



CORNHUSKER COUNCIL
BOY SCOUTS OF AMERICA.

2021 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 2021	5
General Information	6
Merit Badge/Schedule Information	7
Merit badge Schedule/Swim Checks	8
General Merit Badge Information	9-14
Opportunities for Older Scouts	15
Cornhusker's Sharp Shooters/C.O.P.E.	16
TTFC	17
Mountain Man	18-19
Camp Wide Activities/Games	20-23
Order of the Arrow	24
Adult Leader Opportunities	25
Training Opportunities	26
Camp Equipment	27
Scoutmaster Merit Badge	28

Dear Scouting Family,

Welcome to the 2021 camping season at Camp Cornhusker! Over the past year, we have asked the tough questions about how to improve our summer camp program and facilities. We have spent hours reading over evaluations, speaking with unit leaders, and participating in webinars with camps around the country. We are committed to making the 2021 camping season at Camp Cornhusker the best yet!

After serving at camps all over the country, I have found that Camp Cornhusker and the Cornhusker Council is home. I still remember the first day I walked onto the camp property three years ago and thinking this place is beautiful. Not only was I instantly welcomed into the Cornhusker family, I saw a true love and passion by both units and staff alike for Cornhusker.

As a management team, we have spent hours looking over each part of the summer camp program experience that we offer. This begins with our check-in process on Sunday to our check-out process on Saturday and everything in between. We are committed to delivering the best camp experience around!

Our staff is always committed to ensuring an exceptional program each and every summer. We have a group of returning staff members as well as new faces who are joining our ranks. Not only do we hire the best and brightest staff around, we hire people who have a love for Cornhusker as well as the Scouting program.

I 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. Please note that the Leader's Guide for Camp 2021 will include final schedules and the final merit badge listing.

I am excited, pleased and honored to serve as your Program Director. I work tirelessly to ensure that each person who comes through our front gates, has a memorable experience. If you have any questions, comments or concerns, 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 fourth 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 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 2021. The Leader's Guide contains scheduling and important camp information.

Program Director

My name is Thomas Bucks and this is my fourth year as Program Director at Camp Cornhusker! This will be my thirteenth 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 2021

1. Revamped Mountain Man!
2. Pioneer Hike and Explorer Scavenger Hunt
3. Belly Flop Contest with the Paddle-less Canoe Race
4. Carpet ball Tournament
5. Secret Ingredient for Dutch Oven Cook-off
6. Greased Watermelon



CAMP CORNHUSKER 2020 SCHEDULE

	Starting	Ending
STAFF WEEK	June 6, 2021	June 12, 2021
SCOUTS, BSA WEEK 1	June 13, 2021	June 19, 2021
SCOUTS, BSA WEEK 2	June 20, 2021	June 26, 2021
SCOUTS, BSA WEEK 3	June 27, 2021	July 3, 2021



The Summer Camp Experience

An experience we've been perfecting since 1956, this program isn't just the most fun your scouts will have all summer, and 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

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.



Camp Cornhusker Staff Vision

Our purpose shall be to provide a fun, safe, and engaging program in a professional atmosphere that develops lifelong Scouting Skills and strong personal character through individual growth of each camper and an appreciation of the outdoors. Thus, ensuring that at the end of their time with us, the Scouts and Scoutmasters attending Camp Cornhusker will leave happy, fulfilled, and excited for future years.



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
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 Badge sessions will be held Monday-Thursday for 75 minutes. Friday morning will be used for troop time or make-up time. Merit Badges will be offered during each one of the four sessions:

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 one hour and fifteen minutes 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, 2021**. 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.

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.

Program Areas

Cornhusker has several different program areas where Scouts can complete merit badges, hone their Scout Skills, and have fun. Aquatics, Outdoor Skills, Health, Scout Skills, Shooting Sports, Ecology & Conservation, Life Skills, and Handicraft. Cornhusker is staffed by the most qualified instructors around, many of whom are Eagle Scouts and experienced staff members. Each program area is supervised by an area director who has gone through a rigorous selection process where they must demonstrate proficiency in their area's subject matter, leadership skills, and teaching ability. 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**



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**
- **Orienteering MB**
- **Wilderness Survival MB**
- **Pioneering MB**



Handicraft

This year we are trying something NEW with our Handicraft Area. Handicraft will be open during 3rd session and will be an open session. With these merit badges not usually taking the whole week, this allows Scouts to be able to complete more than one merit badge if they so choose.

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

- **Environmental Science**
- **Fishing**
- **Soil & Water Conservation**
- **Weather**
- **Geology**
- **Nature**
- **Fly Fishing**



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

- **Inventing**
- **Digital Technology**
- **Robotics**



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**
- **Auto Maintenance**



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**



Scout Skills

The Scout Skills Program Area teaches Scouts the essentials of good citizenship and communication. New this year are the additions of the Entrepreneurship and Journalism Merit Badges.

Merit Badges

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



Opportunities for Older Scouts

Each week Scouts can choose different High Adventure activities to include in their schedule. These can include: COPE, Cornhusker Sharp Shooters, Mountain Man, Snorkeling, and ATV. These are just a few great opportunities for older scouts! If you have completed everything Cornhusker has to offer, we encourage you to come back as a Staff member! Your knowledge and expertise of Camp Cornhusker is welcomed and encouraged as we continue making the Cornhusker experience the best it can possibly be!

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.
2. All scouts must wear long sleeve shirts, long pants, closed toed shoes
3. Gloves, goggles and helmets will be provided but scouts are free to bring their own.
4. There is an additional fee of \$25 to participate in this program.



To complete the ASI Hold Harmless Agreement, please visit

https://scoutingevent.com/attachment/BSA083/document_15774736540_3516.pdf.

Snorkeling

Newly added back to Cornhusker is Snorkeling! Completion of this course entitles the participant to receive and wear the Snorkeling BSA patch. Participants will be expected to 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

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 zip line 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 PARTICIPANTS FOR C.O.P.E. TO RUN.



Trail 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

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.

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! This is a hidden gem of Camp Cornhusker.

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 Gee-Gaw Hide
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](#) 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

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 Program Director 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!

After many positive reviews from the 2020 season, we have decided to continue scheduling times for Troops to compete in the Banana Relay. We will announce specifics of the relay at camp. The Banana Relay will start at 1:00PM on Friday.



Carpetball Tournament

The addition of the Carpetball Table was an instant hit upon arrival at Cornhusker in 2020! 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!

Scoutmaster and Scout Dutch Oven Cook-Off

Returning for a third summer, the Dutch Oven Cook-Off is back with a twist. We are continuing with the secret ingredient challenge. We will be providing the secret ingredient once you arrive at camp. Pay attention to the Camp Cornhusker Facebook page or your district roundtables, as small hints will be given out leading up to camp. We encourage Scouts and Scoutmasters to make either a main course or a dessert that will be judged by our culinary experts! The winning Troop will receive the Golden Spatula! While we are providing the secret ingredient, troops will need to bring their own supplies to camp. We have had some fantastic entries over the years and are excited for this upcoming summer!

Paddleless Watercraft and Belly Flop Contest

Returning to Cornhusker this year is the Paddleless Watercraft Race! Come out and cheer on your favorite team! Who will win everyone's favorite spectacle?

In addition to the paddleless canoe race, we are adding in a Belly Flop Competition for Adult Leaders! Adult Leaders will get to show off their moves (safely of course) to see who can produce the best belly flop!

*Please note: must meet **"Swimmer"** requirements to participate in the paddleless canoe race.



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, and Tetherball. It is available anytime, just make sure you check out the equipment at the Camp Office when you are ready to play. Huge kudos to the Golden Sun Lodge for this area!

Chapel Program

Scouts are encouraged to attend our interfaith 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.

Campfire Programs

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.



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.

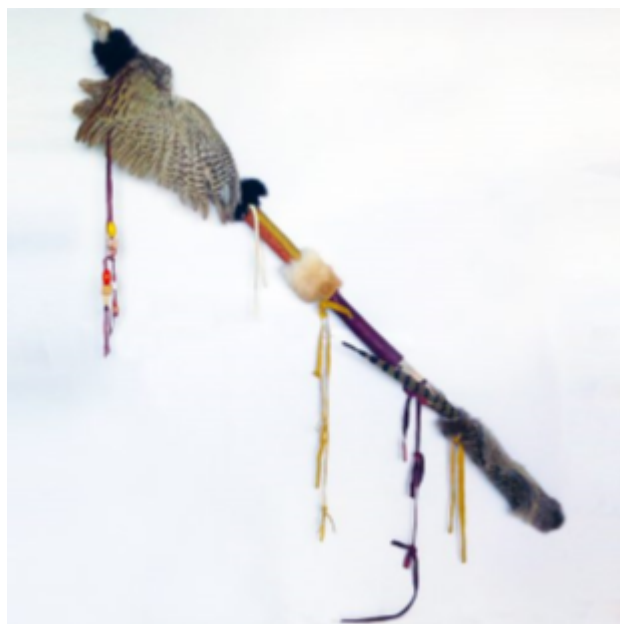


Honor Troop Requirements (Must meet 13 of 15 requirements)

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 dinner (minimum 3 times)
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
15. Troop attends Chapel Service

The “Spirit Stick”

The Spirit Stick is awarded every day at dinner 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.



Senior Patrol Leader Meetings

Senior Patrol Leaders play an important leadership role while at Camp Cornhusker. Senior Patrol Leaders will have a working lunch with the Program Director daily 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, 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 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.

Scoutmaster Specific Training- Wednesday

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.



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

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 Card- FREEBIE!
2. Attend Sunday night campfire.
3. Attend Thursday night Order of the Arrow Call Out.
4. Attend Chapel Tuesday night.
5. Participate in the Mile Swim or Penguin Club.
6. Assist Ranger Mark with a work project
7. Exhibit GREAT Scout Spirit each day of camp.
8. Attend one Adult Leader Training.
 - A. Leave No Trace
 - B. Safety Afloat
 - C. Safe Swim Defense
 - D. Scoutmaster Specific
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
 - E. C.O.P.E.
 - F. Life Skills
 - G. Scout Skills
 - H. Handicraft
 - I. 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. Enjoy a snack from the Trading Post.
15. Shoot at either one of the ranges.
16. Help serve a meal
17. Share your favorite Summer Camp Story (good or bad) with a member of Camp Administration (Camp Director, Program Director, Lead Commissioner).
18. Participate in 2 camp wide activities.
19. Take a nap (must provide photographic documentation)
20. Assist the Commissioners with Campsite Inspection one day

Adult Leader Printed Name _____

Campsite _____

Unit # _____