



CORNHUSKER COUNCIL

BOY SCOUTS OF AMERICA®

2019 Scouting, BSA Program Guide



CAMP CORNHUSKER

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



TABLE OF CONTENTS

<u>TOPIC</u>	<u>PAGE NUMBER</u>
Welcome	1
Camp Administration	2
New for Summer 2019	3
General Information	4
Merit Badge/Schedule Information	5
Merit Badge Schedule/Swim Checks	6
General Merit Badge Information	7-8
High Plains Drifter/C.O.P.E.	9
TTFC/Mountain Man	10-11
Camp Wide Activities/Games	12-14
Order of the Arrow	15
Adult Leader Opportunities	16-17
Staff at Cornhusker	18
Camp Equipment	19
Lip Sync Battle Rules	20
Scoutmaster Merit Badge	21

Dear Scouting Family,

Welcome to the 2019 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 pond, to shooting at our ranges. Finding a home at camp is up to you. The adventure is waiting. This year we are putting a greater emphasis on one of the features that makes Cornhusker unique in that we encourage all Scouts to bring a bicycle to camp.

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 offering 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 Leaders Guide for Camp 2019 will be available in January. This guide will include final schedules and the final merit badge list.

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 questions, concerns or comments feel free to contact me.

Yours in Scouting,
Thomas Bucks
Program Director
conrhuskerprogramdirector@gmail.com



Meet your Camp Administration

Camp Director

Let me introduce myself, I am Samantha (Sammi) Lowery, Camp Cornhusker's Camp Director. I worked at Cornhusker the summers of 2008 through 2012 in various positions from COPE 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 second 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 Varsity Assistant 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 2019.

Program Director

Welcome to Camp Cornhusker! My name is Thomas Bucks and this is my 2nd year as Program Director at Camp Cornhusker! This will be my eleventh 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, SC. I also have the privilege to serve as the head soccer coach. 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 out at camp this summer!

Head Commissioner

Our Commissioner, Jim Hedricks, will be returning for another summer and will continue to be a great connection between the Troops and the Camp Administration.



New for Summer 2019

Aquatics Instructional Swimming and Adult Aquatics Trainings

Gaga Ball Tournament

Scoutmaster Merit Badge

Staff Preview Program

Cornhusker Lip Sync Battle

New Honor Troop Requirements

Spirit Stick Award

Adult Leader Handyman Services

Scoutmaster Coffee

Scoutmaster and Scout Dutch Oven Cook-Off

Scoutmasters and SPL versus Staff Paddle-less Canoe Race

Wilderness First Aid Training- *Week 2 only



CAMP CORNHUSKER 2019 SCHEDULE

	STARTING	ENDING
STAFF WEEK	6/2/2019	6/8/2019
SCOUT BSA WEEK 1 - BOY & GIRL TROOPS	6/9/2019	6/15/2019
SCOUT BSA WEEK 2 - BOY & GIRL TROOPS	6/16/2019	6/22/2019
SCOUT BSA WEEK 3 - BOY & GIRL TROOPS	6/23/2019	6/29/2019
CUB SCOUT (TIGER-BEAR) CAMP	7/5/2019	7/7/2019
WEBELOS CAMP 1	7/7/2019	7/10/2019
WEBELOS CAMP 2	7/10/2019	7/13/2019
WEBELOS CAMP 3	7/14/2019	7/17/2019



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.

Pre-Camp Information Sessions

We have worked hard to make sure that Cornhusker 2019 is the best year of summer camp yet! With that being said, we want to answer any and all questions that leaders, parents, and scouts may have leading up to camp! Let us know if we can schedule a time where a council or staff member can come to your Troop to host a Q&A session. Our Program Director is available via Skype or phone call!

Unit Photographs

A photographer will be at camp on Sunday to take group photos. It is recommended that your unit arrive at camp dressed in full Class A uniform to look their best for the picture. Each troop is requested to take a photo for camp records, however it is not mandatory to purchase them. Each 8x10 print costs \$10 and will be given to the unit leader at the end of the week.



Merit Badge Program

Blue Cards

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

7:00 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
6:00PM	Assembly and KP Call (not Thursday)
6:10 PM	Flag Ceremony
6:15 PM	Dinner

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

*Final schedule with Merit Badge offerings will be available with the final Leaders Guide coming January 2019.

Hourly Merit Badge Schedule

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

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

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

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

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

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

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

Scoutmasters will be able to sign-up for merit badges and activities beginning no earlier than **February 1st, 2019**. 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 Checks

In 1908, Lord Baden-Powell wrote, "Every boy should learn to swim, I've known lots of fellows pick it up the first try, others take longer..." An important aspect of advancement at camp is helping Scouts improve their swimming ability. At camp check-in, all Scouts will report to the pool to present physicals and for the swim check. The swimming ability of all Scouts and leaders must be evaluated before they can take part in any aquatics activity, per BSA policy. There are three classifications (bands) of swimming skills: non-swimmer (white), beginner (red), and swimmer (blue). All Scouts must have a swim band.

The check consists of:

1. Jump feet first into water over your head in depth.
2. Swim 75 yards or meters in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl.
3. Then swim 25 yards or 25 meters using an easy, resting backstroke.
4. The 100 yards or 100 meters must be swum continuously and include at least one sharp turn.
5. After completing the swim, rest by floating as motionless as possible.

Scouts and Scouters fulfilling all the above requirements wear a blue swimmer band. Scouts and Scouters who can only jump in water over their head, swim 50 feet, and make one sharp turn, wear a red beginner band. Scouts and Scouters who cannot complete the beginner requirements, or Scouts who choose not to swim, will wear a white band.

General Merit Badge Information

Area	Merit Badge and Activities Offered (*NEW)
Aquatics	Swimming MB Kayaking MB Canoeing MB BSA Stand-Up Paddleboarding Award Small Boat Sailing MB Rowing MB Lifesaving MB *Instructional Swimming *Adult Aquatic Trainings
Shooting Sports	Archery MB Shotgun MB Rifle Shooting MB
Outdoor Skills and Handicraft	Pioneering MB Camping MB Wilderness Survival MB Orienteering MB Leatherwork MB Basketry MB Wood Carving MB Art MB
Ecology and Conservation	Astronomy MB Soil and Water Conservation MB Weather MB Geology MB Public Health MB Forestry MB Environmental Science MB Bird Study MB Fish and Wildlife Management MB Nature MB Plant Science MB Reptile and Amphibian Study MB Fishing MB Fly Fishing MB Mammal Study MB
Technology	Robotics MB Photography MB Inventing MB

General Merit Badge Information (Continued)

Area	Merit Badge and Activities Offered (*NEW)
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
University of Scouting	Chess MB Citizenship in the Nation MB Citizenship in the World MB Communication MB

*Merit Badges are subject to change and will be finalized in January 2019 in the Camp Leaders Guide



High Plains Drifter

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

- Advanced shooting sports activity including pistols, black powder, small and large bore rifles and 3D and action archery games.
- A kayaking trip on the Big Nemaha River
- A mountain biking excursion
- Participation in other Camp wide supplemental program activities

Individual Scouts of Venturing age (14 +) and Venture Crew members need to register just as they would for Boy Scout Resident Camp but instead of registering for merit badges will simply register for which activities from the high plains drifter program they would like to partake in. Additionally, youth not already in a Venture Crew, will be required to register as a Venture Scout with the standard BSA youth application or adult application for those 18 or over.

The additional cost for High Plains Drifter is \$50.00 which will then be added to your registration just as a merit badge with additional activity fees would be.

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

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

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 involve complicated low-course and high-course activities.

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 they could. 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 Trail To First Class (TTFC) is a premier program for first year Scouts. The Camp Cornhusker program 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, 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 both a day and night compass courses. They also can participate in a five-mile nature hike if they wish to complete that requirement at camp. 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 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.

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

<http://www.cornhuskercouncil.org/camping/boy-scouts/>

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 camps 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.



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

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

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

The Long Tooth Circle

The Long Tooth Circle (LTC) is an alumni association organization of adult scouters of the Cornhusker Council formed to perpetuate Camp Cornhusker. The LTC Camp meeting will take place Wednesday night at Camp after Rendezvous. Only the members of the LTC will gather and go through the ceremony, which stresses the ideals of Scouting. Helpful suggestions will be aired concerning Camp operations for that week and taken into consideration by the Camp staff. Advancement may be awarded at this time and new members admitted.

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



Camp-Wide Activities/Games



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 complete 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 from each Troop will eat the Banana at the end of the relay! Relay begins at 4:30 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 first ever GaGa ball tournament. Troops will face-off against other Troops to move deeper into the tournament. The winning Troop gets the challenge to face the staff to determine who is truly King of the Ring.

Cornhusker Lip-Sync Battle

New to the camp program this year is the "Cornhusker Lip-Sync Battle." This epic showdown will take place in the Council Fire Ring. Units wishing to participate should sign-up during the Monday Senior Patrol Leader meeting. Units must choose a song from a list provided by the camp staff. So, bring your dancing and lip-syncing skills to this great showdown, but remember to keep it scouting appropriate! See below for more information/rules.

Chapel Program

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

Rendezvous & Woodman's Games

Wednesday Night 7:30... 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 & Leaders will receive their Gee-Gaws, while returning leaders and scouts will receive their beads. Scouts will participate in a variety of activities at Rendezvous. Scouts will be able to: Build Fires, Throw Tomahawks, Knot Tying Relay, and Frying Pan Toss. Scouts will also be able to trade patches and other knick-knacks with other Scouters. **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? Boy Scouts, Varsity Scouts, Ventures, Sea Scouts, Explorers, and adult leaders in these programs work with a qualified and certified BSA Aquatics Instructor or equivalent to do training and then swim a mile.

Penguin Club

For those Scouts who brave the chilly waters at 6:00 AM. Each Scout or Scouter who gets wet four of the five weekdays of the camp week becomes a member of this elite club and is duly recognized by the famous Penguin Club Patch at no extra cost to the camper. P a g e | 20 All Scouts go to Camp Leave No Scout Behind Adjustments will be made if the weather does not cooperate. The Penguin Club is held at the waterfront each morning of camp.

Complete Angler Recognition

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

Disc Golf

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

BSA World Conservation Award

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

The BSA Stand Up Paddle Boarding Award

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

Honor Troop Requirements

1. Have a representative at all SPL meetings
2. Have a representative at all SM meetings
3. Troop participates in flag ceremony at least once
4. All Fees are paid
5. At-least one adult leader participates in SM MB
6. Complete a Service/Conservation Project
7. Campsite Inspection Points (480 pts.)
8. Troop participates in the Banana Relay
9. Help with MB
10. Carry your Troop Flag to meals (minimum 5x)
11. Attend the OA Call-out Ceremony
12. Have 1 skit or song for Friday Night Campfire

The “Spirit Stick”

The Spirit Stick is awarded everyday 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, the ideal 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 his troop.
4. A Lodge Election Team must conduct Unit Elections. For more information, you may contact your local council's lodge.

An OA Call-Out Ceremony will be every Thursday night beginning at 8:30 PM in the council fire ring. 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 to attend a steak dinner in the Korff building. Leaders can enjoy steaks cooked by council board members and other key scouting professionals. This is a time to relax and 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.

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). He will discuss details such as prerequisites, material needs, 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.

Also, adults are needed to help with transportation for field trips for High Plains Drifter. Please contact the Camp or Program Director for more information.

Adult Leader Meetings

Adult Leader Meetings will be held Sunday, Monday, Wednesday, and Thursday at 4:30 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

Scoutmaster's Merit Badge Leaders have to complete a variety of tasks to earn the Cornhusker Scoutmasters Merit Badge. While it is a fun award to earn, the goal behind the program is to help each adult in camp also experience personal growth and skill development to help them become a better leader for the scouts in their troop or crew. Please look over the information at the end of the Program Guide for more information.

Boy Scout 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. Course is required training for Scoutmasters and their Assistants to be considered trained.

Adult Leader Opportunities

Scoutmaster Coffee

Ever wake up and dread the long walk to the Dining Hall to get some coffee? Fear Not! Each morning, the Program Director and Commissioners will be driving around bringing coffee to each and every campsite. This will begin at 6:30AM.

Scoutmaster and Scout Dutch Oven Cook-Off

Scouts and Scoutmasters can make either a main course or a desert 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.

Scoutmasters or SPL versus Staff Paddle-less Canoe Race

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

Training Opportunities

Leave No Trace Training

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

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

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 Boy Scout troop. Scoutmasters will learn how to meet the aims of Scouting

Surprise Training

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

Wilderness First Aid Training

Offered week 2 only.



Staff at Cornhusker

Staff Preview Program

This is a brand new opportunity for Scouts this summer at Cornhusker! Scouts interested in exploring the prospect of serving on the camp staff in future years will have an opportunity to preview that experience during their session at camp. The staff-preview program will be led by the Program Director. Interested Scouts (ages 14-17) will meet with your Program Director at the designated time he announces during leaders meeting, Senior Patrol Leader meetings, and in the Dining Hall. Topics for training include effective leading, how to apply for staff, tour of camp staff living quarters and how to prepare themselves for staff. The participating Scout will visit two or three program areas (at times of his choosing) during the rest of the session. All Scouts successfully completing the program will be recognized at the closing of the session.

The Staff of Camp Cornhusker take pride in their work. We take youth leaders from local Boy Scout 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 experience 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 driven, passionate, creative, and always willing to lend a hand. Working at camp is an experience unlike any other. If any of your scouts or scouters are interested in this opportunity, encourage them to apply on our web site: <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 containing: washcloths, towels, comb, toothpaste, toothbrush, soap, deodorant
- Insect repellent
- Sleeping bag or blankets and pillow
- Cot and 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

Trail to First Class participants and adults attending IOLS need

- Compass
- Pocketknife
- Watch
- Plate, Cup, Knife, Fork and Spoon
- Bible, Testament or Prayer Book

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

Unit Equipment

All equipment necessary for cooking 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, water hydrant.

Cornhusker Lip Sync Battle Rules

1. Registration for the Lip Sync battle will occur during the Monday Senior Patrol Leader meeting.
2. Only unit registrations will be allowed, NO individual acts. However, units may work together on one act.
3. You are responsible for all of your own props. This includes make-believe instruments, microphones, costumes, etc.
4. Song selections must be 1 song chosen from a list provided by the staff at the Sunday evening Scoutmaster meeting.
5. Maximum time limit for your performance or song will be limited to no more than 4 minutes in length. Please understand that we are under a time limit. It is only fair to all that we use the same time limit. It is okay if your song is less than 4 minutes, but if it is longer, at the 4 minute mark all music will be faded out.
6. ALL SONGS AND PERFORMANCES MUST BE SCOUT APPROPRIATE. This is a scouting event for all ages of Boy Scouts. Any performance done in poor taste will be interrupted and the act will be disqualified. Only songs provided on the list will be allowed.
7. Boy Scout code of conduct will be expected of all participants. Please follow the Boy Scout Oath and Law and behave as a Boy Scout should. This includes but is not limited to respecting the camp staff, respecting fellow performers, respecting audience members and being COURTEOUS to our fellow Scouts.

The competition will be judged in these categories:

- A. Lip Sync Abilities: How well the performers lip-sync the lyrics of the song.
- B. Creativity: How original and creative the performance is. Instead of just standing on stage and lip-syncing a song – props, choreography, costumes and/or other ideas should be used. These will impress the judges and generates crowd response. Be Creative!
- C. Stage Presence and Choreography: Again, don't just stand there! Engage the audience, dance, smile, make eye contact with the judges...you're a STAR...have fun!!!

Each category will be worth 30 points each. In case of a tie, the act with the highest "Lip Sync Abilities" score will win. The judges decisions will be final! The top three acts will perform during the Friday night campfire and the winner will be announced at that time



Scoutmaster Merit Badge

Complete 15 of the 20 requirements. Form is due Friday after lunch to the Program Director

1. Hold a current Youth Protection Training card or earn it while at camp
2. Attend Sunday Night Campfire
3. Attend Thursday Night OA Campfire
4. Attend Friday Night Closing Campfire
5. Attend Chapel Tuesday Night
6. Check in with the unit and remain in camp at all times until checkout on Saturday morning.
(Exceptions are made for medical emergencies.)
7. Participate in the Mile Swim/Penguin Club
8. Exhibit GREAT Scout Spirit each day of Scout Camp
9. Attend an 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
 - A. Shooting Sports
 - B. Aquatics
 - C. Ecology/Nature
 - D. Outdoor Skills
 - E. C.O.P.E.
 - F. Life Skills
 - G. Scout Skills
 - H. Handicraft
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 ranges
17. Help serve 2nds
18. Share a joke with a member of Camp Administration (Camp Director, Program Director, Lead Commissioner)
19. Help in the QM
20. Go a week without accessing the Internet (A Scout is Trustworthy)

Adult Leader Printed Name _____

Campsite _____

Troop # _____