



CORNHUSKER COUNCIL
BOY SCOUTS OF AMERICA.

2020 Scouts, BSA Program Guide



**CAMP
CORNHUSKER**

www.cornhuskercouncil.org/camping/camp-cornhusker/



TABLE OF CONTENTS

<u>TOPIC</u>	<u>PAGE NUMBER</u>
Welcome	3
Camp Administration	4
New for Summer 2020	5
General Information	6
Merit Badge/Schedule Information	7
Merit badge Schedule/Swim Checks	8
General Merit Badge Information	9-10
Merit Badge Schedule	11-13
Cornhusker's Sharp Shooters/C.O.P.E.	14
TTFC	15
Mountain Man	16-17
Camp Wide Activities/Games	18-21
Order of the Arrow	22
Adult Leader Opportunities	23
Training Opportunities	24
Staff at Cornhusker	25
Camp Equipment	26
Scoutmaster Merit Badge	27

Dear Scouting Family,

Welcome to the 2020 camping season at Camp Cornhusker! Over the past year, we have put a lot of effort into improving our camp, both the facilities and the program. We are delighted that your unit has chosen to take part in this experience, the Directors and Key Leaders are busy planning an incredible program. Summer camp is designed to be the highlight of your unit's camping year.

We strive to instill the values of the Scout Oath and Law, in each Scout, while he or she becomes a member of our camp community and participates in numerous outdoor adventures, ranging from hiking our trails, to sailing our lake, to shooting at our ranges. Finding a home at camp is up to you. The adventure is waiting.

Our staff is committed to ensuring an exceptional program this summer! We have a group of returning staff members as well as some new faces, to ensure that we exceed your unit's expectations. They have been carefully selected, and trained to assist you and your Scouts.

We hope that this Program Guide will be helpful to you and your unit in planning your summer camp experience. It will assist you in planning your week, introducing you to our programs, and the basic schedule. It is designed for adult leaders, parents, and youth leadership of your unit.

If you have questions about our program offerings or would like to try something new, please feel free to suggest it to us and we will do our best to deliver it to you. Units will definitely need to prepare their Scouts before camp by reviewing requirements, counseling on merit badges (beware of the new/changed requirements), and going over personal equipment lists. Please note that the Leader's Guide for Camp 2020 will include final schedules and the final merit badge listing.

I am excited, pleased and honored to serve as your Program Director. My ultimate goal is to ensure every Scout and Leader who comes through our gates has their own "Cornhusker Experience." If you have question, concerns or comments feel free to contact me.

Yours in Scouting,

Thomas Bucks
Program Director
cornhuskerprogramdirector@gmail.com



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 third 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 and forensic science. I am also the Assistant Varsity softball coach at Lincoln Southeast. I live in Lincoln, Nebraska with my husband, Stephen Lowery, our son, Thomas, 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 2020. The Leader's Guide contains scheduling and important camp information.

Program Director

Welcome to Camp Cornhusker! My name is Thomas Bucks and this is my third year as Program Director at Camp Cornhusker! This will be my twelfth summer on camp staff, and I have had the privilege to work at camps in both North Carolina and Alaska. Even with all of my travels, I have found that Cornhusker is now home. I am an Eagle Scout and a Brotherhood member of the Order of the Arrow.

I graduated from the University of South Carolina with a Bachelor's in Education and I currently teach history at Lake City High School in Lake City, South Carolina. My ultimate goal is to ensure that you and your scouts have an absolute blast this summer! With all that being said, I look forward to seeing you at camp this summer!

Head Commissioner

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



New for Summer 2020

- 1. THEME: AROUND THE WORLD!**
- 2. Revamped Mountain Man!**
- 3. Pioneer Hike and Explorer Scavenger Hunt**
- 4. Secret Ingredient for Dutch Cook-off**
- 5. Dance-off with our Lip Sync Battle**
- 6. Belly Flop Contest with the Paddle-less Canoe Race**
- 7. New Merit Badges**
- 8. Advanced Shooting Sports Program – Cornhusker's Sharp Shooters**
- 9. Check out the new Honor Troop Requirements**
- 10. Check out the new Scoutmaster Merit Badge Requirements**

2020 Schedule- Scouts, BSA

May 31st- June 6th Staff Week

June 7th- June 13th

June 14th- June 20th

June 21st-June 27th



The Summer Camp Experience

Here at Camp Cornhusker, we pride ourselves on the exceptional quality in which we provide the Scouting program to each and every person that attends our camp. Going to summer camp is something that is a unique and life changing opportunity, and we hope that the experiences at Camp Cornhusker are something that will stay with them for the rest of their lives.

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 an unparalleled experience for an unbeatable value.

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

Camp Cornhusker is accredited each summer as part of the National Camp Accreditation Program. This means that the camp has met strict guidelines in health, safety, and programming. We are prepared for emergencies and understand that Scouts and Scouters are trusted in our care.



Unit Photographs

A photographer will be at camp on Sunday to take group photos. It is recommended that you unit arrive at camp dressed in full Field Uniform to look their best for the picture.



Merit Badge Program

Blue Cards

We do not use blue cards at Camp Cornhusker and a Scout does not need to bring any proof of registration to a merit badge or activity. At the end of Camp, the unit can access many reports that are exportable or printable including: Blue Cards, Scoutbook export, Troopmaster 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 can print or export files for you unit as needed

Weather Impact on Program/Activities

Occasionally, camp program and activities will be impacted by weather events. In particular the Aquatics, C.O.P.E., Climbing and Shooting Sports areas are often first impacted. Thunder and lightning in the vicinity of camp can cause us to “delay” or “cancel” these activities. We do not take camper safety lightly! Decisions made to close an area are determined by the Area Director in consultation with the Camp Administration.

Daily Schedule

7:15 AM	Assembly and KP Call
7:20 AM	Flag Ceremony – Flag is Raised
7:30 AM	Breakfast
8:30 AM – 9:30 AM	Merit Badge Session 1
9:45 AM – 10:45 AM	Merit Badge Session 2
11:00 AM – 12:00 PM	Merit Badge Session 3
12:00 PM	Assembly and KP Call
12:15 PM	Lunch (SPL Working Lunch @ Korff)
1:30 PM – 2:30 PM	Merit Badge Session 4
2:45 PM – 3:45 PM	Merit Badge Session 5
4:00 PM – 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 – Flag is Lowered
6:15 PM	Dinner

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



Hourly Merit Badge Schedule

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

Session 1: 8:30AM – 9:30 AM

Session 2: 9:45 AM – 10:45 AM

Session 3: 11:00 AM – 12:00 PM

Session 4: 1:30 PM – 2:30 PM

Session 5: 2:45 PM – 3:45 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 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, 2020**. 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”. The goal of the aquatics program and swim classification tests is to encourage your unit’s year-round aquatics program. At camp check-in, all Scouts will report to the pool for the swim classification tests 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.

Swimmers pass this test: Jump feet first into water over the head in depth. Level off and swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn. After completing the swim, rest by floating.

Beginners pass this test: Jump feet first into water over the head in depth, level off, and swim 25 feet on the surface. Stop, turn sharply, resume swimming, and return to the starting place.

Anyone who has not completed either the beginner or swimmer tests is classified as a non-swimmer.

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 should bring the completed form to the pool for the safety review with the aquatics staff and distribution of swimmer tags.

To participate in aquatics merit badges, scouts must complete the Swimmer test prior to arriving at their selected classes. Retesting is possible as part of swimming instruction throughout the week, but cannot be done as part of the instructional merit badge class time.

General Merit Badge Information

<u>Area</u>	<u>Merit Badge and Activities Offered (*NEW)</u>
Aquatics	Swimming MB Kayaking MB Canoeing MB BSA Stand-Up Paddle Boarding Award Small Boat Sailing MB Rowing MB Lifesaving MB Instructional Swimming ~Aquatic Supervision: Swimming and Water Rescue ~Aquatic Supervision: Paddle Craft Safety ~Safety Afloat and Safe Swim Defense
Shooting Sports	Archery MB Shotgun MB Rifle Shooting MB
Outdoor Skills and Handicraft	Backpacking MB*! Basketry MB Camping MB! Painting MB* Pioneering MB Orienteering MB Leatherwork MB Wilderness Survival MB Wood Carving MB
Ecology and Conservation	Bird Study MB* Environmental Science MB Fish and Wildlife Management MB Fishing MB Fly Fishing MB Nature MB Plant Science MB! Soil and Water Conservation MB Space Exploration MB*



General Merit Badge Information (Continued)

<u>Area</u>	<u>Merit Badge and Activities Offered (*NEW)</u>
Technology	Digital Technology MB Inventing MB Photography MB Robotics MB
Life Skills	Welding MB Farm Mechanics MB Automotive Repairs MB Home Repairs MB Electricity MB Electronics MB Plumbing MB
Health	Emergency Preparedness MB First Aid MB Public Health MB*
Scout Skills	Citizenship in the Nation MB! Citizenship in the World MB Communications MB! Entrepreneurship MB* Journalism MB*

*NEW Merit Badges for 2020 ~Adult Aquatics Trainings ! Merit Badge cannot be completed at camp



Aquatics	Session 1	Session 2	Session 3	Session 4	Session 5
Canoeing	X		X		X
Kayaking	X	X		X	X
Lifesaving			X		
Rowing		X			
Small Boat Sailing			X		
Swimming	X	X		X	X
Adult Aquatic Training~			X		
Aquatics Instructional Swimming					X

	Session 1	Session 2	Session 3	Session 4	Session 5
ATV	X	X	X	X	X

	Session 1	Session 2	Session 3	Session 4	Session 5
C.O.P.E.	X			X	

Cornhusker's Sharp Shooters	Session 1	Session 2	Session 3	Session 4	Session 5
Shooting (M-T)	X	X	X	X	X

Shooting Sports	Session 1	Session 2	Session 3	Session 4	Session 5
Archery	X	X	X	X	X
Rifle Shooting		X	X	X	X
Shotgun Shooting	X				

X Denotes that the Merit Badge is offered during these sessions

Scoutcraft	Session 1	Session 2	Session 3	Session 4	Session 5
Backpacking*			X		X
Camping	X			X	
Orienteering		X			
Pioneering	x				
Wilderness Survival			X		x

Handicraft	Session 1	Session 2	Session 3	Session 4	Session 5
Basketry	x	X			X
Leatherwork/ Fingerprinting			X	X	
Wood Carving/ Painting*	X		X		

Technology	Session 1	Session 2	Session 3	Session 4	Session 5
Digital Technology					X
Inventing		X			
Photography			X		
Robotics	X			X	

Scout Skills	Session 1	Session 2	Session 3	Session 4	Session 5
Journalism*				X	
Entrepreneurship*					X
Citizenship in the Nation	X				
Citizenship in the World		X			
Communication			X		



Ecology/ Conservation	Session 1	Session 2	Session 3	Session 4	Session 5
Space Exploration*					X
Environmental Science	X				
Fishing	X			X	
Fly Fishing		X			
Nature			X		
Plant Science					X
Soil and Water Conservation		X			
Fish and Wildlife Management			X		
Bird Study*				X	

Life Skills	Session 1	Session 2	Session 3	Session 4	Session 5
Automotive Mechanics				X	
Electricity			X		
Electronics				X	
Home Repairs					X
Plumbing and Farm Mechanics			X		
Welding	X	X			

	Session 1	Session 2	Session 3	Session 4	Session 5
TTFC	X				

Medical	Session 1	Session 2	Session 3	Session 4	Session 5
Emergency Preparedness			X		
First Aid	X	X		X	X
Public Health*			x		

Cornhusker's Sharp Shooters

This program (previously High Plains Drifter) 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

- Cornhusker's Sharp Shooters including: 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.

The additional cost activity fee would be charged of \$50.00 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.

C.O.P.E.

Since its founding in 1910, the Boy Scouts of America has offered its members an outdoor program stressing personal fitness. It comprises a series of outdoor challenges, beginning with basic group initiative games and progressing to more involved, complicated low-course and high-course activities. We have a 100 yard zipline and flying squirrel.

C.O.P.E. is a national program of the Boy Scouts of America which stands for "Challenging Outdoor Personal Experience." The program consists of initiative games, trust events and low and high challenge course events. 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 PARTICIPATNS FOR C.O.P.E. TO RUN.



Trial to First Class

Trail to First Class (TTFC) at Camp Cornhusker is renowned across the Midwest as a premier program for first year Scouts. This first year, hands on program gives the Scouts the best foundation for their Scouting future.

The Camp Cornhusker Trail to First Class is a great program for your first year Scout. From troop meetings to patrol meetings, led by trained adult leaders, this class teaches the meanings of the Scout Oath and Law. The Scouts will learn to use a knife, hatchet, and saw to make tinder and kindling so they can start the fire with flint and steel. 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. This is a hands on experience and the Scouts will be busy doing and learning.

We cover 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.

New this year, Pioneer Trek, with our Mountain Man program, this will fulfill the five mile hike experience. This is a recommended activity 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

Please consider having yourself and your Scouts participate in our Voyager program where Scouts and leaders move through our 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 camp's creation in 1956. Second, to prepare Scouts to become men and women 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.

The GEE-GAW is the recognition part of the Mountain Man program and designates the achievements of both Scouts and leaders at camp. Don't forget to bring yours from previous years to get updated!



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 and Up	Council of Wisdom	Special Glass Bead

Please refer to the separate [Mountain Man Guide](#) for all details on the program and all its meaning. It also includes the instructions for making sure your youth are properly recognized. The new promotions and explanations for the Mountain Man Program will be released in February of 2020.

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

Banana Relay



The banana relay is a collection of different events held in various stations across camp. Each station will have a challenge for the Scouts to compete before advancing to the next station. The SPL from each Troop will work with the Lead Commissioner throughout the week to set up the relay. Through the course of the event, each team or individual will carry with them a banana (baton). A Scoutmaster of each Troop will eat the Banana at the end of the relay!

Relay begins at 4:00 PM on Friday.

GaGa Ball Tournament

Think your Troop has what it takes to become champions of the GaGa pit? Assemble your team and head down to the pit to take part in our GaGa Ball tournament. Troops will face off against other troops to move deeper into the tournament. The winning Troop gets the chance to face the staff to determine who is truly King of the Ring.



Cornhusker Lip Sync Battle

The 2nd annual "Cornhusker Lip Sync Dance Battle." This epic showdown will take place in the Dining Hall. Units wishing to participate should sign up during the Monday Senior Patrol Leader meeting. So, bring your dancing and lip syncing skills to this great showdown, but remember to keep it Scouting appropriate! See attachment for more information/rules at the end of the guide.



Scoutmaster and Scout Dutch Oven Cook-Off

Scouts and Scoutmasters can make either a main course or a dessert to be judged by our panel of staff. The winning Troop will receive the Golden Spatula! Troops will need to bring their own supplies to camp for this. **New this year- a Secret Ingredient! This will be released at the May Roundtable.** Your dish must somehow include this item

Scoutmasters and/or SPL versus Staff Paddle-less Canoe Race and Belly Flop Contest

A new tradition is the Scoutmaster and/or SPL versus Staff Paddle-less Canoe Race and Belly Flop Contest! Come out and cheer on your favorite team! Who will win everyone's soon-to-be favorite spectacle? Scoutmasters, you've been warned... time to prepare!

*Please note: must meet "Swimmer" requirements to participate.



Chapel Program

Scouts are encouraged to attend Chapel service Tuesday evening at 7:30 PM. Those attending service will receive their GeeGaw chapel bead. The chapel services will be conducted by the Camp Chaplain and the Troop Chaplain's Aides.



Rendezvous & Woodman's Games

Wednesday Night 7:30 PM Scouts will meet at the Rendezvous sign in the Indian campsites. A guide will lead the Scouts into the area and begin the Woodman's Games. New Scouts and Leaders will receive their GeeGaws, while returning Leaders and Scouts will receive their year beads. Scouts will participate in a variety of activities at Rendezvous. Scouts will be able to: Build Fires, Throw Tomahawks, Pioneering Activity, and Log Toss. Scouts will also be able to trade patches and other knick-knacks with other Scouts.

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

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? Scouts, BSA, ventures, Sea Scouts, Explorers, and adult leaders in the programs work with a qualified and certified BSA Aquatics Instructor or equivalent to do training and then swim a mile. This is a 5 day program each morning at 6:00 AM.

*Please note: must meet "Swimmer" requirements to participate.



Penguin Club

For those Scouts and leaders 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.

*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 14 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. Help with merit badges such as an adult leaders assists with instruction
10. Carry your Troop Flag to meals (minimum 5 times, flag must be taken back to camp in between meals). Encouraged to do this for all meals.
11. Attend the OA Call Out Ceremony
12. Have 1 skit or song for Friday night campfire
13. Adult Leaders attends at least two trainings
14. Participate in at least 3 of 6 camp wide activities

The "Spirit Stick"

The Spirit Stick is awarded every day at lunch to the troop that shows the most spirit in camp. Winners of the Spirit Stick earn a responsibility for the Troop. The "responsibility" is that the troop must affix a small totem to the Spirit Stick which indicates they earned the stick for the day. Staff will vote on the Troop each day. At closing campfire, the Spirit Stick will go home with the Troop that has shown exemplary spirit throughout the entire week. We will be watching!



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

Every Tuesday night, Camp Cornhusker invites adult leaders staying the entire week at Camp Cornhusker 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.



Handyman Services

If you are a carpenter, plumber, electrician, or just a general handyman, your skills are always needed at camp. The Camp Ranger will be glad to suggest a list of projects to any interested leader. Bring your tools and feel at home. For more information contact Mark Huenink the Council Properties and Facilities Manager.

Advancement

Often, adults in camp bring with them special knowledge or skills that would be beneficial to various merit badge sessions. If any adult would like to assist with a merit badge or offer one not on the schedule, please email the Program Director (cornhuskerprogramdirector@gmail.com). They will discuss details such as prerequisites, materials needed, session times and capacity. The Administration staff will notify units coming to camp of the special offerings and assist with generating end of week advancement reports.

Adult Leader Meetings

Adult leader meetings will be held Sunday, Monday, Tuesday and Thursday at 1:30 PM in the Korff building. Information will be shared about programs, activities, and inspections by the Camp Director, Program Director, and Lead Commissioner.

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, Thursday Afternoons at 4:00pm****

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.

Surprise Training- Wednesday

There will be two surprise trainings offered throughout the week. More information will be shared upon arrival at camp.

Scoutmaster Specific Training- Thursday

The purpose of Scoutmaster Position-Specific Training is to provide an active, fun, and positive learning experience for new and experienced Scoutmasters to learn and apply proven techniques for running an effective Scouts, BSA troop. Scoutmasters will learn how to meet the aims of Scouting.



Staff at Camp Cornhusker

Staff Preview Program

The Staff of Camp Cornhusker take pride in their work. We take youth leaders from local Scouts, BSA troops and Venturing crews, and provide them with the tools to develop into future world and local leaders. Many of them view camp as a home away from home, and their love of what they do shines through in the programs they teach. Our Area Directors as well as Camp Administration are trained by Boy Scouts of America National Camping School. These directors spend time at the beginning of each summer training their staff to be successful in the areas they will teach over the course of the summer. This ensures that no previous experiences is required to become a staff member, and develops youth into leaders who can serve at any troop level. They can be trusted with responsibilities of teaching, running program, and working alongside your adult leaders to more successfully deliver the program envisioned by Baden-Powell. Our staff has a vision of delivering service with a smile to make your unit's experience at camp the best it can be.

If you need particular accommodations, ask, and our staff will do their best to either find you an answer or a solution to your problem. If there are particular programs you would like to see, ask, and we will do everything in our power to provide it for you. Our staff works to make your unit stronger, both in camp and after they return home. They are drive, passionate, creative, and always willing to lend a hand. Working at camp is an experience unlike any other. If you or your Scouts or Scouters are interested in this opportunity, encourage them to apply on our website: <http://www.cornhuskerCouncil.org/camping/camp-cornhusker/camp-staff.html>. We would be happy to have them aboard!



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

Trail to First Class Participants and Adults Attending IOLS Need:

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

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

Unit Equipment

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 water hydrant.



Scoutmaster Merit Badge

Complete 15 of the 20 requirements. Signed by a member of camp staff in that area. Form is due Friday after lunch to the Program Director.

1. Hold a current Youth Protection Training card- Freebie!
2. Attend Sunday night campfire.
3. Attend Thursday night Order of the Arrow Call Out.
4. Help the Kitchen wash dishes.
5. Attend Chapel Tuesday night.
6. Participate in the Mile Swim or Penguin Club.
7. Attend Adult Leader Crackle Barrel
8. Exhibit GREAT Scout Spirit each day of camp.
9. Attend one Adult Leader Training.
 - A. Leave No Trace
 - B. Safety Afloat
 - C. Safe Swim Defense
 - D. Scoutmaster Specific
 - E. Surprise Training
10. Turn in an Adult Leader Evaluation.
11. Visit each program area. Must have all to earn this one.
 - A. Shooting Sports
 - B. Aquatics
 - C. Ecology/Nature
 - D. Outdoor Skills
 - E. C.O.P.E.
 - F. Life Skills
 - G. Scout Skills
 - H. Handicraft
 - I. Technology
12. Help with the teaching of merit badges.
13. Attend the Scoutmaster Steak Dinner.
14. Visit the Office and pick up mail.
15. Enjoy a snack from the Trading Post.
16. Shoot at either one of the ranges.
17. Help serve seconds 3 times.
18. Share a joke with a member of Camp Administration (Camp Director, Program Director, Lead Commissioner).
19. Participate as a Handyman while at camp.
20. Participate in 2 camp wide activities.

Adult Leader Printed Name _____

Campsite _____

Unit # _____