Welding**
- **Electricity**
- **Electronics**
- **Plumbing**
- **Automotive Maintenance/Farm Mechanics**





## Health

The Health Program Area teaches Scouts the essential skills of First Aid and Emergency Preparedness. Scouts will work on identifying different injuries, practice their skills, and have the tools necessary to be prepared during an emergency.

### Merit Badges

- **Emergency Preparedness**
- **First Aid**
- **Public Health**



## Scout Skills

The Scout Skills Program Area teaches Scouts the essentials of good citizenship and communication.

### Merit Badges

- **Citizenship in the World**
- **Citizenship in the Nation**
- **Communications**
- **Entrepreneurship**
- **Journalism**



## Opportunities for Older Scouts

Are your older Scouts looking for a non-traditional Merit Badge adventure? Scouts can choose different High Adventure activities to include in their schedules such as: COPE, Cornhusker Sharp Shooters, Mountain Man, Snorkeling, and ATV. These are just a few great opportunities for older scouts!

### ATV at Camp Cornhusker

A hidden component of the Cornhusker experience is our ATV program. During the week, Scouts will be learning how to safely control and maintain an ATV while completing the ATV Safety Rider Course. Scouts will also learn care and proper maintenance of safety equipment and ATVs, safety procedures of the ATV, and respect for the environment.

1. In order to participate, individuals are **REQUIRED** to fill out an ATV Hold Harmless Agreement and complete an online portion of the class prior to camp.
2. All scouts must wear long sleeve shirts, long pants, closed toed shoes
3. Gloves, goggles and helmets are provided but scouts are encouraged to bring their own.
4. There is an additional fee of \$25 to participate in this program.
5. Participants must be at least 14 years of age on the Sunday of their week of camp.



**\*Subject to change based on availability of machinery\***

### Snorkeling

Completion of this course entitles the participant to receive and wear the Snorkeling BSA patch. Participants will learn proper fit and use of snorkeling equipment, entries and exits, signaling, survival skills, and Safe Swim Defense. While the camp has needed equipment, Scouts are encouraged to bring their own if they have some. This course is limited to **10 participants**.

\*You must have be a **Swimmer** to take part in Snorkeling.



## Cornhusker's Sharp Shooters

The Cornhusker Sharp Shooters Program is for Venture Crews and Venture aged Scouts. This exciting program is offered each week at camp on Monday and Tuesday. This is an action-packed shooting program option for older youth who are looking for an exciting adventure as opposed to advancement opportunities while at camp. Crew size is limited to ten per crew. Participants in the program will get to engage in the following activities:

- Pistols, black powder, small and large bore rifles and 3D and action archery games.

Individual Scouts of Venturing age (14+) and Venture Crew members need to register just as they would for Scouts, BSA Resident Camp but instead of registering for merit badges; they will simply partake in the Cornhusker's Sharp Shooters program. Additionally, youth not already in a Venture Crew will need to register as a Venture Scout with the standard BSA youth application or adult application for those 18 or over.

There is an additional fee of **\$50.00** that will be charged to your registration.

Adult Crew Leaders are encouraged to participate in the Cornhusker's Sharp Shooters activities with the understanding that the youth members experience will be priority when on the ranges. This is one area where the limit on crew size will need to be enforced for safety reasons.



### Opportunities for Wednesday- Friday after Sharpshooter

Golf Merit Badge (1 day)

Canoeing/Kayaking  
Excursion (1 day)

Biking Excursion (1 day)

COPE (1 day)

ATV (Thursday-  
Friday ONLY)

\*Subject to  
change based on  
availability of  
machines\*

## C.O.P.E.

C.O.P.E. ("Challenging Outdoor Personal Experience") is a national program of the Boy Scouts of America, which comprises of a series of outdoor challenges, beginning with basic group initiative games and progressing to more involved, complicated low-course and high-course activities.

There are activities that challenge the entire group of participants, while others develop individual skills and agility. Participants climb, swing, balance, jump, rappel and devise solutions to a variety of problems. Most participants achieve much more than they imagined possible. With a team building emphasis, this program shapes leaders and sends them back to your troop with more confidence and stronger leadership skills.

**NOTE: THERE IS A CLASS SIZE MINIMUM OF 6 PARTICIPANTS FOR C.O.P.E. TO RUN.**





## Trail to First Class

Trail to First Class (TTFC) is a week of hands-on activities for first year Scouts. The TTFC program gives Scouts the best foundation for their Scouting future.

During the week, Scouts will participate in both troop and patrol meetings, led by trained adult leaders. Scouts will also learn the meanings of the Scout Oath and Law. Skills such as using a knife, hatchet, and saw to make tinder and kindling so they can start the fire with flint and steel will also be taught. Scouts will also learn their knots and how to build a useful camp gadget with lashings. Leaders will show Scouts how to use a compass and go on day compass courses. They will learn how to tell directions with a watch and to put a stick in the ground.

The TTFC Program covers most of the requirements for Second Class and First Class. If Scouts would like the swimming and first aid requirements completed, they are welcome to take those merit badges in the afternoon. We will also be offering scheduled time during the week for Scouts not taking those merit badges to partake in the training for those requirements only needed for First Class.

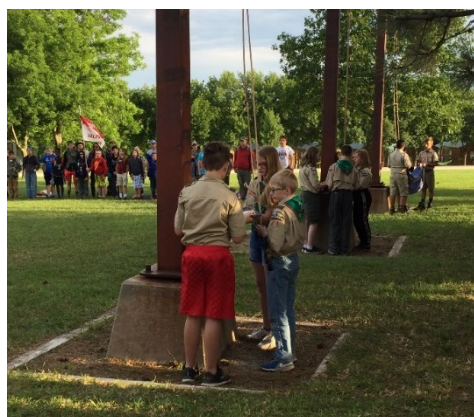
The Pioneer Trek, which introduces first year campers to our Mountain Man program, will fulfill the five-mile hike requirement for Second Class 3B. The hike is recommended but not required.

The items needed for Leaders and Scouts each day can be found below:

1. *Monday:* Knot Tying Rope, Knife
2. *Tuesday:* Knot Tying Rope, Compass
3. *Wednesday:* Knot Tying Rope, Compass, Mess Kit, Knife
4. *Thursday:* Knot Tying Rope
5. *Friday:* Knot Tying Rope, Compass

**\*\*Follow the link below to view the daily syllabus\*\***

<https://www.cornhuskercouncil.org/camping/scouts-bsa/>



## **Mountain Man Program**

The “Mountain Man” Program is Camp Cornhusker’s retention program. The goal of this program is 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 camp’s creation in 1956.

The Mountain Man Program is broken down into five distinct levels, based on years at Cornhusker

**1<sup>st</sup> Year:** Pioneer

**2<sup>nd</sup> Year:** Explorer

**3<sup>rd</sup> Year:** Frontiersman

**4<sup>th</sup> Year:** Voyager

**5<sup>th</sup> Year:** Mountain Man

Participants, youth and adults, will spend time out at the Mountain Man Area, Camp Streit, learning what life on the frontier was like in the 1800s. They will cook their meals over a fire, sleep under the stars, practice their forging skills, and craft Indian Lore.

While participation in the Mountain Man Program does not begin until your 3<sup>rd</sup> year at Cornhusker, first and second year campers will be able to experience parts of the Mountain Man Program throughout their week at camp.

### **PLEASE NOTE:**

- Participants in their 3<sup>rd</sup> year (Trial of the Frontiersman) will spend their evenings out on the frontier for Sunday, Monday, and Tuesday,. They will head back into main camp each morning to take Merit Badge Courses. These participants will need to sign-up for Merit Badges. They will be back in main camp before the 1<sup>st</sup> session begins. These participants will rejoin their Units Wednesday night after Rendezvous.
- Participants in their 4<sup>th</sup>/5<sup>th</sup> year (Voyager/Mountain Man) will spend their week out on the frontier. They will have an option to participate in some other activities around camp towards the end of the week.
  - Monday-Tuesday: During the day, Scouts will participate in Cornhusker Sharpshooters. They will return to main camp for showers before heading back to the frontier for evening program.
  - Wednesday-Friday: Scouts have the ability to participate in other high adventure activities during the day before returning to the frontier for evening program. These include:
    - Golf Merit Badge (1 day)
    - Canoeing/Kayaking Excursion (1 day) (Voyagers)
    - Biking Excursion (1 day)
    - COPE (1 day)
    - ATV (Thursday-Friday ONLY) \*Subject to change based on availability of machines\*
- Please consider having yourself and your Scouts participate in our Mountain Man program where Scouts and leaders learn what life was like on the frontier!



The GEE-GAW is the recognition part of the Mountain Man program and designates the achievements of both Scouts and leaders at camp. First time campers at Cornhusker will receive their blank Gee-Gaws and year beads at Rendezvous. Returning campers please do not forget to bring your Gee-Gaw back to get it updated!

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

Please refer to the separate [Mountain Man Guide](#) located on the Council Website for all details on the program and all its meaning. It also includes the instructions for making sure your youth are properly recognized.

Learn more at: <https://www.cornhuskercouncil.org/camping/scouts-bsa/scouts-bsa-resident.html>

### The Long Tooth Circle

The Long Tooth Circle (LTC) is an alumni association organization of adult Scouters of the camp formed to perpetuate Camp Cornhusker. The Long Tooth Circle camp meeting will take place Wednesday night at Camp after Rendezvous. Only the members of the Long Tooth Circle 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.

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



## Camp-Wide Activities/Games

### Capture the Flag (Monday)

We are bringing a camp classic to Cornhusker this year! More information will be shared upon arrival at Camp. **\*This will take place during Afternoon Open Time on Monday\***

### Water Carnival (Monday Evening)

New to Cornhusker this year is the Cornhusker Water Carnival! There will be activities at both the pool and the lake. A few games include:

- Paddleless Canoe Race
- Greased Watermelon
- Can Pick-Up

While the Carnival is taking place, there will be other carnival games/activities near the Waterfront for Scouts to participate in.

### Carpetball Tournament (Tuesday)

The Carpetball Table is Camp Cornhusker's hottest attraction! We have decided to build upon its inaugural success and add in a Carpetball Tournament. Stop by the table during free time to practice your skills before entering our Tournament. May the best carpetballer win! **\*This will take place during Afternoon Open Time on Tuesday\***

### Chapel Program (Tuesday Evening)

Scouts are encouraged to attend our interfaith Chapel service Tuesday evening at 7:30 PM. Those attending the service will receive the chapel bead for their Gee-Gaw.

### Trivia Night (Tuesday PM)

Trivia Night is coming to Cornhusker! Our Tuesday night program will take place in the Dining Hall, where Scouts and leaders will compete for prizes. Categories will include everything from Cornhusker Trivia to Scouting History to Music! Trivia Night promises to be a blast!

### Rendezvous & Woodman's Games (Wednesday)

The Rendezvous & Woodman's Games is part of the Mountain Man Program. New Scouts and Leaders will receive their Mountain Man GeeGaws, while returning Leaders and Scouts will receive their year beads. Scouts will participate in a variety of activities at Rendezvous such as Building Fires, Tomahawk Throwing, Cannonball Toss, Patch/Trinket Trading, and branding.

The highlight of Rendezvous is trading! Scouts are encouraged to trade patches and other knick-knacks with other Scouts.

**NOTE: There is no trading of knives, money, or food.**





### **Dutch Oven Cook-Off (Wednesday)**

Coming back for another summer is the Dutch Oven Cook-Off! This year the Cook-Off will be part of Rendezvous on Wednesday night. Minor preparations can be made prior to evening program, but the majority of the dish must be made during Rendezvous. Your dish needs to be finished in under an hour. We will provide charcoal, but the unit should provide other materials needed such as a charcoal chimney or other cooking devices.

We are continuing with the secret ingredient challenge. Pay attention to the Camp Cornhusker Facebook page or your district roundtables, as hints will be given leading up to camp. We have had some fantastic entries over the years and are excited for this upcoming summer!

### **Banana Relay (Friday)**

The banana relay is a Cornhusker tradition and is back for another summer! The SPL from each Troop will work with the Program Director at the SPL Meetings during breakfast to plan the relay. The banana will make its way around Camp Cornhusker and a Scoutmaster from each Troop will eat the Banana at the end of the relay! We will announce the specifics of this prior to camp.





### **Camp-Wide Games Area**

Games are always an option at Camp Cornhusker. New this year is the Cornhusker Games Area which includes many opportunities to play/compete as a Troop. Included in the game area is the Ga-Ga Pit, 9-Square, Carpetball, Chess Tables, Life Size Chess, Cornhole, Ping-Pong, and Tetherball. It is available anytime, just make sure you check out the equipment at the Trading Post when you are ready to play. Huge kudos to the Order of the Arrow Golden Sun Lodge for this area!

### **Campfire Programs (Sunday & Friday)**

A staple of any summer camp experience is the opening and closing campfires! Our staff takes pride in being able to put on a fantastic show of skits, songs, and stories at the opening campfire on Sunday night, to get campers excited for the week ahead! After a fun and exciting week at camp, units will then put on their own production at the closing campfire on Friday night. Senior Patrol Leaders will work with the Program Director to plan the festivities for Friday night. Special awards and recognition will also be given at Friday night campfire.



### Mile Swim

Mile Swim practice will take place Monday-Thursday at 6:00 AM. On Friday morning, participants will swim the full 1600 meters. The BSA MILE SWIM exists to encourage swimming skills and recognize Scouts who swim one mile or more.

**\*Please note: must meet “Swimmer” requirements to participate.**



### Penguin Club

Another Cornhusker staple is Penguin Club! Each morning at 6:00 AM, Scouts are welcome to brave the chilly waters of the Lakefront. Each brave Scout or Scouter who gets wet 4 of the 5 weekdays of camp, 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\*

\*\*All swimming abilities are invited to attend\*\*

### 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 aquatic recreation.

\*Please note: must meet “Swimmer” requirements to participate.

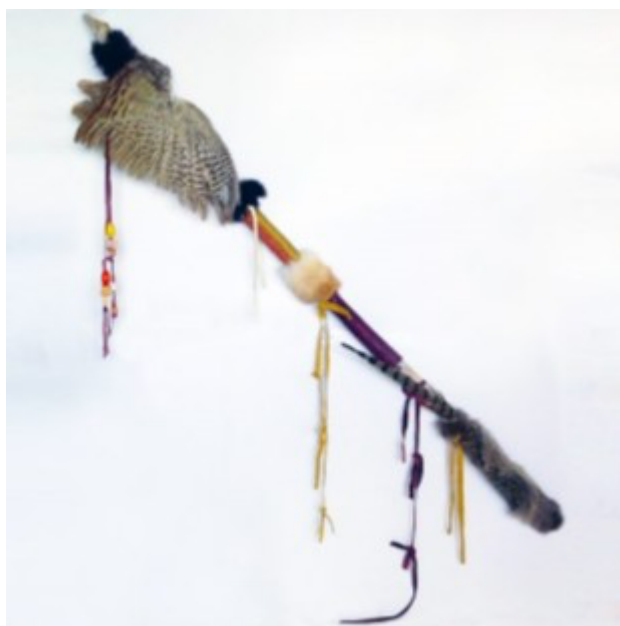


## **Honor Troop Requirements (Must meet 13 of 15 requirements)**

1. Have a representative at all SPL meetings
2. Have a representative at all leader meetings
3. Troop participates in flag ceremony at least once
4. All fees are paid (on time)
5. At least one adult leader participates in the Scoutmaster Merit Badge
6. Complete a service/conservation project while at camp or during a pre-camp Beaver Day
7. Campsite inspection points (minimum 480 points)
8. Troop participates in the Banana Relay
9. Invite another troop to your campsite for fellowship (share a snack, games, etc.)
10. Carry your Troop Flag to meals (minimum 4 times)
11. Attend the OA Call Out Ceremony
12. Have 1 skit or song for Friday night campfire
13. Troop leads a song at an assembly or in Dining Hall
14. Troop participates in at least 3 of 6 camp wide activities
15. Troop attends Chapel Service

## **The “Spirit Stick”**

At lunch each day, the Staff will vote on the troop that shows the most spirit in camp. The winning troop must affix a small totem to the Spirit Stick, which indicates they earned the stick for the day. At the closing campfire on Friday, the Spirit Stick will go home with the Troop that has shown exemplary spirit throughout the entire week.



## Order of the Arrow

The Order of the Arrow is Scouting's national honor society, built around the lore of the Native Americans and the ideals of Scouting brotherhood, cheerful service to others, and the outdoors. Its purpose is to recognize those Scouts and Scouters that exemplify the Scout Oath and Law.

Membership requirements include:

1. Unit leader approval
2. Within the last two years, experience 15 days and nights of camping according to the standards of the Boy Scouts of America, five of which must be consecutive nights under the guidance of the Boy Scouts of America.
3. Be a First Class Scout or above and be elected by the youth of the unit
4. A Lodge Unit Election Team must conduct Unit Elections. For more information, you may contact the Golden Sun Lodge or your local council.

Thursday is OA day! We encourage you to wear either an OA Shirt or your Field Uniform with your sash all-day. The OA flag will be flown on Thursdays, as well.

An Order of the Arrow Call Out Ceremony will be every Thursday night beginning at 8:30 PM in the Council Fire Ring. Troops will assemble in their campsites at 8:00pm and will wait for their OA guide to bring them to the ceremony. Be sure to bring and wear your sash!



BOY SCOUTS OF AMERICA®  
ORDER OF THE ARROW

## **Adult Leader Opportunities**

### **Scoutmaster Steak Dinner**

On Tuesday night, Camp Cornhusker invites adult leaders to attend a steak dinner in the Korff building. Leaders can enjoy steaks cooked by the Council Executive Board members and other key Scouting professionals. This is a time to relax and enjoy fellowship with other leaders as the Camp Administration and the Council say thank you for your dedication to Scouting.



### **Senior Patrol Leader Meetings**

Senior Patrol Leaders will have a working breakfast each morning with the Program Director in the Korff Building. During this time, important information will be shared about daily activities/events. Senior Patrol Leaders will also spend the week planning the Banana Relay for Friday.

### **Adult Leader Meetings**

Adult leader meetings will be held Sunday (4:30pm), Monday, Tuesday, Wednesday and Thursday at 1:30 PM in the Korff building. Information will be shared by the Camp Administration.

### **Scoutmaster Merit Badge**

Leaders participating in the Scoutmaster Merit Badge have to complete a variety of tasks to earn the Cornhusker Scoutmaster Merit Badge. Please look over the information at the end of the Program Guide for more details.

### **Scouts, BSA Intro to Outdoor Leader Skills (IOLS)**

This is a hands-on training program to help adult leaders to be comfortable in the basic outdoor skills through First Class rank. The course is held daily after lunch down in TTFC. Participation all five days is required for completion. This course is a required training for Scoutmasters and their assistants to be considered trained. The first session is Sunday night at 7:00 pm.



## Training Opportunities

**\*\*These trainings are held Monday, Tuesday, Wednesday Afternoons at 4:15pm\*\***

### Leave No Trace Training- Monday

The Leave No Trace program instills in Scouts and Scouters an outdoor ethic that encourages responsible use of the outdoors, an ethic that reaches to the core mission of the Boy Scouts of America.

### Safety Afloat & Safe Swim Defense- Tuesday

These two trainings are designed for leaders who are interested in gaining a better understanding of BSA Aquatics policy as it applies to swimming and boating activities.

### Nap on Safely Training- Wednesday

Please bring a pillow and chair to get an overview of the role of rest/sleep in Scouting and life.





## **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 including: washcloths, towels, comb, toothpaste, toothbrush, soap, deodorant
- Insect repellent
- Sleeping bag or blankets and pillow
- Cot or ground cloth
- Rain gear or poncho
- Canteen or water bottle
- Wallet and money
- Scout Handbook
- Merit Badge pamphlets
- Pen, pencil and notebook
- Current medical form
- Flashlight and extra batteries
- Two garbage bags
- Camera- if taking Photography Merit Badge
- Water Shoes- Aquatics Merit Badges/Activities

### **Trail to First Class Participants and Adults Attending IOLS Need:**

- Compass
- Pocket Knife
- Watch
- Metal Mess kit (Plate, Cup, Knife, Fork and Spoon)
- Rope

### **Frontiersman, Voyagers, and Mountain Men Need:**

- Separate pack to hold clothing and personal kit for 3 nights (5 nights for Voyager and Mountain Men)
- Sleeping Bag
- Ground Cloth
- Canteen/Water Bottle
- Box of Matches
- Rain Gear
- Personal Mess Kit (including utensils for eating)
- Roll of Toilet Paper (in zip lock bag)
- Altoids tin or similar tin container for making Char Cloth
- Basic Pocket Knife & Totin' Chit

**\*Label all clothing and equipment with Scouts name and Troop number.\***

### **Unit Equipment**

Enough tentage for all Scouts.

All equipment necessary for cooking both for the Dutch Oven Cook Off and the cooking in campsite for Thursday dinner.

### **Campsite Equipment**

Each troop's campsite includes a flag pole, fire pit, carport style shelter and access to drinking water.



## Staffing at Camp Cornhusker

If you have completed everything Cornhusker has to offer or love giving back to Scouting, we encourage you to come work on Camp Staff! Your knowledge and expertise are valuable as we continue making the Cornhusker experience the best it can possibly be!

### General Camp Staff Information

1. Staff must be eligible and willing to be a registered member of the Boy Scouts of America
2. Age Requirements:
  - a. Counselor in Training (CIT I) – 14 years old by June 1 of the current camping season.
  - b. Counselor in Training (CIT II) – 15 years old by June 1 of the current camping season.
  - c. Directors/Counselors – 18 years of age or older by June 1 of current camping season.
  - d. BSA Standards require some positions to be a minimum of 21 years of age, by June 1 of current camping season.
3. The principles of the Scout Oath and Law must be practiced as a way of life. Staff is expected to set the highest example of excellence in Scouting.
4. Housing and meals are provided. Staff is expected to maintain living quarters properly and always be in attendance at mealtime.
5. References are important and will be reviewed as part of the selection process. Have your references complete the enclosed forms and return them directly to camping services at the address listed below. **Applicants under 18 years of age must have one reference form completed by their Scoutmaster.**
6. Apply at any time. However, applications received by December 1<sup>st</sup> will receive first consideration.

One benefit of working on Camp Staff is the Camp Staff Scholarship. Staff members who complete their contract in good standing, are eligible to apply for this Scholarship. Scholarship amounts are up to \$500 each year that can be applied towards post-secondary education.

Applications can be found on the Camp Cornhusker section of the Cornhusker Council website:

<https://www.cornhuskercouncil.org/camping/camp-cornhusker/camp-staff.html>. Applications can be emailed to [campcornhuskerbsa@gmail.com](mailto:campcornhuskerbsa@gmail.com).

Applications can be dropped off or mailed to the Outdoor Education Center:

Cornhusker Council  
PO Box 269  
Walton, NE 68461

For more information on staffing summer camp or the Camp Staff Scholarship, please visit the Camp Cornhusker section of the Council Website or contact Sammi Lowery, Camp Director, at [campcornhuskerbsa@gmail.com](mailto:campcornhuskerbsa@gmail.com) or Thomas Bucks, Program Director, at [cornhuskerprogramdirector@gmail.com](mailto:cornhuskerprogramdirector@gmail.com).

## **NEW\*\*\*Cornhusker Honor Camper Award**

The Honor Camper Award rewards those youth who participate to the fullest extent possible in the Camp Cornhusker program. Youth who complete 15 of the 20 requirements and receive staff signatures confirming this will be eligible for the award. Form is due to the Program Director by dinner on Friday. Unit leaders please assist us in verifying this information is correct.

1. Achieve Swimmer on the swim test
2. Learn the middle name of four staff members \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_
3. Take out a Canoe or Rowboat in the Aquatics Area (excludes Merit Badge class)
4. Assist with a Service Project
5. Beat a member of the staff in ping pong
6. Go to Outdoor Skills and tie a bowline in under 3.5 seconds
7. Go to Ecology and identify 5 plants
8. Go to Health Pavilion and be able to correctly perform CPR
9. Attend each evening Flag Ceremony in complete Class A uniform
10. Be a table waiter in the Dining Hall for your unit for at least 2 meals
11. Invite a staff member to your campsite for a campfire or other in-campsite activity
12. Attend Chapel Service
13. Find a Staff Member who has been to Philmont, Northern Tier, or Sea Base and talk to them about their experience
14. Ask a staffer how to work on staff at Camp Cornhusker
15. Live by the Scout Oath/Law each day at Camp
16. Participate in any 4 camp-wide activities
  - a. Opening Campfire
  - b. Water Carnival
  - c. Capture the Flag
  - d. Rendezvous/Dutch-Oven Cook-Off
  - e. Trivia Night
  - f. Banana Relay
  - g. OA Callout Ceremony
  - h. Closing Campfire
17. Participate in COPE, Cornhusker Sharpshooters, Mountain Man, or ATV
18. Challenge a staff member to a game of rock, paper, scissors. Win two out of three games
19. Tell a joke to the Program Director or Camp Director
20. Get the Camp Cornhusker brand on something you own

### Scoutmaster Merit Badge

Complete 15 of the 20 requirements and receive a signature by staff. Form is due Friday by lunch to the Program Director.

1. Hold a current Youth Protection Card- FREEBIE!
2. Take a nap in a new spot at camp (must provide photographic documentation)
3. Attend Opening Campfire on Sunday Night
4. Attend Thursday night Order of the Arrow Call Out.
5. Attend Chapel Tuesday night.
6. Participate in the Mile Swim or Penguin Club.
7. Assist the Ranger with a work project
8. Attend one Adult Leader Training.
  - A. Leave No Trace
  - B. Safety Afloat
  - C. Safe Swim Defense
  - D. Nap on Safely
9. Turn in an Adult Leader Evaluation.
10. Visit each program area. Must have all to earn this one.
  - A. Shooting Sports
  - B. Aquatics
  - C. Ecology/Nature
  - D. Outdoor Skills/Handicraft
  - E. C.O.P.E.
  - F. Life Skills
  - G. Scout Skills
  - H. Technology
11. Assist with the teaching of a merit badge
12. Attend the Scoutmaster Steak Dinner.
13. Visit the Office and pick up mail.
14. Challenge a staff member to ping pong or cornhole AND beat them
15. Shoot a score of 50 at the archery range (4 ends)
16. Visit Outdoor Skills and tie the each knot in five seconds or less
  - A. Two-Half Hitches
  - B. Clove Hitch
  - C. Square Knot
  - D. Bowline
  - E. Taut-Line Hitch
17. Take a Canoe/Rowboat out at the Aquatics Area
18. Get an object branded (walking stick, mug, hat, etc)
19. Visit the Health Pavilion and correctly perform CPR
20. Help Take out the Trash or Wash Dishes at the Dining Hall

Adult Leader Name: \_\_\_\_\_ Unit # \_\_\_\_\_

Campsite: \_\_\_\_\_