



Boy Scout Resident Camp

Class Catalog

Event Contacts

Name	Title	Phone	Email
Sammi Lowery	Camp Director	402.770.4327	campcornhuskerbsa@gmail.com
Paula Rezek	Program Assistant	402.488.6020	Paula.Rezek@scouting.org

Registration opens January 01, 2018
Visit www.scoutingevent.com/324-13597 to register



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Camp Cornhusker - Merit Badges (Scheduled Classes)



CCMB108 Archery

Archery is a fun way for Scouts to exercise minds as well as bodies, developing a steady hand, a good eye, and a disciplined mind. This merit badge can provide a thorough introduction to those who are new to the bow and arrow - but even for the experienced archer, earning the badge can help to increase the understanding and appreciation of archery.

8:30-9:30 AM **Days:** Mo Tu We Th Fr **Room:** Archery Range

Additional Fee: \$5.00

Maximum number of participants: 8

Sessions: All

9:45-10:45 AM **Days:** Mo Tu We Th Fr **Room:** Archery Range

Additional Fee: \$5.00

Maximum number of participants: 8

Sessions: All

11-12 PM **Days:** Mo Tu We Th Fr **Room:** Archery Range

Additional Fee: \$5.00

Maximum number of participants: 8

Sessions: Week 1, Week 2, Week 3

1:30-2:30 PM **Days:** Mo Tu We Th Fr **Room:** Archery Range

Additional Fee: \$5.00

Maximum number of participants: 8

Sessions: All

2:45-3:45 PM **Days:** Mo Tu We Th Fr **Room:** Archery Range

Additional Fee: \$5.00

Maximum number of participants: 8

Sessions: Week 1, Week 2, Week 3

Prerequisites: Recommended for scouts in their second year of camp.



CCMB110 Art

This merit badge concentrates on two-dimensional art, specifically drawing and painting in various media, including an introduction to design applications in the fields of graphic arts and industrial design, history and design principles, and how these fields relate to fine art

8:30-9:30 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft Area

Maximum number of participants: 14

Sessions: Week 1, Week 2, Week 3

1:30-2:30 PM **Days:** Mo Tu We Th Fr **Room:** Handicraft Area

Maximum number of participants: 14

Sessions: All



CCMB111 Astronomy

In learning about astronomy, Scouts study how activities in space affect our own planet and bear witness to the wonders of the night sky: the nebulae, or giant clouds of gas and dust where new stars are born; old stars dying and exploding; meteor showers and shooting stars; the moon, planets, and a dazzling array of stars.

1:30-2:30 PM **Days:** Mo Tu We Th Fr **Room:** Ecology Conservation Area

Maximum number of participants: 14

Sessions: All

Prerequisites: #8a; #8b; #8e



CCMB113 Automotive Maintenance

Modern automobiles are important to many aspects of American life. Those who service automobiles must understand each principle, and how these principles interact to provide smooth, efficient performance. Owners of cars also benefit by understanding how their vehicles operate. This enables them to understand why certain periodic maintenance is required to keep their vehicles in tip-top shape.

1:30-2:30 PM **Days:** Mo Tu We Th Fr **Room:** Nietfeld Life Skills Building

Maximum number of participants: 14

Sessions: All

Prerequisites: Recommended for scouts in their second (plus) year of camp.

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CCMB116 Basketry

Basketry is a handy skill for a Scout. A basket can be a sturdy companion on campouts, carrying clothes snugly and efficiently, holding potatoes and corn for roasting over a campfire, or carrying the day's fishing catch back to camp for dinner. Baskets and basket-weaving projects also make great gifts for family and friends.

9:45-10:45 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft Area

Additional Fee: \$15.00

Maximum number of participants: 14

Sessions: All

2:45-3:45 PM **Days:** Mo Tu We Th Fr **Room:** Handicraft Area

Additional Fee: \$15.00

Maximum number of participants: 14

Sessions: All



CCMB101 Camping

Camping is one of the best-known methods of the Scouting movement. When he founded the Scouting movement in the early 1900s, Robert Baden-Powell encouraged every Scout to learn the art of living out-of-doors. He believed a young person able to take care of himself while camping would have the confidence to meet life's other challenges, too.

8:30-9:30 AM **Days:** Mo Tu We Th Fr **Room:** Outdoor Skills Area

Maximum number of participants: 14

Sessions: Week 1, Week 2, Week 3

9:45-10:45 AM **Days:** Mo Tu We Th Fr **Room:** Outdoor Skills Area

Maximum number of participants: 14

Sessions: Week 4

1:30-2:30 PM **Days:** Mo Tu We Th Fr **Room:** Outdoor Skills Area

Maximum number of participants: 14

Sessions: Week 1, Week 2, Week 3

Prerequisites: #4a; #4b; #5e; #9a



CCMB119 Canoeing

For several centuries, the canoe was a primary method of travel for explorers and settlers. Today, it remains an important part of the wilderness experience and an enjoyable leisure activity that teaches communication, teamwork, and physical fitness.

8:30-9:30 AM **Days:** Mo Tu We Th Fr **Room:** Waterfront

Maximum number of participants: 14

Sessions: All

9:45-10:45 AM **Days:** Mo Tu We Th Fr **Room:** Waterfront

Maximum number of participants: 14

Sessions: Week 1, Week 2, Week 3

1:30-2:30 PM **Days:** Mo Tu We Th Fr **Room:** Waterfront

Maximum number of participants: 14

Sessions: Week 1, Week 2, Week 3

2:45-3:45 PM **Days:** Mo Tu We Th Fr **Room:** Waterfront

Maximum number of participants: 14

Sessions: Week 1, Week 2, Week 3

Prerequisites: MUST be a blue swimmer

You will need extra shoes that WILL get wet in the lake.

Recommended for scouts in their second (plus) year of camp.



CCMB227 Chess

Chess builds critical thinking, forward thinking, and proper sportsmanship in young people.

1:30-2:30 PM **Days:** Mo Tu We Th Fr **Room:** Conservation Education Building

Maximum number of participants: 14

Sessions: All

2:45-3:45 PM **Days:** Mo Tu We Th Fr **Room:** Conservation Education Building

Maximum number of participants: 14

Sessions: All

Prerequisites: Recommended for scouts in their second (plus) year of camp.

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CCMB123 Citizenship in the Nation

As Scouts fulfill the requirements for this merit badge, they will learn how to become active citizens are aware of and grateful for their liberties and rights, to participate in their governments and protect their freedom, helping to defend their country and standing up for individual rights on behalf of all its citizens.

8:30-9:30 AM **Days:** Mo Tu We Th Fr **Room:** Conservation Education Building

Maximum number of participants: 14

Sessions: All

Prerequisites: #2b; #3



CCMB124 Citizenship in the World

Scouts who earn the Citizenship in the World merit badge will discover that they are already citizens of the world. How good a world citizen each person is depends on his willingness to understand and appreciate the values, traditions, and concerns of people in other countries.

9:45-10:45 AM **Days:** Mo Tu We Th Fr **Room:** Conservation Education Building

Maximum number of participants: 14

Sessions: All

Prerequisites: Recommended for scouts in their second (plus) year of camp.

Please bring a copy of the merit badge pamphlet for your resource.



CCMB128 Communication

This clear and concise definition comes from the U.S. Department of Education: "Communication focuses on how people use messages to generate meanings within and across various contexts, cultures, channels, and media. The field of communication promotes the effective and ethical practice of human communication."

11-12 PM **Days:** Mo Tu We Th Fr **Room:** Conservation Education Building

Maximum number of participants: 14

Sessions: All

Prerequisites: #5; #8



CCMB138 Electricity

Electricity is a powerful and fascinating force of nature. As early as 600 b.c., observers of the physical world suspected that electricity existed but did not have a name for it. In fact, real progress in unraveling the mystery of electricity has come only within the last 250 years.

9:45-10:45 AM **Days:** Mo Tu We Th Fr **Room:** Nietfeld Life Skills Building

Maximum number of participants: 14

Sessions: Week 1, Week 2, Week 3

Prerequisites: Recommended for scouts in their second (plus) year of camp.



CCMB139 Electronics

Electronics is the science that controls the behavior of electrons so that some type of useful function is performed. Today, electronics is a fast-changing and exciting field.

11-12 PM **Days:** Mo Tu We Th Fr **Room:** Nietfeld Life Skills Building

Maximum number of participants: 14

Sessions: All

Prerequisites: Recommended for scouts in their second (plus) year of camp.



CCMB140 Emergency Preparedness

Scouts are often called upon to help because they know first aid and they know about the discipline and planning needed to react to an emergency situation. Earning this merit badge helps a Scout to be prepared by learning the actions that can be helpful and needed before, during, and after an emergency.

11-12 PM **Days:** Mo Tu We Th Fr **Room:** Preparedness Pavilion south of Health Lodge

Maximum number of participants: 25

Sessions: All

Prerequisites: #2c; #9a; #9b

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CCMB144 Environmental Science

While earning the Environmental Science merit badge, Scouts will get a taste of what it is like to be an environmental scientist, making observations and carrying out experiments to investigate the natural world.

8:30-10:45 AM **Days:** Mo Tu We Th Fr **Room:** Ecology Conservation Area

Maximum number of participants: 14

Sessions: All

Prerequisites: Recommended for scouts in their second (plus) year of camp.

Please bring a copy of the merit badge pamphlet for your resource.



CCMB146 Farm Mechanics

From the mattock and hoe to the horse and mule, the cotton gin and reaper, the tractor and air seeder - this is the story of farm equipment. Today, most farms are mechanized and farmers can do most of their own maintenance work and make the adjustments needed on their many intricate farm implements.

2:45-3:45 PM **Days:** Mo Tu We Th Fr **Room:** Nietfeld Life Skills Building

Maximum number of participants: 14

Sessions: All

Prerequisites: Recommended for scouts in their second (plus) year of camp.



CCMB149 First Aid

First aid - caring for injured or ill persons until they can receive professional medical care - is an important skill for every Scout. With some knowledge of first aid, a Scout can provide immediate care and help to someone who is hurt or who becomes ill. First aid can help prevent infection and serious loss of blood. It could even save a limb or a life.

8:30-9:30 AM **Days:** Mo Tu We Th Fr **Room:** Preparedness Pavilion south of Health Lodge

Maximum number of participants: 14

Sessions: All

9:45-10:45 AM **Days:** Mo Tu We Th Fr **Room:** Preparedness Pavilion south of Health Lodge

Maximum number of participants: 14

Sessions: Week 1, Week 2, Week 3

1:30-2:30 PM **Days:** Mo Tu We Th Fr **Room:** Preparedness Pavilion south of Health Lodge

Maximum number of participants: 22

Sessions: All

2:45-3:45 PM **Days:** Mo Tu We Th Fr **Room:** Preparedness Pavilion south of Health Lodge

Maximum number of participants: 14

Sessions: All

Prerequisites: #5



CCMB151 Fishing

In Scouting for Boys, Baden-Powell offers this advice: "Every Scout ought to be able to fish in order to get food for himself. A tenderfoot [beginner] who starved on the bank of a river full of fish would look very silly, yet it might happen to one who had never learned to catch fish."

8:30-9:30 AM **Days:** Mo Tu We Th Fr **Room:** Waterfront

Maximum number of participants: 10

Sessions: Week 1, Week 2, Week 3

1:30-2:30 PM **Days:** Mo Tu We Th Fr

Maximum number of participants: 10

Sessions: All



CCMB152 Fly-Fishing

Fly-fishing is a specialized form of fishing that combines skill and artistry. Because it is so rich with tradition, it is a passion for millions of people. The beauty of the water, the solitude, and the skills that the sport requires have made fly-fishing very important in the lives of many notable people.

9:45-10:45 AM **Days:** Mo Tu We Th Fr **Room:** Waterfront

Maximum number of participants: 6

Sessions: All

Prerequisites: Recommended for scouts in their second (plus) year of camp.

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CCMB153 Forestry

In working through the Forestry merit badge requirements, Scouts will explore the remarkable complexity of a forest and identify many species of trees and plants and the roles they play in a forest's life cycle. They will also discover some of the resources forests provide to humans and come to understand that people have a very large part to play in sustaining the health of forests.

11-12 PM

Days: Mo Tu We Th Fr **Room:** Ecology Conservation Area

Maximum number of participants: 20

Sessions: Week 1, Week 2, Week 3

Prerequisites: #5a; #5b; #5c; #8



CCMB156 Geology

Geology is the study of Earth. It includes the study of materials that make up Earth, the processes that change it, and the history of how things happened, including human civilization, which depends on natural materials for existence.

2:45-3:45 PM

Days: Mo Tu We Th Fr **Room:** Ecology Conservation Area

Maximum number of participants: 14

Sessions: Week 1, Week 2, Week 3

Prerequisites: Recommended for scouts in their second (plus) year of camp.



CCMB160 Home Repairs

Successfully completing this badge's requirements can lead to a lifetime of personal and financial rewards: Doing basic home repairs provides a sense of personal pride in one's achievements and increased self-confidence. In addition, safe and successful do-it-yourselfers can easily save a family thousands of dollars in repair bills over the years.

2:45-3:45 PM

Days: Mo Tu We Th Fr **Room:** Nietfeld Life Skills Building

Maximum number of participants: 10

Sessions: All

Prerequisites: Recommended for scouts in their second (plus) year of camp.



CCMB228 Inventing

Inventing involves finding technological solutions to real-world problems. Inventors understand the importance of inventing to society because they creatively think of ways to improve the lives of others. Explore the world of inventing through this new merit badge, and discover your inner inventiveness.

9:45-10:45 AM

Days: Mo Tu We Th Fr **Room:** Handicraft Area

Maximum number of participants: 10

Sessions: All

2:45-3:45 PM

Days: Mo Tu We Th Fr **Room:** Handicraft Area

Maximum number of participants: 10

Sessions: All

Prerequisites:

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CCMB225 Kayaking

A basic-level merit badge for flat-water kayaking - whitewater kayaking will still fall under Whitewater merit badge.

8:30-9:30 AM **Days:** Mo Tu We Th Fr **Room:** Waterfront

Maximum number of participants: 14

Sessions: Week 1, Week 2, Week 3

9:45-10:45 AM **Days:** Mo Tu We Th Fr **Room:** Waterfront

Maximum number of participants: 14

Sessions: All

1:30-2:30 PM **Days:** Mo Tu We Th Fr **Room:** Waterfront

Maximum number of participants: 14

Sessions: Week 1, Week 2, Week 3

2:45-3:45 PM **Days:** Mo Tu We Th Fr **Room:** Waterfront

Maximum number of participants: 14

Sessions: All

Prerequisites: Must be a blue swimmer



CCMB167 Leatherwork

Scouts who complete the requirements to earn the Leatherwork merit badge will explore leather's history and its endless uses. They will learn to make a useful leather item using the same types of raw materials that our ancestors used; be challenged to master skills like hand-stitching, lacing, and braiding.; and learn how to preserve and protect leather items so they will last a lifetime and beyond.

11-12 PM **Days:** Mo Tu We Th Fr **Room:** Handicraft Area

Additional Fee: \$10.00

Maximum number of participants: 14

Sessions: All

1:30-2:30 PM **Days:** Mo Tu We Th Fr **Room:** Handicraft Area

Additional Fee: \$10.00

Maximum number of participants: 14

Sessions: All



CCMB168 Lifesaving

No Boy Scout will ignore a plea for help. However, the desire to help is of little use unless one knows how to give the proper aid. The main purpose of the Lifesaving merit badge is to prepare Scouts to assist those involved in water accidents, teaching them the basic knowledge of rescue techniques, the skills to perform them, and the judgment to know when and how to act so that they can be prepared for emergencies.

11-12 PM **Days:** Mo Tu We Th Fr **Room:** Aquatics Area (pool)

Maximum number of participants: 20

Sessions: All

Prerequisites: Must have your swimming merit badge



CCMB169 Mammal Study

A mammal may weigh as little as 1/12 ounce, as do some shrews, or as much as 150 tons, like the blue whale. It may spring, waddle, swim, or even fly. But if it has milk for its young, has hair of some kind, is relatively intelligent, and has warm blood, then it is a mammal.

8:30-9:30 AM **Days:** Mo Tu We Th Fr **Room:** Ecology Conservation Area

Maximum number of participants: 20

Sessions: All



CCMB239 Master Naturalist - Bird Study, Fish and Wildlife Management, Nature

Birds are among the most fascinating creatures on Earth. Many are beautifully colored. Others are accomplished singers. Many of the most important discoveries about birds and how they live have been made by amateur birders. In pursuing this hobby, a Scout might someday make a valuable contribution to our understanding of the natural world.

Wildlife management is the science and art of managing the wildlife - both animals and fish - with which we share our planet. Maintaining the proper balance and the dynamics that go with it requires humankind's attention. We use this stewardship tool to help minimize or eradicate the possibility of extinction of any given species. We want our descendants to have the opportunity to experience the same animal diversity that we now enjoy.

There is a very close connection between the soil, the plants, and all animal life, including people. Understanding this connection, and the impact we have upon it, is important to preserving the wilderness, as well as to our own

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well-being as members of the web of nature.

8:30-10:45 AM **Days:** Mo Tu We Th Fr **Room:** Ecology Conservation Area
Maximum number of participants: 14
Sessions: Week 1, Week 2, Week 3
Prerequisites: Recommended for scouts in their second (plus) year of camp.



CCMB180 Orienteering

Orienteering, the use of map and compass to find locations and plan a journey, has been a vital skill for humans for thousands of years. Orienteering is also a recognized sport at the Olympic Games, and thousands of people participate in the sport each year in local clubs and competitions.

9:45-10:45 AM **Days:** Mo Tu We Th Fr **Room:** Outdoor Skills Area
Minimum Rank: First Class
Maximum number of participants: 14
Sessions: Week 1, Week 2, Week 3
Prerequisites: Recommended for scouts in their second (plus) year of camp.
Please bring a copy of the merit badge pamphlet for your resource.



CCMB184 Photography

Beyond capturing family memories, photography offers a chance to be creative. Many photographers use photography to express their creativity, using lighting, composition, depth, color, and content to make their photographs into more than snapshots. Good photographs tell us about a person, a news event, a product, a place, a scientific breakthrough, an endangered animal, or a time in history.

9:45-10:45 AM **Days:** Mo Tu We Th Fr **Room:** Dakota Room
Maximum number of participants: 14
Sessions: All
Prerequisites: Cyber Chip
Participants are asked to bring a digital camera of some type. This includes phones with a camera.



CCMB185 Pioneering

Pioneering-the knowledge of ropes, knots, and splices along with the ability to build rustic structures by lashing together poles and spars-is among the oldest of Scouting's skills. Practicing rope use and completing projects with lashings also allow Scouts to connect with past generations, ancestors who used many of these skills as they sailed the open seas and lived in America's forests and prairies.

1:30-3:45 PM **Days:** Mo Tu We Th Fr **Room:** Outdoor Skills Area
Maximum number of participants: 14
Sessions: All
Prerequisites: Recommended for scouts in their second (plus) year of camp.
Please bring a copy of the merit badge pamphlet for your resource.



CCMB186 Plant Science

Plant scientists use their curiosity and knowledge to develop questions about the world of plants. Then they try to answer those questions with further observations and experiments in the laboratory and in the field. To earn this merit badge, Scouts will explore three of the most important plant science specialties: agronomy, horticulture, and field botany.

11-12 PM **Days:** Mo Tu We Th Fr **Room:** Ecology Conservation Area
Maximum number of participants: 20
Sessions: Week 1, Week 2, Week 3



CCMB187 Plumbing

Plumbing, including pipe fitting, is an important and well-paid occupation. The industry is quite broad. It covers installations and repairs in homes, commercial properties, and factories. Plumbing pipelines are used for water supply, waste drainage, natural-gas heating, and many other purposes.

11-12 PM **Days:** Mo Tu We Th Fr **Room:** Nietfeld Life Skills Building
Maximum number of participants: 10
Sessions: All
Prerequisites: Recommended for scouts in their second (plus) year of camp.

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CCMB189 Public Health

The field of public health deals with maintaining and monitoring the health of communities, and with the detection, cure, and prevention of health risks and diseases. Although public health is generally seen as a community-oriented service, it actually starts with the individual. From a single individual to the family unit to the smallest isolated rural town to the worldwide global community, one person can influence the health of many.

2:45-3:45 PM **Days:** Mo Tu We Th Fr **Room:** Ecology Conservation Area

Maximum number of participants: 14

Sessions: Week 1, Week 2, Week 3

Prerequisites: Recommended for scouts in their second (plus) year of camp.
Please bring a copy of the merit badge pamphlet for your resource.



CCMB195 Reptile and Amphibian Study

Boys always have been interested in snakes, turtles, lizards, and alligators, as well as frogs and salamanders. Developing knowledge about these captivating creatures leads to an appreciation for all native wildlife; understanding the life cycle of a reptile or amphibian and keeping one as a pet can be a good introduction to natural history; and knowing about venomous species can help Scouts to be prepared to help in case of an emergency.

11-12 PM **Days:** Mo Tu We Th Fr **Room:** Ecology Conservation Area

Maximum number of participants: 14

Sessions: All

Prerequisites: #8a; #8b



CCMB196 Rifle Shooting

Unless a rifle is handled incorrectly or recklessly, it is not dangerous. A rifle, like any other precision instrument, is manufactured to perform a specific task and can do so at no risk to the user or others. By earning this badge, Scouts can develop their shooting skills while learning safe practices.

9:45-12 PM **Days:** Mo Tu We Th Fr **Room:** Rifle Range

Additional Fee: \$15.00

Maximum number of participants: 16

Sessions: All

1:30-3:45 PM **Days:** Mo Tu We Th Fr **Room:** Rifle Range

Additional Fee: \$15.00

Maximum number of participants: 16

Sessions: All

Prerequisites: Recommended for scouts in their second (plus) year of camp.

Please bring a copy of the merit badge pamphlet for your resource.

All participants are required to attend a Sunday evening briefing. Missing this class will mean a student will not be permitted to attend the merit badge class.

NOTE: Needs to attend shooting safety training on Sunday evening.



CCMB229 Robotics

Earning the Robotics merit badge requires a Scout to understand how robots move (actuators), sense the environment (sensors), and understand what to do (programming); he should demonstrate robot design in building a robot. You should help ensure that the Scout has sufficiently explored the field of robotics to understand what it is about, and to discover whether this may be a field of interest for him as a career.

8:30-9:30 AM **Days:** Mo Tu We Th Fr **Room:** Dakota Room

Maximum number of participants: 8

Sessions: All

1:30-2:30 PM **Days:** Mo Tu We Th Fr **Room:** Dakota Room

Maximum number of participants: 8

Sessions: All

Prerequisites: Recommended for scouts in their second (plus) year of camp.

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CCMB197 Rowing

Rowing is the use of oars as a means of propelling boats, has grown from a basic method of transportation to a competitive sport and an enjoyable method of exercising.

11-12 PM **Days:** Mo Tu We Th Fr **Room:** Waterfront

Maximum number of participants: 8

Sessions: Week 1, Week 2, Week 3

1:30-2:30 PM **Days:** Mo Tu We Th Fr **Room:** Waterfront

Maximum number of participants: 8

Sessions: Week 4

Prerequisites: Blue Swimmer

Extra Shoes that will get wet.



CCMB202 Shotgun Shooting

A shotgun is a precision instrument, designed to shoot a shot charge in a specific pattern to cover a designated area at a certain distance. Unlike a rifle, the bore of the shotgun is not rifled, so the shot emerging from the muzzle is not spinning.

8:30-9:30 AM **Days:** Mo Tu We Th Fr **Room:** Shotgun Range

Additional Fee: \$25.00

Maximum number of participants: 6

Sessions: All

Prerequisites: Recommended for scouts in their second (plus) year of camp.

Please bring a copy of the Shotgun MB pamphlet for your resource.

All participants are required to attend a Sunday evening briefing. Missing this class will mean a student will not be permitted to attend the merit badge class

NOTE: Needs to attend shooting safety training on Sunday evening.



CCMB204 Small-Boat Sailing

Sailing is one of the most enjoyable pastimes on the open water. The quiet and peacefulness of the water can provide a pleasant break from everyday life. However, smooth sailing requires paying careful attention to safety.

11-12 PM **Days:** Mo Tu We Th Fr **Room:** Waterfront

Maximum number of participants: 4

Sessions: All

Prerequisites: Blue Swimmer

Extra shoes that will get wet.



CCMB206 Soil and Water Conservation

Conservation isn't just the responsibility of soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly.

2:45-3:45 PM **Days:** Mo Tu We Th Fr **Room:** Ecology Conservation Area

Maximum number of participants: 14

Sessions: All

Prerequisites: You will need to wear shoes that can get wet.

Recommended for scouts in their second (plus) year of camp.

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CCMB211 Swimming

Swimming is a leisure activity, a competitive sport, and a basic survival skill. Scouts who earn this badge will learn about safety when swimming and diving, how swimming can contribute to overall fitness and health, and gain some basic competitive swimming skills.

8:30-9:30 AM **Days:** Mo Tu We Th Fr **Room:** Aquatics Area (pool)

Maximum number of participants: 30

Sessions: All

9:45-10:45 AM **Days:** Mo Tu We Th Fr **Room:** Aquatics Area (pool)

Maximum number of participants: 30

Sessions: Week 1, Week 2, Week 3

1:30-2:30 PM **Days:** Mo Tu We Th Fr **Room:** Aquatics Area (pool)

Maximum number of participants: 30

Sessions: All

2:45-3:45 PM **Days:** Mo Tu We Th Fr **Room:** Aquatics Area (pool)

Maximum number of participants: 30

Sessions: All

Prerequisites: Long Pants, long sleeved shirt, and belt (these will get wet)
Blue Swimmer



CCMB219 Weather

Meteorology is the study of Earth's atmosphere and its weather and the ways in which temperature, wind, and moisture act together in the environment. In addition to learning how everyday weather is predicted, Scouts can learn about extreme weather such as thunderstorms, tornadoes, and hurricanes, and how to stay safe.

1:30-2:30 PM **Days:** Mo Tu We Th Fr **Room:** Ecology Conservation Area

Maximum number of participants: 14

Sessions: Week 1, Week 2, Week 3

Prerequisites: Recommended for scouts in their second (plus) year of camp.



CCMB232 Welding

The new Welding badge and pamphlet was released by BSA, and Scouts could begin earning the badge on February 24, 2012.

8:30-9:30 AM **Days:** Mo Tu We Th Fr **Room:** Nietfeld Life Skills Building

Additional Fee: \$25.00

Maximum number of participants: 14

Sessions: Week 1, Week 2, Week 3

1:30-2:30 PM **Days:** Mo Tu We Th Fr

Additional Fee: \$25.00

Maximum number of participants: 14

Sessions: All

Prerequisites: Recommended for scouts in their second (plus) year of camp.
MUST wear jeans and boots to class



CCMB221 Wilderness Survival

In their outdoor activities, Scouts learn to bring the clothing and gear they need, to make good plans, and do their best to manage any risks. But now and then, something unexpected happens. When things go wrong, the skills of wilderness survival can help make everything right again.

11-12 PM **Days:** Mo Tu We Th Fr **Room:** Outdoor Skills Area

Maximum number of participants: 14

Sessions: All

2:45-3:45 PM **Days:** Mo Tu We Th Fr **Room:** Outdoor Skills Area

Maximum number of participants: 14

Sessions: Week 1, Week 2, Week 3

Prerequisites: Recommended for scouts in their second (plus) year of camp.

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CCMB222 Wood Carving

As with any art, wood carving involves learning the basics of design, along with material selection and tools and techniques, as well as wood-carving safety. The requirements of the Wood Carving merit badge introduce Scouts to an enjoyable hobby and that can become a lifetime activity.

8:30-9:30 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft Area

Additional Fee: \$10.00

Maximum number of participants: 14

Sessions: All

11-12 PM **Days:** Mo Tu We Th Fr **Room:** Handicraft Area

Additional Fee: \$10.00

Maximum number of participants: 14

Sessions: All

Prerequisites: Most have already earned Totin' Chip recognition

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Camp Cornhusker - Programs (Scheduled Classes)



CCPR103 ATV Safe Rider

Camp Cornhusker is excited to offer the BSA's national ATV Rider/Safety Training Program
Dirt and horsepower - what's not to love? Scouts and Venturers can learn how to safely drive an all-terrain vehicle at
Camp Cornhusker's ATV program course using Polaris ATVs.

8:30-9:30 AM **Days:** Mo Tu We Th Fr **Room:** ATV Connex

Additional Fee: \$25.00

Minimum Age: 14

Maximum Age: 21

Maximum number of participants: 6

Sessions: All

9:45-10:45 AM **Days:** Mo Tu We Th Fr **Room:** ATV Connex

Additional Fee: \$25.00

Minimum Age: 14

Maximum Age: 21

Maximum number of participants: 6

Sessions: All

11-12 PM **Days:** Mo Tu We Th Fr **Room:** ATV Connex

Additional Fee: \$25.00

Minimum Age: 14

Maximum Age: 21

Maximum number of participants: 6

Sessions: All

1:30-2:30 PM **Days:** Mo Tu We Th Fr **Room:** ATV Connex

Additional Fee: \$25.00

Minimum Age: 14

Maximum Age: 21

Maximum number of participants: 6

Sessions: Week 1,Week 2,Week 3

2:45-3:45 PM **Days:** Mo Tu We Th Fr **Room:** ATV Connex

Additional Fee: \$25.00

Minimum Age: 14

Maximum Age: 21

Maximum number of participants: 6

Sessions: Week 1,Week 2,Week 3

Prerequisites: Scouts or Venturers must be age 14 or older to drive an ATV, and the program requires youth to wear long pants, long-sleeve shirts and over-the-ankle boots.



CCPR102 COPE Adult

The C.O.P.E. program focuses on problem solving, teamwork, trust, communication, and leadership within the group.
There are other things like spotting, belaying, and "Low C.O.P.E." that are very important tasks. The majority of the
C.O.P.E. program is spent building trust in your team, but the week-long program concludes with "High C.O.P.E."
events, including a trip down the Zip Line!

11-12 PM **Days:** Mo Tu We Th Fr **Room:** COPE

Minimum Age: 19

Maximum number of participants: 12

Sessions: All



CCPR100 COPE AM

The C.O.P.E. program focuses on problem solving, teamwork, trust, communication, and leadership within the group.
There are other things like spotting, belaying, and "Low C.O.P.E." that are very important tasks. The majority of the
C.O.P.E. program is spent building trust in your team, but the week-long program concludes with "High C.O.P.E."
events, including a trip down the Zip Line!

8:30-10:45 AM **Days:** Mo Tu We Th Fr **Room:** COPE

Minimum Age: 13

Maximum Age: 18

Maximum number of participants: 10

Sessions: Week 2,Week 3,Week 4

Class Catalog

Boy Scout Resident Camp

8:30-10:45 AM **Days:** Mo Tu We Th Fr **Room:** COPE
Minimum Age: 13
Maximum Age: 18
Maximum number of participants: 12
Sessions: Week 1
Prerequisites: You must be 13 years or older before they arrive at camp, and have your Unit Leader's permission to participate.



CCPR101 COPE PM

The C.O.P.E. program focuses on problem solving, teamwork, trust, communication, and leadership within the group. There are other things like spotting, belaying, and "Low C.O.P.E." that are very important tasks. The majority of the C.O.P.E. program is spent building trust in your team, but the week-long program concludes with "High C.O.P.E." events, including a trip down the Zip Line!

1:30-3:45 PM **Days:** Mo Tu We Th Fr **Room:** COPE
Minimum Age: 13
Maximum Age: 18
Maximum number of participants: 12
Sessions: Week 1, Week 2, Week 3
Prerequisites: You must be 13 years old by January 1, of the current camp season, and have your Unit Leader's permission to participate.



CCPR104 High Plains Drifter Program

The High Plains Drifter for Venture Crews and Venturing Age Scouts .

This exciting program is now 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 opportunity 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:

Two days of 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 on the Steamboat Trace Trail from Nebraska City to Brownville totaling 24 miles.

Participation in other Camp Wide Supplemental Program Activities

Individual Boy 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 would simply Register for HIGH PLAINS DRIFTER. 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

8:30-3:45 PM **Days:** Mo Tu We Th Fr
Additional Fee: \$50.00
Minimum Age: 14
Maximum Age: 21
Maximum number of participants: 8
Sessions: Week 1, Week 2, Week 4
Prerequisites: Recommended for scouts in their second (plus) year of camp.
All participants are required to attend a Sunday evening briefing. Missing this class will mean a student will not be permitted to attend the merit badge class
NOTE: Needs to attend shooting safety training on Sunday evening.



CCPR111 Mountain Man Ascension

Open to Youth and Adults who are attending Camp Cornhusker for their 5th year or above and who have completed the Trial of the Frontiersman and Voyager Experience programs. Needs to be a Blue Swimmer and attend the Sunday Evening Range Safety Meeting for Shooting Sports. Reports to Sunday Night Campfire with a Backpack of personal items Mountain man regalia and Sleeping Gear, will be at the Frontier Sunday, Monday and Tuesday Night, return to unit for sleeping on Thursday Afternoon. Schedule should Block out First Period in the Morning and all Free time after 5th period and in the evening thru Wednesday.

8:30-9:30 AM **Days:** Mo Tu We Th Fr
Maximum number of participants: 15
Sessions: All

Class Catalog

Boy Scout Resident Camp



CCPR109 Trails of the Frontiersman (Mountain Man Program)

Trial of the Frontiersman Year three Ascension of Status in the Camp Cornhusker Mountain Man Society. Open to Campers and Adults who are at least attending their third year at Camp Cornhusker.

They will need:

a separate pack that holds clothing, rain gear, and personal kit for 3 nights. This must be a pack as the boys will pack in all gear on their person to a rugged outpost area. NO TOTES

Items in the three day pack should include:

personal clothing and uniform for the three days

rain gear

any Mountain Man regalia they possess

pocket knife and totin chip

taper candle or two

small box of matches

sleeping bag

ground cloth

canteen

dry bag (for toting items to and from merit badge sessions and the main camp)

personal mess kit (including utensils for eating)

roll of toilet paper in a zipper seal bag.

Boys going through the Trial of the Frontiersman can register for MB classes in 2nd, 3rd, 4th and 5th period but will not be able to attend first period Merit Badge Program.

Boys set up camp with their troop and bring their pack with them to the Opening Campfire and will leave for the Frontier after the close of Opening Campfire. Schedule should Block out First Period in the Morning and all Free time after 5th period and in the evening thru Wednesday. They cook their own meals (Breakfast and evening Meal patrol style) Monday, Tuesday, and Wednesday. But will attend lunch time meals with the troop.

8:30-9:30 AM **Days:** Mo Tu We Th Fr

Maximum number of participants: 15

Sessions: All

Prerequisites: As part of this third year program you will earn the Indian Lore MB

NOTE: Scouts will also complete the Indian Lore merit badge.



CCPR108 TTFC (Trail to First Class)

Trail to First Class is still the premier program for first year Scouts. This is a renowned program. This first year hands on program gives the boys the best foundation for their scouting future. Always send your first year boys to TTFC no matter where the other boys go to camp.

The boys learn to explain each law to their leaders. They learn to use a knife, hatchet, saw and make tinder and kindling to start the fire with flint and steel for their breakfast. They learn their knots and build a useful camp gadget with lashing. They learn how to use a compass and go on a compass course during the day and night. They will do a five mile nature hike. Learn how to tell directions with a watch and to put a stick in the ground for directions.

This is a hands on course.

8:30-12 PM **Days:** Mo Tu We Th Fr **Room:** Handicraft Area

Sessions: All

Prerequisites: First Year Scouts



CCPR110 Voyager Experience

Boys wishing to enroll in the Voyager Experience must do so as part of activity registration and should be aware that they will not be able to attend the first session time period for merit badge instruction. They must have completed the Trail of the Frontiersman.

They will need:

a separate pack that holds clothing and personal kit for 3 nights?

Sleeping Bag

Ground cloth

Canteen

Day bag for rain gear and Daily MB materials

Altoids tin or similar tin container for making Char Cloth,

a basic pocket knife.

Fire kit from previous year.

Class Catalog

Boy Scout Resident Camp

Upon arrival at Camp Cornhusker on Sunday. Boys will set up camp with their troop and bring their pack with them to the Opening Campfire. they will leave for the Voyager outposts from the campfire. they will not rejoin their troop in the campsite until after Rendezvous on Wednesday night.

These participants will cook their own meals for breakfast and supper, but will eat with their units for lunch.

8:30-9:30 AM

Days: Mo Tu We Th Fr

Maximum number of participants: 15

Sessions: All

Prerequisites: Must be in at least their FOURTH Year at Camp Cornhusker

Class Catalog

Boy Scout Resident Camp

Camp Cornhusker - Training (Scheduled Classes)

**CCTR107 IOLS (Will include Scoutmaster Specific)**

Working as patrols, this hands-on course provides adult leaders the practical outdoor skills they need to lead Scouts in the out-of-doors. Upon completion, leaders should feel comfortable teaching Scouts the basic skills required to obtain the First Class rank. Along with Scoutmaster Specifics this course is required of all direct contact leaders registered in Boy Scout Troops and Varsity Scout Teams, in order to be considered "trained".

1:30-3:45 PM **Days:** Mo Tu We Th Fr

Sessions: All

**CCTR117 Online Systems of the BSA**

Learn about the online systems of the BSA including; how to run reports from camp, my.scouting.org, online membership applications, internet advancement, Scoutbook and any questions of the leaders.

1:30-2:30 PM **Days:** Tu **Room:** Conservation Education Building **Instructor:** Rob Gilkerson

Minimum Age: 17

Maximum number of participants: 50

Sessions: Week 1, Week 2, Week 3

**CCTR105 Scoutmaster Position-Specific Training**

The course will provide Scoutmasters with the basic information and tools they need to lead successful Boy Scout troops. Scoutmasters and assistant Scoutmasters who complete this course, Introduction to Outdoor Leader Skills, and Youth Protection Training are considered "trained" for those positions. There is no change to the My.Scouting Tools code (S24) for the course.

1:30-3:45 PM **Days:** Th

Sessions: Week 1, Week 2