

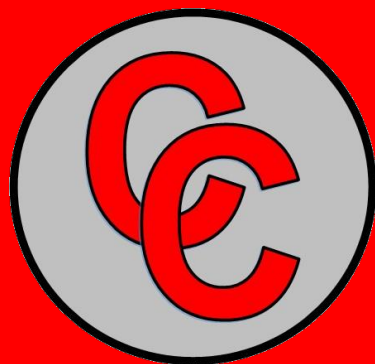


CORNHUSKER COUNCIL
BOY SCOUTS OF AMERICA.

Camp Cornhusker Scouts, BSA Program Guide



2025



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

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Letter from the Program Director

Dear Scouting Family,

Welcome to the 2025 summer season at Camp Cornhusker! I am so excited for another summer filled with fun, learning, and challenges that aim to leave a positive impact on all who choose to camp with us. As we strive for continual improvement, we have taken your feedback to heart. We are committed to delivering the best camp experience around!

As your Program Director, I commit to you that I will work tirelessly to ensure that each person who comes through our front gates, whether returning to Cornhusker or entering for the first time, has a memorable experience.

Out of all of my travels, Camp Cornhusker has become my “home away from home”. From the minute I stepped foot on the property eight years ago, I have had the time of my life developing program and serving youth and adults! To those who are returning to Camp Cornhusker, “Welcome Home.” To those joining us for the first time, it is my hope that Camp Cornhusker becomes “your home away from home”!

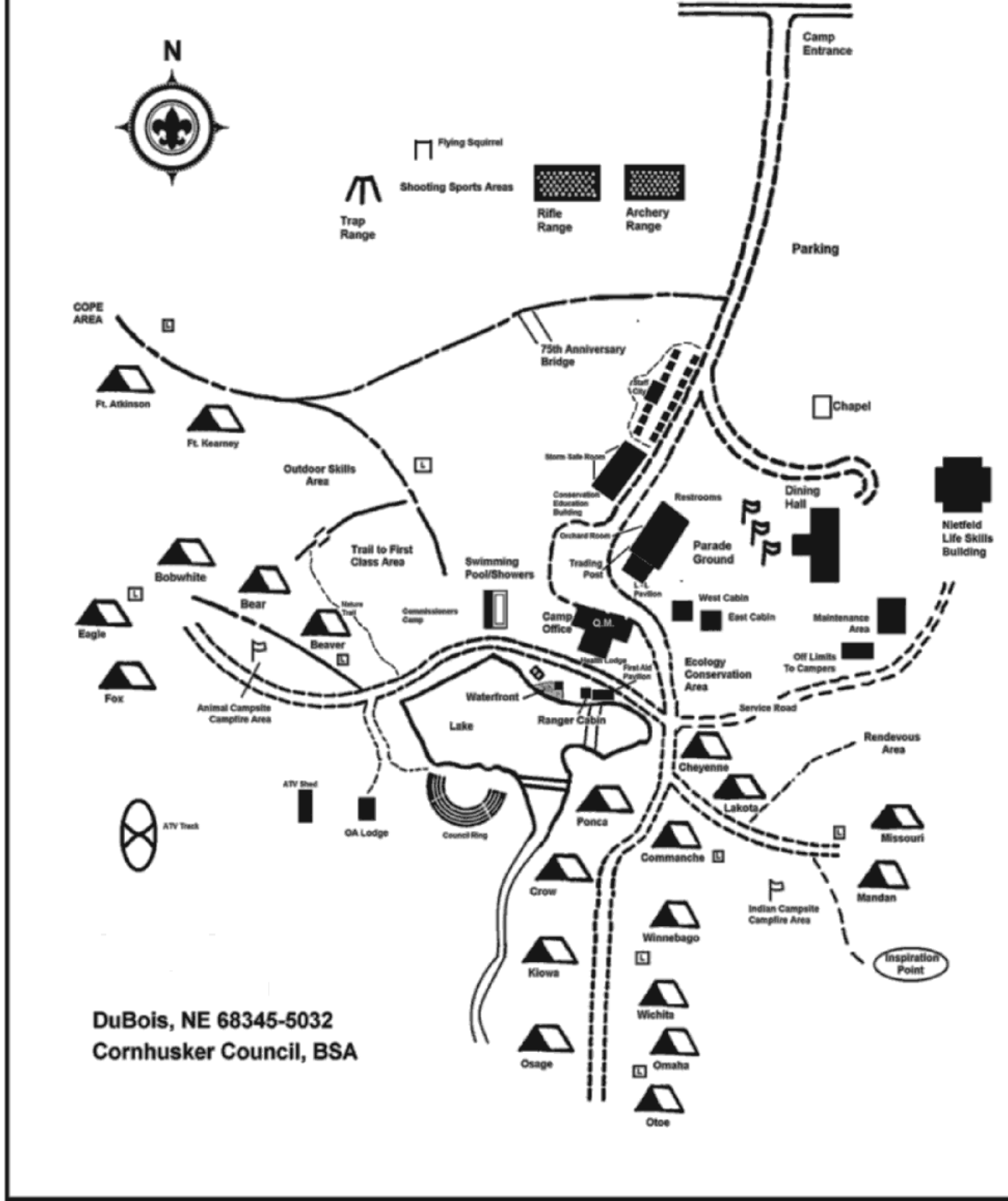
I extend a warm welcome to all of you and can’t wait to see you this summer. Get ready for a FANTASTIC week filled with growth, camaraderie, and unforgettable memories!

Yours In Scouting,

Thomas Bucks
Program Director, Camp Cornhusker
cornhuskerprogramdirector@gmail.com



Map of Camp Cornhusker



*** Photocopy or Reproduce This Page As Needed ***

2025 Camp Themes

'Merica Monday

USA, USA, USA! Wearing your America themed attire on Monday to celebrate our country.

Tie Dye Tuesday

We are looking forward to seeing your righteous tie dye attire!

Wayback Wednesday

Do you have a vintage Scouting uniform? Old Camp Cornhusker hats or t shirts? Today is the day to wear your Way-Back attire!

OA Thursday

Wear any Order of the Arrow gear you may have!

Frenzy Friday:

Dress in your most wacky outfit!

2025 Camp Schedule

<https://scoutingevent.com/324-25ScoutsBSA>

	Starting	Ending
Staff Week	June 1, 2025	June 7, 2025
Scouts BSA Week 1	June 8, 2025	June 14, 2025
Scouts BSA Week 2	June 15, 2025	June 21, 2025



Merit Badge Program

Weather Impact on Program/Activities

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

Merit Badge Reports

Adult Leaders will be able to log into your Black Pug registration and check merit badge progress daily. Requirements are uploaded after dinner. On Thursday night a Merit Badge Roundtable will be held to go over any requirements needed to be completed during make-up time on Friday morning.

Hourly Merit Badge Schedule

Merit Badges are offered during each session Monday-Thursday. Merit Badge Sessions run 75 minutes in length with 15 minutes between sessions so Scouts can get to their next activity on time.

Session 1: 8:45 – 10:00 AM
Session 2: 10:15 AM – 11:30 AM
Session 3: 1:15 PM – 2:30 PM
Session 4: 2:45 PM – 4:00 PM

Scouts are required to attend from Monday – Thursday. Friday morning will be utilized for Scouts to make up any remaining requirements.

Scoutmasters will be able to sign-up for merit badges and activities beginning no earlier than **January 1, 2025**. 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.

Though many merit badges can be completed while at camp, some include requirements that must be met prior to arrival. **Remember that leaving camp with a partially completed merit badge is not a bad thing. The important thing is that they gained knowledge and had fun!**

7:15 AM	Assembly and KP Call
7:20 AM	Flag Ceremony – Flag is Raised
7:30 AM	Breakfast
8:45 AM – 10:00 AM	Merit Badge Session 1
10:15 AM – 11:30 AM	Merit Badge Session 2
12:00 PM- 1:00 PM	Lunch
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 (except Wednesday- Cook-in Campsite)
7:15 PM – 9:00 PM	Open Areas/ Evening Activity

Daily Schedule

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

Swim Check

All Scouts and Leaders attending Summer Camp must take the Scouts BSA swim check to enter the water. 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.

The unit may also hold their own “unit swim check” in accordance with B.S.A. Standards, <https://filestore.scouting.org/filestore/outdoor%20program/aquatics/pdf/430-122.pdf>. Units that have already completed their swim checks before arrival to camp should present a copy of the results to the Aquatics Director. The aquatics staff reserves the right to re-check any Scout at camp.

This can really streamline your Sunday afternoon!

Any Scouts or Leaders that didn’t do an early swim test will do so on Sunday. Upon completion of your swim test the appropriate buddy tag will be placed on the out-board. All scouts and leaders will be classified according to their swimming ability on the following scale: non-swimmer (white), beginner (red), and swimmer (blue).

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

First Year Scouts

Camp Cornhusker's Trail to First Class Program (TTFC) gives first-year campers a jump-start towards their first rank advancements of Tenderfoot, Second Class, and First Class. The knowledgeable staff and many outdoor resources available at Camp Cornhusker not only teach Scouts the skills they need to meet requirements but give them hands-on experience.

During the week, Scouts in the TTFC program will accomplish these objectives:

- Learn the meanings of the Scout Oath & Law
- Teach the patrol method through practical application.
- Learn the safe use of: knife, hatchet, and saw to make tinder and kindling for fire building
- Learn & Apply Knots & Lashings
- Orienteering Skills using map & compass

If Scouts would like the swimming and first aid requirements completed, they are welcome to take those merit badges in the afternoon.

TTFC will run all 5 days of the week. Program will wrap-up Friday morning



Program Areas

Camp Cornhusker offers your Scouts a variety of advancement opportunities as well as the chance to test their Scouting skills, participate in camp-wide events and competitions, and to earn recognition as a patrol and/or Troop.

Aquatics

Camp Cornhusker provides many aquatic activities. Whether it is kayaking on Abel Lake or enjoying a relaxing dip in the swimming pool, you will surely enjoy your time in the water.

The lake features the boating program, while the pool features the swim program. What better way to spend your time at camp than in the water?



Merit Badges

Lake: Canoeing, Kayaking, Small Boat Sailing

Pool: Swimming, Lifesaving

Additional Programs:

Lake: Open Boating, Stand-up Paddle Boarding

Pool: Open Swim, Instructional Swim, Snorkeling



Ecology & Conservation

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



Merit Badges

Please note these merit badges are on a yearly rotation

Environmental Science, Fishing, Soil & Water Conservation

Geology, Nature, Weather, Fly Fishing

Additional Programs:

Open Fishing



COPE

Project C.O.P.E., or Challenging Outdoor Personal Experience, provides you with opportunities to develop trust, communication, self-esteem, leadership, planning, problem solving, decision-making, and teamwork. COPE challenges participants to become more aware of themselves and others, their strengths, and limitations. Beyond all these lofty objectives, COPE is fun!

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

NOTE: There is a class size **MINIMUM** of **6** participants for C.O.P.E. to run



Scout Skills

The Scout skills area teaches scouts the essentials of good citizenship and communication.

Merit Badges

Citizenship in the Nation, Citizenship in the World, Communication

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

Chemistry, Game Design, Robotics, and Photography, and Chess will be offered during free-time



Merit Badges

Basketry, Leatherwork, and Wood Carving

Handicraft

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



Life Skills

Would you like to learn about different vocations and everyday skills? Come stop by Life Skills! Here you will have the opportunity to learn about how necessities work. This could provide you an opportunity to learn basic repairs that you could do around the house. Who knows, this could also spark your interest in a specific trade career.

Merit Badges

Automotive Maintenance/Farm Mechanics, Electricity, Electronics, Plumbing, Welding

Outdoor Skills

The Outdoor Skills program presents one of the foundations of the Scouting program. 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, Pioneering, Wilderness Survival, and Geocaching.



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 and First Aid



Range and Target Sports

What better way to practice all things bang, twang, and boom than by visiting Shooting Sports? Each shooting sports area focuses on fun and safety and follow both critical and strict standards. Scouts will have opportunities to practice their accuracy as they work on qualifying for their merit badges.

Merit Badges

Shotgun, Rifle, Archery

Additional Programs

Open Shooting

Tickets for Open Shoot can be purchased in the Trading Post.



ATV at Camp Cornhusker

Grab your goggles and get ready to embark on one of Cornhusker's premier high adventure programs! Participants in the Cornhusker ATV Experience will learn how to safely operate an ATV and explore Camp Cornhusker in the process. Scouts will also learn care and proper maintenance of safety equipment and ATVs, safety procedures of the ATV, and respect for the environment.

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

Subject to change based on availability of machinery



Snorkeling

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

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



Revised Advanced Range and Target Sports Program

Coming September 2025

(Previously Known as Shooting Sports)

Mountain Man Program

The “Mountain Man” Program is Camp Cornhusker’s retention program. The goal of this program is to create a true sense of loyalty to Camp Cornhusker and the high ideals of Scouting, outdoor program and heritage for which it has stood since the camp’s creation in 1956.

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

- 1st Year:** Pioneer
- 2nd Year:** Explorer
- 3rd Year:** Frontiersman
- 4th Year:** Voyager
- 5th Year:** Mountain Man

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

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



PLEASE NOTE:

- Participants in their 3rd year (Trial of the Frontiersman) will spend their evenings out on the frontier. They will head back into main camp each morning to take Merit Badge Courses. These participants will need to sign-up for Merit Badges. They will be back in main camp before the 1st session begins.
- Participants in their 4th/5th year (Voyager/Mountain Man) will spend their week out on the frontier. They will have an option to participate in some other activities around camp towards the end of the week.

- Monday-Tuesday: During the day, Scouts will participate in Cornhusker Sharpshooters. They will return to main camp for showers before heading back to the frontier for evening program.
- Wednesday-Friday: Scouts have the ability to participate in other high adventure activities during the day before returning to the frontier for evening program. These include:
 - Golf Merit Badge (1 day)
 - Canoeing/Kayaking Excursion (1 day)
 - Biking Excursion (1 day)
 - COPE (1 day)

*These activities will take place based on the number of participants signed up.

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

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>

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

The Long Tooth Circle

The Long Tooth Circle (LTC) is Camp Cornhusker’s adult alumni association organization. The Long Tooth Circle camp meeting will take place Wednesday night during 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

Cornhole Tournament (Monday Free Time)

Units will compete to be Camp Cornhusker Cornhole Champions!

Game & Movie Night (Monday PM)

Take advantage of the Camp-Wide Games Area or check out a tote with board games/activities. A movie will close out the night!

Chapel Program (Tuesday AM)

Scouts are encouraged to attend our interfaith Chapel service Tuesday morning at 6:45 AM.

Horseshoe Tournament (Tuesday Free Time)

Teams will compete in a competitive game of Horseshoes!

Night under the Stars (Tuesday PM)

Hike to Inspiration Point and enjoy an evening stargaze

Rendezvous & Woodman's Games (Wednesday)

The Rendezvous & Woodman's Games is part of the Mountain Man Program. New Scouts and Leaders will receive their Mountain Man Gee-Gaws, while returning Leaders and Scouts will receive their year beads. There will be some new activities for Scouts to participate in at Rendezvous. The highlight of Rendezvous is trading! Scouts are encouraged to trade patches and other knick-knacks with other Scouts.

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



Dutch Oven Cook-Off (Wednesday)

The Dutch Oven Cook-Off will take place during Rendezvous on Wednesday night. Dishes are to be made at the unit's campsite as part of cook-in campsite night and a sample to be brought to Rendezvous. This will be a blind taste testing! Check the Camp Cornhusker Facebook page or your district roundtables for your secret ingredient hints!

Banana Relay (Friday PM)

The banana relay is a Cornhusker tradition! The SPL from each Troop will work with the Program Director at the SPL Meetings to plan the relay. The banana will make its way around Camp Cornhusker and a Scoutmaster from each Troop will eat the Banana at the end of the relay!



Camp-Wide Games Area

The Cornhusker Games Area includes many opportunities to play/compete as a Troop. Included in the game area is the Ga-Ga Pit, 9-Square, Carpetball, Chess Tables, Life Size Chess, Cornhole, Ping-Pong, and Tetherball. Make sure to check out the equipment at the Trading Post. Huge kudos to the Golden Sun Lodge for this area!



Campfire Programs (Sunday & Friday)

On Sunday night, our staff takes pride in being able to put on a fantastic show of skits, songs, and stories to get campers excited for the week ahead! On Friday night, units will put on their own production at the closing campfire. 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.



Additional Opportunities

Mile Swim

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

*Please Note: Must meet **“Swimmer”** requirements to participate.



Penguin Club

Another Cornhusker staple is Penguin Club! Each morning at 6:00 AM, Scouts are welcome to brave the chilly waters of the Lakefront. Each brave Scouter who gets wet **4** of the **5** weekdays of camp, becomes a member of this elite club and is duly recognized by the famous Penguin Club patch at no extra cost to the camper.

Adjustments will be made if the weather does not cooperate

All swimming abilities are invited to attend

BSA Stand-Up Paddle Boarding Award

Introduces Scouts to the basics of stand-up paddle boarding 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.



The Order of the Arrow at Camp Cornhusker

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!



Honor Troop Requirements (Must meet 13 of 15 requirements)

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

The “Spirit Stick”

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



Adult Leader Opportunities

Scoutmaster Steak Dinner

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

Adult Leader Meetings

Adult Leader meetings are held Sunday, Monday, Tuesday, Wednesday, and Thursday at 1:15 PM in the Korff building. Information will be shared by the Camp Administration.

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

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, and Wednesday Afternoons at 4:15pm. Topics subject to change based on Council Commissioner and volunteers available. More information will be shared upon arrival at camp.

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 Wednesday dinner.

Campsite Equipment

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

Staffing at Camp Cornhusker

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

General Camp Staff Information

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

One benefit of working on Camp Staff is the Camp Staff Scholarship. Staff members who complete their contract in good standing, are eligible to apply for this Scholarship.

Applications can be found on the Camp Cornhusker section of the Cornhusker Council website <https://www.cornhuskerCouncil.org/camping/camp-cornhusker/camp-staff.html>. Applications can be emailed to campcornhuskerbsa@gmail.com.

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

Cornhusker Council
PO Box 269
Walton, NE, 68461

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

Scoutmaster Merit Badge

Complete 6 of 10 requirements or complete one of the week-long requirements below. Form is due Friday to the Program Director.

1. Complete one of the adult leader training courses offered during the week
2. Take a nap in a new spot at camp (must provide photographic documentation)
3. Assist the Ranger staff for at least half a day
4. Turn in an Adult Leader Evaluation.
5. Visit each program area. Must have all to earn this one.
 - A. Shooting Sports
 - B. Aquatics
 - C. Ecology/Nature
 - D. Outdoor Skills/Handicraft
 - E. C.O.P.E.
 - F. Life Skills
 - G. Scout Skills
 - H. Technology
6. Visit the Office and pick up mail.
7. Help prepare the campfire ring for an upcoming campfire
8. Hike to Inspiration Point or Angel Falls
9. Get an object branded (walking stick, mug, hat, etc)
10. Help Take out the Trash at the Dining Hall

OR a unit leader may complete one of the following week-long options:

11. Instruct/Assist with a merit badge session for the week
12. Instruct/Assist in the TTFC Area
13. Assist the Ranger Staff for a part of at least four days
14. Assist in the Kitchen for a part of at least four days

Adult Leader Name: _____

Troop # _____