

Cornhusker Council

Fall CAMPOREE

OCTOBER 16-18, 2026

Camp Cornhusker



TROOP GUIDEBOOK

CORNHUSKER COUNCIL - FALL 2026 CAMPOREE



GENERAL INFORMATION

CHECK IN

4:00 PM.-8:00 PM. on Friday October 16, 2026. Please check in on arrival.

MEALS

Each troop is responsible for providing your own meals. You will also need to make sure that you have water. There are limited water spigots available. Also – be sure to bring trail food to eat during the events Saturday night.

FIRES

All fires must be above ground, come prepared for this. There are limited fire rings available. Camp stoves are highly recommended.

TRASH

Each unit is responsible for removal and disposal of their own trash. “You bring it in, you carry it out.” Let’s leave the area better than we find it.

CLOTHING

All Scouts should be properly clothed. As it will be cool (possibly cold) at night and warm during the day, every Scout needs to plan to dress in layers. For further information see the handbook, for cold weather and warm weather clothing. Unit leaders will be responsible for their units.

PATROL SIZES

Patrols should consist of four (4) to eight (8) Scouts. Troops or patrols with nine (9) or more Scouts should split into two separate patrols for the night activities.

SEARCH AND RESCUE MERIT BADGE

It is our intent to instruct the youth Saturday daytime sessions in the Search and Rescue Merit Badge. **THE YOUTH WILL NOT BE ABLE TO COMPLETE THIS MERIT BADGE AT THIS EVENT.**

EQUIPMENT

You are responsible for your own personal gear. An event equipment list will be provided.

FIRST AID

We will have a First Aid Station set up for anything you can not handle at the unit level, please accompany the youth or adult with their **BSA HEALTH FORMS A&B** to the First Aid Station located at the base (HQ). All youth and adults must have a current BSA HEALTH FORM A&B for this event.

PROHIBITED ITEMS

Please do not allow your Scouts to bring cellular phones, radios, drones, electronic games, fireworks, etc... This is a Scout event that occurs in the Great Outdoors and these items do not blend well in the natural environment. Do not bring animals of any kind, e.g. dogs.

CAMPSITE INSPECTION

We will use the Salt Valley campsite inspection form. Any questions contact your unit commissioner.

QUIET

This event will be an opportunity to show discipline and to move through the woods with the absence of sound.

CHECK OUT

Check out will be on Sunday after the awards Ceremony at 9:30 am. Remember a scout **ALWAYS** leaves a campsite better than they found it. **ALL** trash **MUST** be packed out.

QUESTIONS?

Please contact: Bryan Welty at 402-202-4337 or mkbwelty@gmail.com.

CORNHUSKER COUNCIL - FALL 2026 CAMPOREE

FRIDAY OCTOBER 16th

- 4pm-8pm** Sign in and set up camp
Upon arrival the adult leader will:
A. Confirm the number of participating patrols
B. Confirm the number of registered participants
C. Confirm contact person and health forms location
- 9:30pm** Senior Patrol Leader and Scoutmaster meeting

SATURDAY OCTOBER 17th

- Breakfast provided by troops
- 8:30am** Flag Ceremony.
- 9:00am** Daytime Program
Various stations for Search and Rescue Merit Badge
- 12:00pm** Lunch – provided by troops
- 1:30pm** Afternoon Program
- 4:30pm** Closing Flag Ceremony
- 5:00pm** Dinner – provided by troops
- 6:30pm** Golden Skillet Judging
- 8:30pm** Scouts Own
- 9:00pm** Closing Campfire

SUNDAY OCTOBER 18th

- Breakfast provided by troops
- 9:30am** Troop Check Out

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Afternoon Events

Station #1 – Scouting America kickoff

- All movements should be done as silently as possible so as to avoid detection.

Station #2 - Navigator Nightmare

- Mark North using materials around you

Station #3 - Minefield Beware

- Pass through the minefield without casualties

Station #4 - Wounded Scout

- An animal has found and wounded several members of your patrol

Station #5 - Transport Problems

- Your supply trailer has hit a bump

Station #6 - Survival Climb

- Retrieve a token

Station #7 - Fort

- You have come upon an occupied fort

Station #8 - Enemy Spies

- Is there a spy among you?

Station #9 – Paper Cup Fire

- Start a fire to boil water.

Station #10 - Patrol Treat

- Your patrol will make a tasty American staple.

Station #11 – Battleship Scouting

- Can you sink the battleship.

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Saturday Afternoon Scouting America Event

- Each Patrol should have on them
 - 2 Compasses
 - Tarp
 - Fire Building – no lighters or matches
 - Notebook
 - Pen and/or Pencil
- Each Scout should have on them for Saturday evening event
 - Scout Book
 - Scout Stave
 - 3 Lashing Ropes Per Scout
 - Flashlight
 - 2 large rolls of duct tape
 - 5 triangular bandages
 - Personal First Aid Kit
 - Water Bottle
- Anything else Senior Patrol Leader thinks you should need.