COMER SCOUT RESERVATION
2020 LEADERS GUIDE

Your Guide To Adventure With The
Greater Alabama Council
COUNCIL EXECUTIVE LETTER

Dear Scouts and Scouters:

The Greater Alabama Council is proud to operate two of the very best summer camping opportunities in the nation. The Scouts in your troop can experience the fellowship and group dynamics of many activities at Camp Comer and complete many of the requirements for several merit badges. Camp Comer has many advancement opportunities, and an excellent first year camper program.

We welcome you and your troop or crew to a terrific summer camping experience. We are proud that you are giving us an opportunity to assist you in delivering and adventurous Scouting program.

This Leaders Guide will help you plan a great week. Please feel free to contact one of us if we can be of assistance.

Thank you for making Camp Comer your choice for Summer Camp in 2020.

Have a great summer,

J.T. Dabbs
Scout Executive
Greater Alabama Council

Austin Landry
Vice-President of Camping
Greater Alabama Council

CAMP DIRECTOR’S LETTER

Camp; it’s truly at the heart of Scouting. For many the summer camp experience is the highlight of the Scouting year. At Comer Scout Reservation we understand that. We appreciate the importance of the delivery of this program and look to serve you at the highest level.

Regardless of if this is your first summer at Comer or your 53rd, we welcome you and want to say how excited we are to have you stay with us. Camp Comer has been a haven for Scouts and Scouters for over half a century. A place where Scouts can learn, experience new ideas, grow, and ultimately become men and women. It’s a place where the Scouting spirit lives and breathes. For many it is home. We hope you come to think of it that way too!

This guide is designed to take you through all the necessary steps to ensure a successful and fun stay at Comer. Included is important information on our procedures, program, and camp. If you have any questions, please feel free to contact me.

Again, I want to say THANK YOU for choosing Comer Scout Reservation in 2020! We are honored that you have chosen us for your camping destination. I promise that your stay on Lookout Mountain will be an enjoyable one!

Pull up a chair and stay a while!

Seth Hill

2020 Camp Director
Hugh M. Comer Scout Reservation --- Fully Accredited in 2019

The main attractions at Comer Scout Reservation are the cool summer temperatures, pristine Lake Republic, beautiful rocks, and a laid-back mountaintop atmosphere. Camp A.C. Michaels, the home to most of our summer programs, has outstanding facilities and provides Scouts with numerous merit badge opportunities.

Information about our summer programs:

This Leaders Guide is designed to provide units with information about the facilities, programs, and important administrative notes.

Camp Dates and Times:

Arrival time for troops is 1:00PM through 4:30PM each Sunday.

Week 1 .................................................. June 7-13 2020
Week 2 .................................................. June 14-20 2020
Week 3 .................................................. June 21-June 27 2020
Week 4 .................................................. June 28 July 4 2020
Week 5 .................................................. July 5-11 2020
Week 6 .................................................. July 12-28 2020

Camp Phone/Emergency Phone:

The camp office phone serves as the business phone and emergency phone at camp. 256.634.4389. Outside of the summer camping season, please contact the Greater Alabama Council office.

Council Office
516 Liberty Parkway
Birmingham, Alabama 35242
205.970.0251

CAMP REGISTRATION PROCEDURES:

FEE STRUCTURE:

Troops will be allowed two free leaders ONLY if all fees are paid 30 or more days prior to arrival at camp. After that date, ALL leaders will be charged $75.00 each for the week. Units will be allowed a maximum of two free leaders regardless of the number of Scouts. Registration for camp should be made by mailing or faxing your reservation from to the council office.

FEES CHARGED AT COMER SCOUT RESERVATION:

Basic camp fee: $295.00
Reduced camp fee: $275.00 (Qualifying troops only, please refer to sign-up form)
Leaders fee: First two free, others $75.00 each
High Adventure Program $100.00
Comer River Trek Program $100.00
Whitewater Rafting $70.00
Friday Drop In Merit Badges Handicraft Merit Badges will have a nominal fee to cover the costs of kits
Additional Meals $5.00 per meal or $10.00 per day

CAMP REGISTRATION DEADLINES:

NOW:
Select a camp week and campsite for your troop and return the camp registration form and $100.00 per unit registration fee to the council office.

FEBRUARY 14:
Troops should have submitted a total of $75.00 per Scout to the council office and update your estimate of the total number of Scouts and leaders that will be attending camp.

MARCH 31:
All requests for camperships must be submitted to the council office.

APRIL 10:
Submit and additional $75.00 per Scout to the council office. Update your estimate of the total number of Scouts and leaders that will be attending camp.

MAY 15:
All merit badge and class requests are completed online

THIRTY DAYS PRIOR TO ARRIVAL:
Final payments of all summer camp fees are due into the council office for units to get two free leaders.

TROOPS FROM OTHER COUNCILS:
Troops from other councils are welcome at all Greater Alabama Council camps. Fees for out of council troops are listed in the registration section. Troops may reserve a campsite in the same way as in-council troops using the form on page 30.

CAMPERSHIPS:
A limited number of camperships are available each year for Scouts registered in the Greater Alabama Council. Camperships may be requested for those Scouts who desire to attend camp but cannot afford to go. These are for specific Scouts and not for the troop as a whole to reduce the cost of camp. Troops should plan to aid Scouts as much as possible prior to asking for assistance and should be selling popcorn to teach Scouts how to provide for themselves. Applications for camperships are available on the council website (www.1bsa.org). The deadline for campership requests is March 31 and the maximum amount is $137.50 per Scout. Requests received after March 31, 2020 may not be processed.
REQUIRED FORMS:

Required forms are: individual health forms, troop roster, and unit swim classification record. Failure to arrive with a completed, signed health form will delay your check-in. No one, adult, Scout, or staff may participate in any activity without a completed health form. **Out of council troops must have sufficient accident insurance and tour plans.**

REFUNDS:

Scouts or adults unable to attend an event due to an accident or illness in the immediate family, relocation, or summer school attendance may request a partial refund of the fees paid. All refund requests are to follow the below procedures:

1. All refunds requests must be submitted in writing to the Greater Alabama Council.
2. The $100.00 campsite deposit is NON REFUNDABLE, but may be transferred from one boy to another within a troop. All Deposits will be credited toward the balance of fees due.
3. Refunds are issued for Scouts who cannot attend camp due to sickness, death in the immediate family, relocation, or summer school. No-shows will not receive a refund.
4. All refunds will be sent to the unit leader for appropriate distribution.

PREPARING FOR CAMP:

ADVANCED PLANNING:

Going to Scout camp is probably the greatest experience that a unit will have during the year. You will get tremendous satisfaction out of seeing each Scout have fun in the great outdoors. Each unit leader becomes more responsible. Each patrol functions better as a team. Your unit will be better as a result of Scout camp, and the opportunity to get to know and understand your Scouts can never be better.

WHAT DO I DO NOW?

Well, here you are, all pumped about going to camp, but a little unsure of your next step. That’s OK because we’re not going to let you down now!

1. Contact your District Camp Promotion Chairman and establish a Camp Promotion Night for Scouts and parents. (If you don’t know your District Camping Chairman, contact the council service center for assistance). Inform the Camping Chairman of the date of your parent’s night so the necessary materials are available. The purpose of a parent’s night program is to inform Scouts, parents, and leaders of the activities available at each summer camp. Select a date far enough out from your projected camp dates to allow everyone a chance to prepare properly. **Don’t forget to invite Webelos (and their parents) that you expect will cross-over to your troop and attend camp with you in the summer.**
2. Contact your Order of the Arrow chapter adviser so you can have a few seasoned campers at your parent’s night to answer questions. This is an important step because the summer camp experience is the first time many younger Scouts will be camping for such an extended period. Once again, if you don’t know someone, contact your District Camping Chairman or Commissioner for assistance. The OA can also do your unit’s OA election during your camp promotion meeting.
3. Conduct your Camp Promotion Night
4. Have Scouts select which camp they wish to attend.
5. Send the Campsite Reservation Form to any Greater Alabama Council service center, along with a $100.00 deposit per troop. The reservation form is included in this guide, and is also available on-line at [http://www.1bsa.org](http://www.1bsa.org). You should request a campsite; however, the Camp Director may reassign sites if necessary to accommodate troop size.
6. Determine “What do we want to accomplish at summer camp? How can we ensure a balanced program that will enrich the life of each Scout?” Set some goals for your unit.
7. Determine which Scouts are planning to attend camp and develop your patrol structure. Follow-up with Scouts who don’t plan to attend and encourage them to reconsider.
8. Once you have these few steps in order, you’re ready.
9. Collect and send $75.00 per Scout to the Liberty Park service center by February 14, 2020, and an additional $75.00 per Scout by April 10, 2020.
10. Participate in the pre-camp leaders meeting which will be announced in the Digital Eagle.
11. Conduct a Patrol Leader’s Council Meeting to integrate the unit goals with the youth and plan your camp advancement schedule.
12. Complete the Scout registration and merit badge/activities sign-up on-line by May 15, 2020. You will be issued this online account upon making your reservation.
13. Collect and send your final payment 30 days prior to arrival.
14. Secure the needed medical forms from all Scouts and leaders.

MERIT BADGE REGISTRATION:

Our on-line merit badge registration will be activated in late March. Go to www.tentaroo.com/campcomer to access your troop’s account and select classes for each Scout. Scouts interested in taking Eagle Bound (first year camper program), BSA Lifeguard, Comer HD, or Comer River Trek should only list those programs, as they will take up most or all of the day. This should be completed no later than May 15, 2020.

CAMP COMER GENERAL INFORMATION:

WHAT TO BRING TO CAMP:

<table>
<thead>
<tr>
<th>Medical Form</th>
<th>Scout Uniform</th>
</tr>
</thead>
<tbody>
<tr>
<td>Plenty of Socks, Shorts, Underwear, T-Shirts</td>
<td>Shoes/Boots</td>
</tr>
<tr>
<td>Cap/Hat</td>
<td></td>
</tr>
<tr>
<td>Long Sleeve Shirt and Long Pants</td>
<td>Sleeping Bag or Bed Roll</td>
</tr>
<tr>
<td>Pillow</td>
<td>Rainwear/Jacket for Cool Nights</td>
</tr>
<tr>
<td>Towels</td>
<td>Washcloths</td>
</tr>
<tr>
<td>Soap/Shampoo</td>
<td>Toothpaste/Toothbrush</td>
</tr>
<tr>
<td>Flashlight</td>
<td>Pocket Knife/Totin Chip</td>
</tr>
<tr>
<td>Insect Repellent</td>
<td>Swim Trunks</td>
</tr>
<tr>
<td>Sunscreen</td>
<td>Boy Scout Handbook</td>
</tr>
<tr>
<td>Notebook/Pens/Pencils</td>
<td>Religious Materials</td>
</tr>
<tr>
<td>Work Gloves</td>
<td>Watch</td>
</tr>
<tr>
<td>Order of the Arrow Sash</td>
<td>Spending Money</td>
</tr>
</tbody>
</table>

Note: The above list is not meant to be all-inclusive, but a minimum suggested list.

PERSONAL ELECTRONIC DEVICES:

In order to provide a quality outdoor experience, the use of personal electronic devices, including cellular telephones, by Scouts, while at camp is discouraged. Camp Comer will allow each troop to establish their own policy for personal electronic devices; however neither Comer Scout Reservation nor the Greater Alabama Council will be liable for any loss or damage to these devices. Personal electronic Scout Reservation nor the Greater Alabama Council will be liable for any loss or damage to these devices. Personal electronic Scout Reservation nor the Greater Alabama Council will be liable for any loss or damage to these devices. Personal electronic Scout Reservation nor the Greater Alabama Council will be liable for any loss or damage to these devices. Personal electronic Scout Reservation nor the Greater Alabama Council will be liable for any loss or damage to these devices. Personal electronic Scout Reservation nor the Greater Alabama Council will be liable for any loss or damage to these devices. Personal electronic Scout Reservation nor the Greater Alabama Council will be liable for any loss or damage to these devices. Personal electronic Scout Reservation nor the Greater Alabama Council will be liable for any loss or damage to these devices. Personal electronic Scout Reservation nor the Greater Alabama Council will be liable for any loss or damage to these devices. Personal electronic Scout Reservation nor the Greater Alabama Council will be liable for any loss or damage to these devices. Personal electronic Scout Reservation nor the Greater Alabama Council will be liable for any loss or damage to these devices. Personal electronic Scout Reservation nor the Greater Alabama Council will be liable for any loss or damage to these devices. Personal electronic Scout Reservation nor the Greater Alabama Council will be liable for any loss or damage to these devices. Personal electronic Scout Reservation nor the Greater Alabama Council will be liable for any loss or damage to these devices. Personal electronic Scout Reservation nor the Greater Alabama Council will be liable for any loss or damage to these devices. Personal electronic Scout Reservation nor the Greater Alabama Council will be liable for any loss or damage to these devices. Personal electronic Scout Reservation nor the Greater Alabama Council will be liable for any loss or damage to these devices. Personal electronic Scout Reservation nor the Greater Alabama Council will be liable for any loss or damage to these devices. Personal electronic Scout Reservation nor the Greater Alabama Council will be liable for any loss or damage to these devices. Personal electronic Scout Reservation nor the Greater Alabama Council will be liable for any loss or damage to these devices. Personal electronic Scout Reservation nor the Greater Alabama Council will be liable for any loss or damage to these devices. Personal electronic Scout Reservation nor the Greater Alabama Council will be liable for any loss or damage to these devices. Personal electronic Scout Reservation nor the Greater Alabama Council will be liable for any loss or damage to these devices. No electronic devices are allowed in the shower houses.
TROOP CHECK-IN PROCEDURES --- SUNDAY:

Units should arrive at camp no earlier than 1:00PM on Sunday. If special circumstances such as travel distance require early arrival, please coordinate with the Camp Ranger (256-634-0081) in advance. Upon early arrival, be sure to check-in with the Ranger. (His house is on the right just inside the Archway.)

After 1:00PM, troops already in camp and those just arriving should come to the main parking lot. The Camp Commissioner Corp will provide a staff member to aid you through the check-in process. An adult leader assigned to represent the unit should be prepared with troop medical forms, merit badge changes, means of settling the unit’s financial accounts, unit pre-camp swim test form (if conducted) and an accurate roster of youth and adult leaders in camp during the week. The representative will proceed to the Scoutmasters' Lounge to check-in the unit. All other Scouts and adult leaders will be able to proceed to the campsite and unload. A member of the Commissioners' Corps will help you settle into your campsite. A staff member will then escort the unit to the waterfront for medical checks, buddy tags, and any necessary swim checks. The waterfront will close at 5:15PM on Sunday. At 6:00PM, each troop should send one waiter for every six Scouts in Field (Class A) uniform to the dining hall. Please assign experienced Scouts as waiters for the first meal. At 6:15, the entire camp will assemble on the parade field wearing field uniform (Class A) for a flag retreat ceremony and grace. An SPL/Scoutmaster meeting will begin in front of the dining hall (at planters between the dining hall and flag pole) at 7:15PM.

TROOPS ARRIVING BY CHARTER BUS SHOULD CALL THE CAMP BEFORE HAND TO RECEIVE THE BEST ROUTE TO TAKE TO ARRIVE AT CAMP. 256.634.4389

TROOP CHECK-OUT PROCEDURES ---- FRIDAY/SATURDAY:

Check-Out begins on Friday.

Saturday morning, once the troop is packed-up and ready to leave, the troop should send a representative to the camp office to collect any lost and found items and any additional paperwork. A member of the Commissioners' Corps will accompany the unit leadership to inspect the campsite. Once the campsite is declared clean, the troop is free to depart. Units who wish to check-out prior to Saturday at 7:15 should make special arrangements with the Camp Commissioners office.

UNIFORM IN CAMP:

Sunday Arrival: Field Uniform (Class A)

During The Day: Activity Uniform (Class B)

Evening Meal: Field Uniform

Campfires: Field Uniform

Chapel Service: Field Uniform

At The Lake: Swim Suits

Closed-toe shoes and a shirt must be worn at all times in the camp, except at the lake.
RELIGIOUS OBSERVANCES:

An interfaith service will be held Tuesday morning at 6:45 in the old council ring. The Camp Chaplain and the staff chaplain's aide are available to help units in need of further spiritual or counseling assistance during their stay at camp. Each troop's chaplain aide is encouraged to sign-up to lead the camp in grace before a meal.

CONTROLLED SUBSTANCES:

Drug and alcohol laws will be strictly enforced according to the Boy Scouts of America standards and the laws of the State of Alabama. The Boy Scouts of America policy is to provide a tobacco-free environment for all Scouting participants. Therefore, tobacco is not allowed in the presence of youth or in buildings. Tobacco use by adults (21 and over) is permitted only in the designated smoking area by the dumpsters near the dining hall. In accordance with the longstanding policies of the BSA, no use or possession of illegal drugs, alcohol, or abuse of prescription drugs will be tolerated. Violations of this policy will result in immediate removal from camp property. In addition, use of illegal drugs will be reported to local law enforcement authorities.

PROPERTY OR EQUIPMENT DAMAGE:

A Scout is Thrifty.... all campsites and camp owned equipment will be inspected before checking in and out of camp. Any damages that occur will be assessed by the Camp Ranger and must be paid prior to leaving camp. Damages include lost or damaged equipment, defacing tents or facilities, or damage to the natural environment. Please inform a Commissioner's Corp member of any damage you detect upon arrival.

TENTS:

<table>
<thead>
<tr>
<th>Damage</th>
<th>Fee</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rips and tears per inch</td>
<td>$10.00</td>
</tr>
<tr>
<td>Writing on canvas each panel</td>
<td>$17.50</td>
</tr>
<tr>
<td>Destroying Waterproofing</td>
<td>Cost Determined By Ranger</td>
</tr>
<tr>
<td>Tent Replacement</td>
<td>$500.00</td>
</tr>
<tr>
<td>Tarp Replacement</td>
<td>$125.00</td>
</tr>
</tbody>
</table>

TENT PLATFORMS AND PICNIC TABLES:

<table>
<thead>
<tr>
<th>Damage</th>
<th>Fee</th>
</tr>
</thead>
<tbody>
<tr>
<td>New board replacement</td>
<td>Minimum $7.50</td>
</tr>
<tr>
<td>Ridge Poles</td>
<td>$25.00</td>
</tr>
<tr>
<td>Uprights</td>
<td>$12.50</td>
</tr>
<tr>
<td>Tie-Down Rails and Uprights</td>
<td>Cost Determined by Ranger</td>
</tr>
</tbody>
</table>

OTHER DAMAGE FEES:

<table>
<thead>
<tr>
<th>Damage</th>
<th>Fee</th>
</tr>
</thead>
<tbody>
<tr>
<td>Permanent Structures</td>
<td>Determined By Case</td>
</tr>
<tr>
<td>Fire Extinguishers</td>
<td>$40.00</td>
</tr>
</tbody>
</table>

ENVIRONMENTAL DAMAGE:

<table>
<thead>
<tr>
<th>Damage</th>
<th>Fee</th>
</tr>
</thead>
<tbody>
<tr>
<td>Damage To Live Trees</td>
<td>$20.00</td>
</tr>
<tr>
<td>Improper Disposal of Trash and Litter</td>
<td>$10.00</td>
</tr>
</tbody>
</table>
ORDER OF THE ARROW CEREMONIES:

Coosa Lodge conducts OA call-out ceremonies on Thursday evening during summer camp. Your troop should schedule and hold an unit election several weeks prior to camp. Your local OA chapter will assist you with this. For more information, visit www.coosa50.org. One copy of the election results should be sent to the council office. An additional copy of the list should be brought to summer camp and confirmed with the OA Camp Chief. Coosa Lodge will call out candidates from other lodges.

WHO IS IN CHARGE?

ADULT LEADERSHIP IN CAMP:

Under the Scouts, BSA organization structure, the Scoutmaster is in charge of the troop at all times. The Scoutmaster and other adult leaders have the primary responsibility for the care of all the unit Scouts while in camp. The discipline and organization of the troop is the Scoutmaster's responsibility. However, the Scoutmaster should utilize the Senior Patrol Leader's leadership skills whenever possible.

SCOUT LEADERSHIP IN CAMP:

While the ultimate responsibility for the troop rests with the Scoutmaster, each troop is under the leadership of the Senior Patrol Leader. The SPL, with the assistance of the Patrol leaders and adult leaders, will ensure that all members of the troop are where they are supposed to be at various times during the day and will take charge of the unit at any formations that the unit is responsible for conducting. The Senior Patrol Leader will assign patrols to ensure that the campsite is neat and in order at all times, and any campfires are extinguished if no one is in attendance. The SPL is the first level of troop discipline while in camp. The Senior Patrol Leader will also attend the daily SPL meeting as scheduled by the camp staff.

CAMP DIRECTOR'S RESPONSIBILITY:

The Camp Director is responsible to the Scout Executive for the safety of all Scouts, leaders, visitors, and staff at camp. The Camp Director will take all necessary steps to ensure Comer Scout Reservation is always a safe haven for everyone. Camping at Comer is a privilege which may be revoked at any time if necessary for the safe operations of the camp. Fighting, bullying, threatening behavior, brandishing knives and/or other potential weapons or any other action which threatens the safety or well-being of another person, or any other actions not in keeping with the Scout Oath and Scout Law will not be tolerated. Anyone engaging in this type of conduct may be sent home (at the troops or parents expense) at the Camp Director's sole discretion.

YOUTH PROTECTION TRAINING REQUIRED FOR ADULTS:

All registered Scouters listed on the unit adult roster who will be remaining at Comer for more than 24 hours must have a current Youth Protection Training Certificate. Certification is valid for two years and must be current through the Scouters entire time at camp. This requirement is to be verified by the Scoutmaster before camp.

MEDICAL INFORMATION FORM:

All participants (youth and adults) attending Comer must complete a medical form supplied by the Greater Alabama Council, BSA. This medical form is available at the council service center or on the website at http://www.1bsa.org. The medical form can be reproduced, but not altered in any way. Each medical form requires a physician's examination and signature and parents or legal guardian signature (youth form) indicating the camper or leader is fit to attend camp. According to BSA policy all youth and adults attending a long term camp must complete parts A,B, and C of the health form. The health form is valid for one year.

All visitors in camp are subject to the following policy:

1. All visitors staying overnight and all visitors staying more than 12 but less than 72 hours in camp must complete parts A and B of the BSA Health Form and submit it to the Health Officer. These individuals will not be allowed to
participate in any climbing, shooting, aquatic or other potentially hazardous activities as determined by the Camp Director.

2. All visitors staying less than 12 hours in camp are not required to provide a BSA Health Form. They will be subject to the following stipulations:
   a. They may not participate in any camp activities other than assemblies/meals, campfires and the Comer Mining Flume.
   b. In the event of a medical issue, the camp health officer will take those steps deemed necessary to stabilize the visitor, and then the visitor will be transported or directed (as appropriate) to the nearest health care facility.

MEDICATIONS:

Under Alabama law, either a parent (or representative) or camp medical staff must dispense medications for youth. All youth medications must be registered with the camp medical staff and then dispensed to the campers by the medical staff or an authorized unit leader. All medications checked in must be in the original containers, marked with the Scout’s name and troop number and original medication information. Do not cover up the information and instructions on the medication. Dosages and schedules to be followed in camp must be the same as on the package; changes must be in writing. Medication in pillboxes and non-original containers will not be accepted. Please send only enough medication for the doses that will be administered during the week at camp.

The camp medical staff will work with the Scoutmaster to ensure that Scouts are taking their medication. It is the primary responsibility of the Scout and his Scoutmaster to know when they should be taking their medication.

EMERGENCIES AND MEDICAL CARE:

Comer Scout Reservation operates a well equipped medical facility that is administered by the Camp Health Officer. The medical staff is available 24 hours a day, seven days a week. (PLEASE ALERT THE HEALTH LODGE OF A NON MEDICAL EMERGENCY AFTER NORMAL OFFICE HOURS) Unit leaders should contact the medical staff or any leadership team member for assistance, even in emergencies. ALLOW THE STAFF TO CALL 911 IF NECESSARY. We have special arrangements for contacting and working with emergency response personnel. Help will arrive much quicker if camp medical personnel make the call.

If a non-emergency problem arises, such as an illness that is beyond the scope of our medical technicians, we will contact the parents and unit leader. The parents and unit leader must arrange for care, and transport the Scout to a medical facility. The parents or unit leaders must pay the costs of such care; the parents should file insurance claims.

In the event of an injury or illness requiring immediate medical attention, the care of your Scout will be provided by local emergency medical personnel, who may require the use of ground or air ambulance service at their discretion. All expenses associated with this additional treatment and/or emergency transportation is the responsibility of the Scout’s parents or guardians. The providers will directly bill the patient or other party; we will not make payments.

We encourage unit leaders to provide first aid for minor cuts, small blisters, etc. using your unit first aid kit. For anything more serious, and any situations requiring medication, please use the health lodge.

ACCIDENT AND SICKNESS INSURANCE:

The Greater Alabama Council has purchased accident and sickness insurance for every Scout and Scouter. The coverage is excess insurance that a family may already have in place. This coverage is primarily only if no other insurance is available. This insurance covers all authorized camp program activities while in camp. This insurance does not cover the co-payments for a family’s primary insurance. All claims are handled directly with the insurance company. Units not chartered in the Greater Alabama Council must provide proof of insurance upon arrival at camp.
SPECIAL DIETS:

Comer will do its best to accommodate the dietary needs of all campers. Due to the great variety needs, we cannot guarantee that every need can be met. Due to the variety of food suppliers used at camp, substitutions made by those suppliers, and the number of people with access to the food storage and preparation areas, Comer cannot always certify a meal to be free of a particular substance or allergen. However, we don’t want anyone to miss camp because of his or her diet. We are happy to provide dry and chilled storage space for campers who need to bring their own food. Please be sure that the dietary needs are indicated on the medical form, and contact the Camping Director of the Greater Alabama Council by e-mail at seth.hill@scouting.org a minimum of 3 weeks in advance to discuss special dietary needs. Vegetarian/Vegan alternatives are planned for each meal, but must be requested in advance as noted above.

EMERGENCY PROCEDURES:

The Camp Director or his designee may sound an emergency signal (siren over the PA) at any time due to a lost Scout, fire in camp, severe weather or other emergency. You will receive instructions about emergency procedures on Sunday at the Scoutmaster/SPL meeting. If you hear an alert you are to report to the designated area as quickly as possible. A senior camp staff member will be present to provide further information and coordinate with the Camp Director.

Following any camp-wide emergency the entire camp will assemble by troop at the area designated by the Camp Director during the Sunday Scoutmaster/SPL meeting. We will ask the Senior Patrol Leader and adult leaders to account for all those on your roster. The process will go much quicker if you have a copy of your unit roster with you. Adults should carry a unit roster with them at all times while in camp. If it becomes necessary to evacuate camp, we will rely on your unit’s drivers for transportation. Unit leaders may not be able to return to their campsite; therefore, drivers should carry their car keys at all times while at camp.

AVOIDING ACCIDENTS:

Most accidents occur late in the day in camp. Many of them involve horseplay, Fatigue and mild dehydration may impair a Scout’s performance and judgment. Rock throwing, improper use of equipment, climbing steep or rocky ridges, running through campsites, climbing trees and carelessness around fire lays frequently cause accidents. To avoid accidents, maintain individual and unit discipline and practice safety in all activities.

SAFETY AROUND PLANTS:

Vegetation greatly enriches outdoor experiences. Hazardous plants seldom cause concern for most activities, though you will want to be able to recognize irritants such as poison ivy, poison oak, poison sumac, and nettles. Do not eat any wild plants, including mushrooms unless you are positive that you know what they are and that they are safe for human consumption. Enjoy wild plants by taking photos of them and leaving them for others to enjoy.

SAFETY AROUND ANIMALS:

Summer camp is an outdoor experience, and as such, we are visitors to the camp’s natural area. As Scouts we must remember to live up to the Outdoor Code and be “considerate in the outdoors.” Throwing rocks at or attempting to catch animals such as rabbits, snakes, armadillos, skunks, etc, is not only dangerous to the animal, but to campers as well. Please report any troubles with snakes or other animals to the camp staff immediately.

INSECT BITES:

Ticks spread many diseases in North America. If you find and imbedded tick, report to the Medic Lodge so it can be properly removed.
FIRE:

If you see or suspect a fire, notify the camp leadership immediately. Send for or get help before you try and put out the fire, and do not put yourself in a dangerous situation.

LOST PERSON:

If a member of your troop is missing, first check their tent, surrounding campsite, and any buildings or latrines near the campsite. Next, check their last known program area or location as well as the trading post. If the person cannot be found promptly, immediately notify the camp leadership while continuing to search.

BUDDY SYSTEM:

The buddy system will apply to all campers, staff, and leaders during all programs or activities with an element of risk, and is highly recommended at all times while at Camp Comer. This is our primary measure to prevent lost persons.

MOTOR VEHICLE INFORMATION:

Drivers should keep their car keys with them at all times while at camp so that they can assist in emergency evacuations; in the event of an emergency, there may not be time to return to the campsite for keys.

Please do not leave the roadways or drive directly into your campsite. Once the unit is established at its campsite all vehicles are to be removed to the camp parking lot. A unit trailer may be kept at the unit campsite parking area; please ensure that the trailer is locked when entry into it is not required. Campers and motor homes are allowed in the camp parking lot; however, it should be noted that there are no electricity, water, or sewage hookups or any dumping stations provided.

If you have a Scout or adult with special mobility needs, a permit can be obtained to drive this individual to various activities. Please identify this need during the unit's check-in process. Do not use this privilege to drive other Scouts attending the same activity.

The maximum speed limit for vehicles on the camp paved roads is 15 miles per hour. All gravel roads the maximum speed limit is 5 miles per hour.

CAMP VISITOR POLICY:

Visitors are welcome on Thursday for Family Night. All visitors must check in when they first arrive. Visitors will be issued a visitor wristband that must be worn at all times. In addition, all visitors are encouraged to wear sturdy, closed-toe shoes because of the extensive walking required, and be prepared to deal with ticks, bees, snakes, and other camp inhabitants. Visitors are required to leave pets, alcoholic beverages, fireworks, and firearms at home, and must follow all other camp policies. Program facilities are not available for use by visitors when camp is in session. All vehicles must be parked in the main parking lot, and not at campsites. Emergency health care for visitors will be stated on page.

CAMP SECURITY POLICY:

Early release requests, for any reason, will only be allowed if the following steps are completed.

1. The person requesting to pick up the camper reports directly to the camp office and notifies the camp administration of their intentions
2. The camp administration will notify the Scoutmaster or another senior adult leader in the camp and ask him/her to report to the camp office.
3. The leader will verify that the person requesting to remove a Scout from camp has permission to do so and is permitted to do so. This verification will be recorded on a Camp Early Release Form signed by the unit leader and the adult taking the Scout from camp.
4. The camper will then be contacted and asked to report to the camp office. The leader and the person requesting permission for the camper will sign out the camper in the registration log.

5. If a leader must transport a Scout home for an emergency reason, the above will still apply. Youth protection policies will be followed.

6. It is understood that a Scout will never be released to another youth under 18 years of age without verified permission from the parent or legal guardian.

**OTHER SAFETY GUIDELINES:**

Guns, ammunition and archery equipment are to be left at home. The camp will provide rifles, shotguns, ammunition, and bows and arrows at shooting sports program areas.

Alcoholic beverages, illegal drugs and fireworks are not permitted in any scout camp. Possession or use of them on camp property is cause for immediate removal from camp. In addition, use of illegal drugs will be reported to local law enforcement authorities.

In accordance with a long-standing rule of no flames in tents, self contained stoves and lanterns may be used, but not in tents or Adirondacks (battery operated lanterns may be used). Open fires in campsites may or may not be allowed depending on the fire conditions at camp. All fires must be controlled in an established fire ring.

Liquid fuels or starters shall not be used for starting any type of fire, including damp wood, charcoal and ceremonial fires.

No pets are allowed in camp, and no bicycles/unicycles are allowed in camp other than the bikes used for program areas.

Please note that cell phone reception is very limited on the reservation. Most calls cannot be made or received from within the camp itself. Ask a staff member where to find cell service.

**VOLUNTEERING WHILE AT CAMP:**

If you have a special skill such as carpentry, plumbing, or electrical and would like to volunteer while at camp, we would appreciate your helpful attitude. Service projects for units and adults can be coordinated through the camp administration.

If any adult leaders in your unit have expertise in a specific merit badge and would be willing to share their knowledge while at camp, we welcome their assistance. If you would like to offer a merit badge not currently scheduled or would like to supplement our current instruction, contact us in advance.

**2020 SUMMER CAMP STAFF OPPORTUNITIES:**

The Greater Alabama Council is already making plans for the best summer programs ever in 2020 and YOU can be a part of them at Camp Comer. Scouts who are 15 years or older may work as full-time staff members.

Seasonal positions are available in aquatics, ecology, shooting sports, outdoor skills, science and technology, and handicraft areas as well as specialty areas such as climbing/rappelling, health services, trading post, dining hall, maintenance and administration. Staff members have an opportunity to work with Scouts of all ages and backgrounds. Staff members are expected to be present for the entire camping season.
Being on staff is a truly unforgettable experience. The work is demanding but the opportunities, experiences and rewards are endless. It’s the best way to spend your summer! Staff camp dates for 2020 are May 31 through July 18th at Comer Scout Reservation. Some staff may be required to stay a few additional days.

Greater Alabama Council camp staff members receive free room and board, a competitive salary and the kind of strong experience sought by employers. In addition they have daily unique teaching and learning opportunities. They gain friendships that last a lifetime, countless stories to tell and unlimited fun.

Copy the staff application and send it in today. Let us know where you would like to work and what you can do. Be sure to have your Scoutmaster to sign your completed form. We will contact you to schedule an interview. If you have questions, call 205-970-0251 and ask for Seth Hill.

2020 Counselor in Training Program:

Purpose and Goals

The Counselor In Training (CIT) program is designed to train possible future staff members for camp and at the same time to provide training for junior leaders and instructors in troops. The program is structured to help Scouts learn to work with peers and adults, and to develop leadership skills, teaching ability, and responsibility. Scouts may be allowed to work up to four weeks in the CIT program.

An opportunity to complete some Scout advancement requirements will usually be provided.

There is no charge or salary for the program, however, Scouts participating as a CIT for two weeks will be allowed to attend camp for Free with their troop. Parents are responsible for transportation to and from camp. Discounted weeks must be used in the year they are earned or will be forfeited.

Requirements for Application and Acceptance:

- Be a registered member of the Boy Scouts of America
- Be at least 14 years of age when in camp as a “CIT”
- Be recommended by his Scoutmaster.
- Have leadership experience in his unit
- Hold the rank of Star Scout or higher.
- Be in excellent mental and physical health.
- Have parental approval for participation in all phases of the program, with the understanding that a CIT may be sent home at parent’s expense at any time if he fails to live up to expectations. Since the number of “CIT” positions each session is limited, Scouts meeting the above criteria will be admitted to each session generally on a first come, first served basis. Once accepted, a Scout is obligated to participate in the entire program since he may be preventing another from having this opportunity.

To apply, fill out the staff application form (and select CIT).
COMER SCOUT RESERVATION FACILITIES:

CAMP A. C. MICHAELS

C. M. Jespersion Dining Hall

The Dining Hall is the center of many activities, most notably meals. Meals are served cafeteria-style. The screened-in front porch allows for additional eating space and space for merit badge instruction.

High-Tech Productions Science & Technology Center

Often referred to as SciTech or the SciTech Lab; the right door of this building is home to the technology-oriented and humanities merit badges. Computers are available for merit badge activities during the day. Access to wireless Internet for adults may be obtained from the SciTech Director.

Scoutmasters’ Lounge

The left door of the Science & Technology Center is available for adult leaders 18 and older. The Scoutmasters’ Lounge is a relaxing atmosphere for adults in camp. Air conditioning, couches, and fresh coffee each morning provide an excellent location to catch up on work or take an afternoon nap. The Camp Commissioners also maintain an office is this room to be readily available to adult leaders. Morning Adult Leaders’ Meetings and some Adult HD programs will take place in this room.

Blue Cross & Blue Shield Health Lodge

The Health Lodge is located next door to the Camp Office, across from the Dining Hall. The Camp Health Officer lives on the premises and dispenses all medications from this location. Troops are encouraged to administer basic first aid for minor cuts, scrapes, headaches, etc; however, medical staff is available here 24 hours a day.

Camp Office

To the left of the Health Lodge, the Camp Office is the administrative center of camp. The Camp Director and Program Director keep office hours in this room. All visitors should check-in here.

Moran Colburn Trading Post

Camp Comer has a centrally located trading post that is well stocked. Campers and staff will find a variety of Scouts, BSA and camping essentials, Comer memorabilia, and personal hygiene items. Ice cream, drinks, and snacks are a great treat, especially when enjoyed on the Trading Post Front Porch!

Flatt Rock Arena

Opening, Family Night, and Closing Campfires will take place at the Arena. Constructed by the Coosa Lodge of the Order of the Arrow, the Arena showcases the natural beauty of Lake Republic and the surrounding rocks and trees.

Scott Nobel Chapel

Nestled on a Hill high above Lake Republic, the Chapel provides a place for quite meditation and occasional camp devotionals. Any camper or staff member is welcome to enjoy the natural beauty of this serene location.
Rappelling & Climbing Tower

Our 50-foot Climbing Tower is located on the side of the parade field and includes 20’, 30’, 40’ and 50’ walls as well as 14’, 24’ and 34’ chimney climbs. All activities here are coordinated and supervised by the Climbing Director. For your safety, be sure to stay outside of the wood-chipped area and orange safety cones at all times unless you have the express consent of the Climbing staff.

Charles “Chuck” Tate Waterfront

Located on the shoreline of beautiful Lake Republic, the Waterfront includes separate boating and swimming areas as well as a motorboat dock. For your safety, do not enter inside of the fence or walk onto the motorboat dock without the consent of the Aquatics Director. Remember that there is no fishing allowed inside of the Waterfront area. The Waterfront features our uniquely designed water slide, the Comer Corkscrew!

Big “A” Farms Handicraft Lodge

Located directly behind Showerhouse 6, this building includes our camp woodworking shop. Scouts outside of the Woodwork and Wood Carving merit badges can speak with the Trading Post/Handicraft Director about opportunities to practice their craftsman skills.

Handicraft Shelter

Located directly behind the Trading Post, the Handicraft Shelter is home to the majority of merit badges taught by the Trading Post/Handicraft staff.

Ecology Lodge

This rock building serves as Camp Comer’s nature center. Ecology merit badges are taught in the surrounding woods.

Shooting Ranges

Camp Mike has three shooting ranges: Archery, Rifle, and Shotgun. Each is located along the road between the Parade Field and C.O.P.E. course. A range safety officer is in charge of each location. To find out about opportunities to use these facilities outside of scheduled merit badge sessions, speak with that range’s safety officer.

Shower Houses

Camp Mike has two large, centrally-located shower houses with hot showers and flushing toilets. Shower House 3 is located across the Parade Field from the Dining Hall. Shower House 6 is located in front of the Handicraft Lodge, next to Gilwell Field.

Campsites

Camp Mike has fifteen unique campsites designed for different camping experiences. Most have a working traditional latrine with wash basin that troops may use, provided that it is kept clean. Two types of sleeping accommodations are available: 2-bed 9x9 canvas wall tents with small canopy porches, and 4-bed Adirondacks. All campsites contain canvas tents and may or may not contain Adirondacks. Each site has trash cans and a bulletin board. Several also have a stationary flagpole or water faucet. Most campsites are designed for units to share. A
member of the Commissioners' Corps will help troops designate their shared and private areas of the campsite upon arrival to ensure maximum utility for everyone. If you have any questions regarding your home-away-from-home before you arrive, contact the Camping Program Director at the council service center. A map of camp is provided at the end of this document.

**LAKES**

Comer Scout Reservation features two lakes. Lake Republic, the 88-acre lake, separates Camp Mike and Camp Jacobs. As the center of the reservation, Lake Republic can be seen across much of the property including from several hiking trails. Lake Achunanchi – our smaller fishing lake – is bordered by the Outdoor Skills Area and the Thunderbird Trail. All fishermen should use BSA safety and common sense when at either lake. Be sure to use the Buddy system!

**CAMP ALLAN C. JACOBS**

**A-frame Cabins**

Camp Jacobs serves as the home of much of the senior staff during the summer. Twelve A-frame cabins include a small kitchen, bathroom, living/eating area, and loft. Each sleeps a maximum of seven people. For information about use of the cabins during the rest of the year, contact the Camping Director at the council service center.

**Family Camp Dock**

No campers should cross the lake to the Family Camp Dock unless under the supervision of the staff for a summer program.

**THE RESERVATION**

Comer Scout Reservation has much to offer beyond its traditional campsites and program areas. The newly restored 5-mile Thunderbird Trail encircles much of the reservation. Slight elevation changes blanket the trail with diverse habitats and ecosystems. Side trails allow scouts to explore many points of interest including Moon Rock, the Waterfall, Indian Cave, Col. Howard's Master School, and many natural rock formations. For information about any of these locations or for directional assistance, see a Camp Commissioner. Several programs including Eagle Bound and Adult HD hike the trail during the week. Anyone who completes the entire 5-mile Thunderbird Trail may purchase a patch from the Camp Office or Camping Program Director at the council service center.

The C.O.P.E. program maintains Low Ropes elements. For your safety, do not attempt any elements without supervision of the C.O.P.E. Director. Interested adults should ask about the Adult HD program.

**Unit Camp Program Opportunities:**

Sunday evening the camp staff will conduct the meal grace and flag ceremony. Senior Patrol Leaders may sign-up for their troop to be responsible for one ceremony and one grace at the SPL/SM Meeting Sunday evening. Each unit will be given a schedule for their assignments for cleaning the central showers and latrines.
Camp Comer Program:

Our in-camp program consists of five distinct elements to create an atmosphere of Scout Spirit, an environment of adventure, development of the boy, and advancement of the Scout. Instructional sessions, open program activities, meal-time program, troop activities, and camp-wide programs embody the high ideals of Scouting.

**Instructional Sessions** – Scouts and Scouters should expect performance activities in the merit badge sessions. Every merit badge will require pre-camp reading of the merit badge books. Be prepared.

**Open Program Activities** – Adventure can be found in challenging experiences. Each day the camp staff will be offering each Scout the opportunity to participate in fun activities such as recreational swimming & boating, rifle and shotgun shooting, archery, climbing, rappelling, Frisbee golf, additional merit badges, and more.

**Troop Activities** – Troops build teamwork and pride by participating in: troop swims & boat trips, troop shoots, whitewater rafting, campfire skits, Water Carnival and sport tournaments.

**Camp-wide Programs** – Share a common adventure with Scouts from other troops: opening and closing campfires, patch trading, competitions, and much more! Build friendships that can last a lifetime.

**TROOP ACTIVITIES:**

Leaders who have completed Safe Swim Defense and Safety Afloat may schedule aquatics activities for their Troop during open sessions AND RUN THEIR OWN PROGRAM. Staff will be present with program area duties, but troop leaders will run the waterfront per their Safe Swim Defense Training. For sign-up information or Safe-Swim Defense/Safety-Afloat training, be sure to attend the Monday afternoon aquatics information meeting. Adult HD participants will already be in attendance.

**INSTRUCTIONAL SESSIONS:**

Following are the advancement opportunities at Camp Comer for the 2020 camping season. You should sign up your Scouts for their selected courses as soon as possible, because most class sizes are limited, and they are filled on a first come, first serve basis. High demand merit badges are offered more times. If only two Scouts show up, the class will happen. If no Scouts show Monday AND Tuesday, their Area Director may reassign the area staff.

Our on-line merit badge registration will be activated in late March. Go to [www.tentaroo.com/campcomer](http://www.tentaroo.com/campcomer) to access your troop’s account and select classes for each Scout. Scouts interested in taking Eagle Bound (first year camper program) or BSA Lifeguard should only list those programs, as they will take up most or all of the instructional day. This should be completed not later than May 15th.

**EAGLE BOUND: FIRST YEAR CAMPERS:**

Eagle Bound is designed to help first-year campers learn basic outdoor skills and the patrol method. Participants meet Monday-Thursday for all 5 sessions. Patrol-oriented instruction on orienteering, knots, lashings, axe-yard use, first aid, basic camping skills, and flag etiquette will occur every morning and some afternoons. On Monday afternoon, all Eagle Bounders will perform a conservation project and learn the basics of Safe-Swim Defense and Safety-Afloat. All subsequent afternoons, the participants will be divided by patrol to attend Eagle Bound Aquatics during fourth or fifth session. The entire program will hike the entire 5-mile Thunderbird Trail by patrol. Scouts and Scouters who successfully complete the entire hike are eligible to purchase a patch from the Camp Office.

Many requirements, but not all, will be met for the Tenderfoot through First Class ranks. Scouts will be able to earn their Fireman Chit and Totin’ Chit on Friday morning.
Scouts in the Eagle Bound Program who attend Eagle Bound Aquatics will be introduced to Safe Swim Defense and Safety Afloat. Scouts who are “Swimmers” by the end of the week will complete the Second Class and First Class rank swim requirements. “Non-swimmers” and “Beginners” will be taught and allowed to practice reaching and throwing rescues. “Swimmers” will be taught and allowed to practice reaching rescues, throwing rescues, and line and tender rescue. The troop’s board of review will be responsible for confirming the advancements for these scouts and for conferring the appropriate ranks.

Adult leaders are welcome to be present during Eagle Bound instruction but should not interrupt instructors. They are also encouraged to attend the 5-mile hike. If you would like to assist with this program or have any specific questions or concerns during the week, please talk with the Eagle Bound Director.

COMER HIGH ADVENTURE PROGRAM:

Designed with the adventurous older Scout in mind, Comer High Adventure lets participant’s true adventure. Campers will spend each day with a different area trying out some of the coolest things BSA, Comer Scout Reservation, and Camp Jackson have to offer.

Activities include canoeing, island camping, caving, use of jet skis (personal watercraft), climbing on natural rock surfaces, pistol shooting, and much more. Some activities will require the group to travel off of the reservation in provided transportation. There is an additional cost of $100.00 for this program, and all participants must be 14 years old by the first day of camp. Comer High Adventure participants will go on the white water rafting trip on the Ocoee River on Friday.

To use the Personal Water Craft a Scout must have completed a boating safety course and have received their Vessel license. Any Scout not completing this cannot drive a PWC.

TENNESSEE RIVER PADDLING TREK:

Scouts will have the opportunity to paddle for four days on the Tennessee River in North Alabama. Scouts will leave on Monday and return to camp on Thursday. During the expedition participants will camp on the banks of the Tennessee and prepare their own meals. The trip also includes the whitewater rafting trip to the Ocoee River on Friday. Cost for the trek is $100.00

COPE:

The COPE (Challenging Outdoor Personal Experience) program is open to Scouts 14 and older and consists of a variety of confidence challenges, and a low-ropes course. COPE is offered every morning. Adult leaders are invited to participate on a “space available” basis – the COPE Director will announce at the Sunday evening Scoutmaster/SPL meeting if there are openings.

CAMP COMMISSIONER PROGRAM:

The Camp Commissioner concept involves senior Scout Leaders who will help provide a super summer camp program to the Scouts and their leaders. The Commissioner staff will administer the Campsite award and Camp Spirit award. In addition, Commissioners will be a valuable resource for new leaders and an example to Scouts.
ADDITIONAL AQUATICS INSTRUCTION INFORMATION:

Instructional Swim:

The most important aquatics activity that a young scout can do is learning to swim well enough to become a swimmer. Being a swimmer opens many doors for the Scout – He can complete his advancement in the ranks, he can earn merit badges that are not only fun but may actually help him to save a life. It will enable him to participate in aquatics activities with the troop outside of camp. Please make learning to swim a high priority for your non-swimmer and beginner scouts.

Nonswimmers (Learners)

Scouts who have a solid white buddy tag have been classified as a nonswimmer. Please register these Scouts for the nonswimmer instruction classes during the day. They will receive swimming instruction even after they have passed the beginner test.

Beginners

Beginners are scouts who have red and white buddy tags. They were able to swim some but not able to complete the entire 100 yard swimmer test. Please register these Scouts for beginner instruction. They will be receiving swimming instruction after they complete the swimmer test. Those who are strong enough swimmers will be taught some of the requirements for Swimming Merit Badge after passing the swim test. Scouts who are strong enough swimmers may actually be able to complete the entire badge.

Beginners may not begin to do any aquatics related merit badge requirements until they become classified as swimmers.

Swimmers

Swimmers have red and blue buddy tags. These are Scouts that can take aquatics merit badges. All scouts who become swimmers may take any of the aquatics merit badges with Scouts taking Canoeing Merit Badge, Kayaking Merit Badge, and Rowing Merit badges should be physically able to lift their boat with the aid of a buddy to complete some of the requirements in each class. Please use discretion in placing your smaller scouts in these classes and don’t set them up for failure.

BSA Lifeguard - To enroll in BSA Lifeguard a Scout must be 15 years old. It requires the Scout to spend at least 30 hours of training and practical experience with the aquatics staff. Scouts will need the latest copies of the Swimming Merit Badge Pamphlet, the Lifesaving Merit Badge Pamphlet, the Rowing Merit Badge Pamphlet, the Canoeing Merit Badge Pamphlet and the First Aid Merit Badge Pamphlet. Scouts must also have current CPR certification. The certification can be from either American Heart Association or the American Red Cross. They must present their certification card at camp.

CAMP WIDE PROGRAMS:

Opening Campfire – (Sunday)

Come join the staff for fellowship and celebration of Scouting. The Campfire will begin at 8:30 PM. Traditional Campfire lighting will begin the program of songs, skits, run-ons, and Scout Spirit. Come get your first look at the spirit of the Comer Staff for 2020. The program should last about 45 minutes.
Staff vs. Scoutmaster Volleyball Game – (Monday)

For years the Scoutmasters have accepted the staff invitation to the sporting showcase of the summer. Adults (18+) only, please.

Campfire Story Program – (Monday and Wednesday Night)

Join us in the old council ring for traditional campfire story telling on Monday and Wednesday night at 8:30pm.

Camp Scavenger Hunt – (Tuesday)

The Comer Scavenger Hunt will be held at 7:30 on Tuesday night. The hunt can be organized by troop or patrol and will put Scouts to the test in search of items around camp as well as incorporate trivia from Comer.

Comer 5K Challenge – (Wednesday)

For the early risers we have the ultimate test of endurance. Scouts and Leaders can participate in the Comer Challenge a 5k run designed to test your limits. There will be special recognition for winners in the Scout and Leader age divisions.

Comer Shindig – (Wednesday)

The Comer Shindig will be an all out party on Wednesday night each week. The night will begin with a grill out on the parade field as you pick up dinner on the go. From there you will have an opportunity to experience a wide variety of activities and offerings.

OA Night – (Thursday)

Thursday night is ‘OA night’. Sashes may be worn for the evening flag ceremony until taps. OA members are asked to meet in the Dining Hall for a cracker barrel fellowship following the Call-Out Ceremony.

During the Thursday evening campfire an Order of the Arrow “Call Out” ceremony will be held. This ceremony is for any youth or adult who has been selected by his troop during troop elections, to be “called out”. Scout Leaders will need to turn in a list of candidates to the camp office no later than noon on Thursday.

Family Night – (Thursday)

Parents are invited to join their sons or daughters for dinner and the evening program. We need to know Sunday how many family members might be joining us. Reservations are required and need to be made at the Camp Office; payment of meals can be made at the office as well. All visitors and parents are required to check-in at the camp office upon arrival.

NOTE: Camper are asked to be in their sites and quiet by 10:30 p.m., therefore, all visitors are asked to depart by this time.

Fun Friday – On Friday most activity areas be open for Scouts to enjoy. The waterfront, climbing tower and shooting ranges will be open, and the handicraft area will be available for projects or merit badge work. Each Area Director will coordinate sign-up. Please note that some merit badges will meet on Friday to complete requirements.

Conservation Corp/Trailblazer Program – (Friday)

Comer Scout Reservation has partnered with DeSoto State Park to provide trail maintenance and conservation projects on Friday. Scouts and Scouters can venture to the beautiful state park to provide meaningful service and take in the beauty of the wilderness of Lookout Mountain.

White Water Rafting – (Friday)

We have contracted with an outfitter to provide interested Scouts and Scout leaders an unforgettable whitewater-rafting trip down the Ocoee River. An air-conditioned bus transports Scouts from camp after breakfast and returns them in the afternoon, soaking wet, exhausted, and thrilled with the trip. The fee for the trip is $70 per person, which includes lunch. State law requires all rafters on the Ocoee River be at least 12 years old. Registration and payment must be made Sunday at check-in. All participants must be swimmers. A signed permission form from
the parent or guardian is required. A copy of that form is included in the appendix.

**Banana Relay – (Friday)**

Scouts will compete in a range of activities that test Scouts skills and knowledge. A round robin competition, this is one you do not want to miss!

**Mile Swim – (Friday)**

The Aquatic Staff will coordinate this event Friday morning. **Participants must have prepared for one hour each day (Monday – Thursday) prior to attempting the mile swim.** You will miss this scheduled event while rafting. Swimmers may attempt this challenge on Thursday. **NOTE:** Only rafters may alter schedule; you will have to provide your own boat escort for the mile swimmer(s)...preferably an adult leader. Let the Aquatics director know about your plans Monday or Tuesday.

**Closing Campfire – (Friday)**

Your 2020 Comer Adventure is coming to a close and the staff thank you for all your hard work and Scout Spirit. Come celebrate Scouting with us one more time. After supper we will all meet at Flatt Rock Arena at 8:30 pm. Program should last about 60 minutes.

**NOTE:** Campers are asked to be in their sites and quiet by 10:30PM, therefore, all visitors are asked to depart by this time.

**TIMES FOR SOME CLASSES AND CAMP ACTIVITIES MAY BE ADJUSTED AS NECESSARY.**

**SCOUT LEADER EVENTS:**

**Merit Badge Instruction:**

Do you know a particularly unusual skill or just one that you may want to share with the rest of camp? We would be more than happy to accommodate you in instructing a merit badge at summer camp. Please advise the Program Director during pre-camp orientation.

**Comer Service:**

Brotherhood of Cheerful Service...A Scout is Helpful...if you are a carpenter, electrician, plumber, or handyman of any kind, the camp could certainly use your skills during the week. Bring your tools and you’ll still feel like you’re at home!

**NOTE:** Service projects can be coordinated with the camp administration.

**ADULT HD:**

One hour a week, right? Well this adult only (18+) session is going to show you how to have some fun for yourself while doing programs for your scouts. Each day will focus on a specific subject area and many will include a basic BSA training card. Adults may sign up for specific days or the full week program. The only problem is we’ll have to meet two hours each day!

Monday will provide an overview of the week’s aquatic activities at camp and provide information on BSA lifeguard and the new Aquatics Supervisor courses. Participants will become certified in Safe Swim Defense and Safety Afloat. When you are finished, you get a chance to get your feet wet in our SM Swim. Tuesday will focus on the basics of trekking and Leave No Trace. Think outside of the box in this class, as applying LNT and planning treks are not limited to backpacking! Participants will receive Trek Safely certification. On Wednesday, become
adventurous with the C.O.P.E. staff. They will explain the benefits of their program, discuss year-round climbing and C.O.P.E. activities, and let adults experience the High Ropes Course or the Climbing Tower! Switch gears on Thursday as you get a chance to hike the Thunderbird Trail. Anyone who hikes the trail may purchase a patch at the camp office. In between each day’s activities, we encourage the age-old tradition of daily scoutmaster naps. Come find out how adults can experience camp in High Definition!

**Scoutmasters / Senior Patrol Leaders Meeting:**

There is a troop leadership (Senior Patrol Leader with the Scoutmaster or his designee) meeting held Sunday from 7:15-8:00PM in front of the Dining Hall Porch. Brief daily SPL meetings will be conducted at 12:45PM at the Bull Ring (benches across from Sci-Tech). An informal Adult Leaders’ Meeting and Coffee Social will be held each day at 8:15AM in the Scoutmasters’ Lounge.

**Scoutmaster Dessert Challenge:**

Think you have the ultimate camp dessert recipe? Let’s find out. Make your dessert creation and bring it to the Dining Hall by 6PM on Tuesday for judging by our Outdoor Skills staff. Be sure to make plenty, so your fellow Scoutmasters can sample your culinary creation at the Scoutmaster Appreciation Dinner.

**Scoutmaster Appreciation Dinner:**

Come eat a special meal with us at 7:15PM Tuesday in the dining hall. This is for leaders who are in camp all week to express our gratitude for your service to Scouting.

**B.S.A. Lifeguard:**

Any adult who would like to earn B.S.A Lifeguard may do so at camp, space permitting. Please notify the Waterfront Director on Sunday.

**INTRODUCTION TO OUTDOOR LEADERSHIP SKILLS:**

Any adult who completes the Eagle Bound (first year camper) program and participates in a seminar/discussion (approximately two hours) with a qualified trainer will receive a certificate of completion for the Introduction to Outdoor Leader Skills course. (Subject to the availability of a qualified trainer)

**Safety Notes:**

There will be NO fireworks, firearms, alcohol, illegal substances, pocket knives with a blade longer than 4 inches, air pistols/rifles, or slingshots on Comer Scout Reservation. If any of these items are discovered the Camp Director will take possession of them.

**Experience tells us...**

Campers are our customers. Comments made by trained and experienced Scoutmasters over the years were compiled into a collection of helpful hints regarding merit badges and advancement.

1) Summer camp is not a merit badge mill, where you pay a fee and get four badges automatically. Instead, camp offers merit badges as one portion of the overall program. The more prepared the Scout is (read merit badge book) the more merit badges they could take.

2) Most Scouts should plan on a maximum of four merit badges per week per boy.

3) The most difficult badges to earn are those requiring a great deal of physical skill, co-ordination and stamina, i.e. Lifesaving, Archery, Rifle, Shotgun, Climbing, and Mile Swim.

4) Complete advance written work at home, camp is not the ideal classroom for written work. The prepared Scout comes to camp with all written work already done.

5) Scouts should try doing something new at camp and get a well-rounded experience. Try to get one badge from four or five different areas.
6) The troop should come to camp prepared. Please have patrols already organized and elect camp patrol leaders if necessary. Work on ideas as patrols and have the patrol leaders represent the group at camp.

7) Your campsite is your home for the week. Please take care of it, take pride in it, and work at making it comfortable by bringing banners and flags to dress it up!

8) You should schedule time for rest! That’s right, too often you do not take time to sit and enjoy the beauty of camp around you. Don’t keep such a pace that you miss the trees, the nature, and the clean fresh air. Comer’s schedule is diverse and extensive to make sure we can provide challenges and adventure to today’s Scout; not to pressure a Scout into taking ten merit badges.

9) Top troops show spirit. The troop that comes to camp with creative ideas and Scout Spirit challenges the rest of the camp to come alive. Bring your troop cheer to camp and show everyone that you’re number one.

10) Be flexible. Each week there could be around 400 campers attending camp and while staff is there to meet everyone’s needs, a Scout is friendly, cheerful, and courteous. We need to practice the Scout Law in camp when dealing with others.

11) In the event a situation requires you or one of your Scouts to go to the hospital, experience tells us that it would be wise to have a photocopy of each troop members’ insurance card for more efficient processing and faster service.

12) For your benefit, it would be advisable to have no less than 2 copies of each Scout and leader’s health forms while at camp, one for your unit’s file and one for the Health Lodge file.

MERIT BADGE OFFERINGS:

The chart following this section shows all the merit badge offerings at Comer for the 2020 camping season. You should sign up for merit badges as soon as possible, because the class size is limited in most: They are filled on a first come, first serve basis.

Class Size: Capacity is limited in most merit badges. If you are unable to get a class your Scouts need, see the Program Director or Camp Director when arriving at camp.

Requirements At Camp shows those requirements from the 2019 Requirements Book that we will try to complete at camp. Requirements that are not completed at Comer can be finished at home with unit leaders or merit badge counselors.

Requirements to do at home column shows those things that the Scout must do either before or after camp. It is the responsibility of the unit or Scout to arrange for completion of these requirements.

Prerequisites show minimum ages or other requirements to meet before taking the course other remarks. Review this column carefully, as these requirements cannot be waived.

Special Needs – Programs for Scouts with special needs can be developed. Please contact the camp Program Director at least three weeks prior to arrival to discuss any special needs requirements.
<table>
<thead>
<tr>
<th>Program</th>
<th>Periods Offered</th>
<th>Class Size</th>
<th>Cost/Fees</th>
<th>Requirements at Camp</th>
<th>Requirements to do at home</th>
<th>Pre-requisites</th>
</tr>
</thead>
<tbody>
<tr>
<td>Archery MB</td>
<td>1,2,3,4,5</td>
<td>16</td>
<td>None</td>
<td>All</td>
<td>Read MB book</td>
<td>None</td>
</tr>
<tr>
<td>Art MB</td>
<td>1,3</td>
<td>15</td>
<td>None</td>
<td>All</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>Astronomy MB</td>
<td>5</td>
<td>15</td>
<td>None</td>
<td>All</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>Basketry MB</td>
<td>1,5</td>
<td>15</td>
<td>None</td>
<td>All</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>BSA Lifeguard</td>
<td>All day</td>
<td>6</td>
<td>None</td>
<td>Potential for all req.</td>
<td>CPR Certification</td>
<td>Age 15, Blue Tag, swim 500 yards</td>
</tr>
<tr>
<td>Bird Study MB</td>
<td>1</td>
<td>15</td>
<td>None</td>
<td>1-4,6-8</td>
<td>5</td>
<td>None</td>
</tr>
<tr>
<td>Canoeing MB</td>
<td>2,4</td>
<td>22</td>
<td>None</td>
<td>All</td>
<td>None</td>
<td>Strong, “Swimmer”</td>
</tr>
<tr>
<td>Chemistry/Composite Materials MBs</td>
<td>5</td>
<td>15</td>
<td>None</td>
<td>All</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>Chess MB</td>
<td>2</td>
<td>20</td>
<td>None</td>
<td>1,2,3,4,5,6a,</td>
<td>6b,6c</td>
<td>None</td>
</tr>
<tr>
<td>Citizenship in the Nation MB</td>
<td>1,3,5</td>
<td>17</td>
<td>None</td>
<td>1,2d,4,5,6,7,8</td>
<td>2a,2b,2c,3</td>
<td>Maturity For Material</td>
</tr>
<tr>
<td>Citizenship in the World MB</td>
<td>2,4</td>
<td>17</td>
<td>None</td>
<td>1,2,3,4,5,6,7a,7b</td>
<td>7c,7d,7e</td>
<td>Maturity For Material</td>
</tr>
<tr>
<td>Climbing MB</td>
<td>2&amp;3, 4&amp;5</td>
<td>12</td>
<td>None</td>
<td>All</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>*High Adventure Program</td>
<td>All Day</td>
<td>10</td>
<td>$100</td>
<td>N/A</td>
<td>N/A</td>
<td>Age 14, “Swimmer”</td>
</tr>
</tbody>
</table>

*High Adventure Program will take trips to area attractions

<p>| Communications/Public Speaking MB    | 1,3             | 10         | None      | 1-4,6,7,9            | 5,8                          | None                                  |
|                                      |                 |            |           | 1,2,3,4,5b,6,8      | 7                            | None                                  |
| Cooking MB                          | 1,2,4,5         | 12         | None      | 1,2,3,5             | 4,6                          | None                                  |</p>
<table>
<thead>
<tr>
<th>Course</th>
<th>Level</th>
<th>Hours</th>
<th>Grade</th>
<th>Credits</th>
<th>Prerequisites</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Digital Technology MB</strong></td>
<td>1,4</td>
<td>12</td>
<td>None</td>
<td>All</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td><strong>C.O.P.E.</strong></td>
<td>1-3</td>
<td>20</td>
<td>None</td>
<td>N/A</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td><strong>Eagle Bound (Tenderfoot, Second Class, First Class, Fingerprinting MB)</strong></td>
<td>1-5</td>
<td>No Max</td>
<td>None</td>
<td>S: 1a,1b,1c,1d,1f,2,3,4,5,7a,8,9</td>
<td>Balance</td>
<td>None</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>2nd: 2a,2b,2c,2d,2f,2g,3a,3c,3d,4,5a,5b,5c,6a,6b,6c,6d,6e,8a,8b,9a,9b,10</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1st: 3a,3b,3c,3d,4a,4b,5a,5b,5c,5d,6a,6b,6c,6d,6e,7a,7b,7c,7d,7e,7f,11</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Fingerprinting MB: All</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Emergency Preparedness MB</strong></td>
<td>1,2,3,4</td>
<td>20</td>
<td>None</td>
<td>2,3,4,5,6a,6b,7,8a,9b,9c</td>
<td>6c,8b</td>
<td>1 (earn First Aid MB)</td>
</tr>
<tr>
<td><strong>Environmental Science MB</strong></td>
<td>1,2,3,4,5</td>
<td>15</td>
<td>None</td>
<td>All</td>
<td>None</td>
<td>Maturity For Material</td>
</tr>
<tr>
<td><strong>Fingerprinting/ Pulp &amp; Paper MBs</strong></td>
<td>4</td>
<td>20</td>
<td>None</td>
<td>All</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td><strong>Exploration MB</strong></td>
<td>2,4</td>
<td>20</td>
<td>None</td>
<td>1-7,9</td>
<td>8</td>
<td>None</td>
</tr>
<tr>
<td><strong>First Aid MB</strong></td>
<td>1,2,3,4</td>
<td>20</td>
<td>None</td>
<td>1,2,3,4,6,7,8,9,10,11,12,13,14</td>
<td>5</td>
<td>None</td>
</tr>
<tr>
<td><strong>Fire Safety MB</strong></td>
<td>Drop In</td>
<td>20</td>
<td>None</td>
<td>1-5,6b-6h,7,8,9,13</td>
<td>6a, 10, 11, 12</td>
<td>None</td>
</tr>
<tr>
<td>MB Type</td>
<td>MB</td>
<td>MB</td>
<td>MB</td>
<td>MB</td>
<td>MB</td>
<td>MB</td>
</tr>
<tr>
<td>-----------------------------</td>
<td>----</td>
<td>----</td>
<td>----</td>
<td>----</td>
<td>----</td>
<td>----</td>
</tr>
<tr>
<td>Fishing MB</td>
<td>1,3,4</td>
<td>15</td>
<td>None</td>
<td>1-8</td>
<td>9</td>
<td>None</td>
</tr>
<tr>
<td>Fly Fishing MB</td>
<td>5</td>
<td>8</td>
<td>None</td>
<td>1-9</td>
<td>10</td>
<td>Age 13</td>
</tr>
<tr>
<td>Forestry MB</td>
<td>1</td>
<td>15</td>
<td>None</td>
<td>1-4,6</td>
<td>5,7</td>
<td>None</td>
</tr>
<tr>
<td>Game Design MB</td>
<td>2</td>
<td>12</td>
<td>None</td>
<td>All</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>Geology MB</td>
<td>3</td>
<td>15</td>
<td>None</td>
<td>All</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>Graphic Arts MB</td>
<td>1,3</td>
<td>15</td>
<td>None</td>
<td>All</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>Indian Lore MB</td>
<td>2</td>
<td>15</td>
<td>None</td>
<td>All</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>Kayaking MB</td>
<td>1,2,5</td>
<td>12</td>
<td>None</td>
<td>All</td>
<td>None</td>
<td>Strong “Swimmer”</td>
</tr>
<tr>
<td>Leatherwork MB</td>
<td>1,2,4</td>
<td>15</td>
<td>None</td>
<td>All</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>Lifesaving MB</td>
<td>1,2,3</td>
<td>15</td>
<td>None</td>
<td>1b-12,14</td>
<td>13</td>
<td>1a (Swimming MB), “Swimmer”</td>
</tr>
<tr>
<td>Mammal Study MB</td>
<td>1</td>
<td>15</td>
<td>None</td>
<td>All</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>Medicine MB</td>
<td>3,5</td>
<td>15</td>
<td>None</td>
<td>1,2,3,4,5,6,8,9</td>
<td>7,10</td>
<td>Maturity For Material</td>
</tr>
<tr>
<td>Motorboating MB</td>
<td>1,4</td>
<td>8</td>
<td>None</td>
<td>1,2,3,4b,4c,4d,4e,4f,5,6</td>
<td>4a</td>
<td>Swimmer</td>
</tr>
<tr>
<td>Movie Making MB</td>
<td>3</td>
<td>15</td>
<td>None</td>
<td>All</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>Personal Fitness MB</td>
<td>1,2</td>
<td>15</td>
<td>None</td>
<td>2,3,4,5,6,7,9</td>
<td>8</td>
<td>1</td>
</tr>
<tr>
<td>Oceanography</td>
<td>5</td>
<td>15</td>
<td>None</td>
<td>All</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>Orienteering MB</td>
<td>2,5</td>
<td>15</td>
<td>None</td>
<td>2-7</td>
<td>8,9,10</td>
<td>None</td>
</tr>
<tr>
<td>Personal Management MB</td>
<td>1,4</td>
<td>17</td>
<td>None</td>
<td>1,3-8a,9,10</td>
<td>2,8b-8d</td>
<td>Maturity to understand material</td>
</tr>
<tr>
<td>Photography MB</td>
<td>Drop In</td>
<td>15</td>
<td>None</td>
<td>All</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>Pioneering MB</td>
<td>3</td>
<td>15</td>
<td>None</td>
<td>All</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>Pottery/Sculpture MBs</td>
<td>2,3</td>
<td>15</td>
<td>None</td>
<td>All</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>Activity</td>
<td>Grade</td>
<td>Time</td>
<td>Prereq</td>
<td>Description</td>
<td>Age</td>
<td>Requirement</td>
</tr>
<tr>
<td>----------------------------------------------</td>
<td>-------</td>
<td>------</td>
<td>--------</td>
<td>-------------</td>
<td>-----</td>
<td>-------------</td>
</tr>
<tr>
<td>Public Health MB</td>
<td>Drop In</td>
<td>20</td>
<td>None</td>
<td>1-4,5b,6,8</td>
<td>7</td>
<td>None</td>
</tr>
<tr>
<td>Reptile &amp; Amphibian Study MB</td>
<td>2</td>
<td>15</td>
<td>None</td>
<td>1-7,9-10</td>
<td>8</td>
<td>None</td>
</tr>
<tr>
<td>Rifle Shooting MB</td>
<td>1,2,3,4,5</td>
<td>16</td>
<td>None</td>
<td>All</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>Robotics MB</td>
<td>2,4</td>
<td>16</td>
<td>None</td>
<td>All</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>Rowing MB</td>
<td>1,3</td>
<td>20</td>
<td>None</td>
<td>All</td>
<td>None</td>
<td>Strong, “Swimmer”</td>
</tr>
<tr>
<td>Safety MB</td>
<td>2,3,5</td>
<td>15</td>
<td>None</td>
<td>1,3a,3c,3d,5,7,8</td>
<td>2,3b, 4, 6</td>
<td>None</td>
</tr>
<tr>
<td>Search and Rescue MB</td>
<td>1,5</td>
<td>20</td>
<td>None</td>
<td>All</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>*Shotgun Shooting MB</td>
<td>1,2,3,4,5</td>
<td>7</td>
<td>None</td>
<td>All</td>
<td>None</td>
<td>Recommend a height of 5’4” or taller</td>
</tr>
<tr>
<td>Signs, Signals, and Codes MB</td>
<td>1,5</td>
<td>20</td>
<td>None</td>
<td>All</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>Small Boat Sailing MB</td>
<td>1,2,3,4</td>
<td>12</td>
<td>None</td>
<td>1a,3-9</td>
<td>1b</td>
<td>2 (“Swimmer”) Strong</td>
</tr>
<tr>
<td>Soil &amp; Water Conservation MB</td>
<td>2</td>
<td>15</td>
<td>None</td>
<td>All</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>Space Exploration MB</td>
<td>2,3</td>
<td>15</td>
<td>None</td>
<td>All</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>Stand Up Paddle Board</td>
<td>3,4,5</td>
<td>5</td>
<td>None</td>
<td>All</td>
<td>None</td>
<td>Strong Swimmer</td>
</tr>
<tr>
<td>Swimming MB</td>
<td>1,2,3,4</td>
<td>25</td>
<td>None</td>
<td>All</td>
<td>None</td>
<td>“Swimmer”</td>
</tr>
<tr>
<td>Tennessee River Trek</td>
<td>All Week</td>
<td>10</td>
<td>100.00</td>
<td>All</td>
<td>None</td>
<td>Swimmer 12 years old</td>
</tr>
<tr>
<td>Weather</td>
<td>4</td>
<td>15</td>
<td>None</td>
<td>All</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>Wilderness Survival MB</td>
<td>1,5</td>
<td>15</td>
<td>None</td>
<td>1-4,6-12</td>
<td>5</td>
<td>None</td>
</tr>
</tbody>
</table>

*Wilderness Survival will participate in an overnighter on Wednesday evening.
<table>
<thead>
<tr>
<th>Program</th>
<th>Day Offered</th>
<th>Periods</th>
<th>Location</th>
<th>Training Card/Award</th>
</tr>
</thead>
<tbody>
<tr>
<td>Adult HD</td>
<td>Mon-Fri</td>
<td>4-5</td>
<td></td>
<td>All Cards Below:</td>
</tr>
<tr>
<td>Aquatics HD</td>
<td>Monday</td>
<td>4-5</td>
<td>Shelter 3</td>
<td>Safe-Swim Defense;</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Safety Afloat</td>
</tr>
<tr>
<td>Treking &amp; LNT HD</td>
<td>Tuesday</td>
<td>4-5</td>
<td>Scoutmasters’ Lounge</td>
<td>Trek Safely</td>
</tr>
<tr>
<td>C.O.P.E. &amp; Climbing HD</td>
<td>Wednesday</td>
<td>4-5</td>
<td>Scoutmasters’ Lounge</td>
<td></td>
</tr>
<tr>
<td>Hiking HD</td>
<td>Thursday</td>
<td>4-5</td>
<td>Scoutmasters’ Lounge</td>
<td>Thunderbird Trail patch</td>
</tr>
</tbody>
</table>
# Camp Comer 2020 Daily Schedule

<table>
<thead>
<tr>
<th>Time</th>
<th>SUN</th>
<th>MON</th>
<th>TUES</th>
<th>WED</th>
<th>THURS</th>
<th>FRI</th>
<th>SAT</th>
</tr>
</thead>
<tbody>
<tr>
<td>6:45</td>
<td></td>
<td></td>
<td>Morning Devotion at Old Council Ring Tuesday</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>7:00</td>
<td></td>
<td></td>
<td>Reveille</td>
<td></td>
<td></td>
<td>Reveille</td>
<td></td>
</tr>
<tr>
<td>7:10</td>
<td></td>
<td></td>
<td>Morning Assembly</td>
<td></td>
<td></td>
<td>Breakfast in campsite</td>
<td></td>
</tr>
<tr>
<td>7:20 – 8:20</td>
<td></td>
<td></td>
<td>Breakfast</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>8:30-9:30</td>
<td></td>
<td></td>
<td>Session 1</td>
<td></td>
<td></td>
<td>Troop Check-out</td>
<td></td>
</tr>
<tr>
<td>9:40-10:40</td>
<td></td>
<td></td>
<td>Session 2</td>
<td></td>
<td></td>
<td>Staff Clean</td>
<td></td>
</tr>
<tr>
<td>10:50-11:50</td>
<td></td>
<td></td>
<td>Session 3</td>
<td></td>
<td></td>
<td>Camp</td>
<td></td>
</tr>
<tr>
<td>12:00-1:00</td>
<td></td>
<td></td>
<td>Lunch/Staff Meeting</td>
<td></td>
<td></td>
<td>Lunch</td>
<td></td>
</tr>
<tr>
<td>1:10 – 2:10</td>
<td></td>
<td></td>
<td>Check-In at/after 1:00</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1:00</td>
<td></td>
<td></td>
<td>Session 4</td>
<td></td>
<td></td>
<td>Session 4</td>
<td></td>
</tr>
<tr>
<td>2:25 – 3:25</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Session 5</td>
<td></td>
</tr>
<tr>
<td>Time</td>
<td>Activity</td>
<td>Time</td>
<td>Activity</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>--------------</td>
<td>--------------------------------------------------------------------------</td>
<td>--------------</td>
<td>--------------------------------------------------------------------------</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3:30 – 4:45</td>
<td>Swim tests from 1:30 until 5:00</td>
<td>Camp Activities</td>
<td>Activities</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Camp Activities (Swim, Boat, Shoot, Climb, Handicraft, Sports, Hike, etc..)</td>
<td></td>
<td>3:30 – 4:00</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Water Carnival</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>4:15-5:15</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>4:45 – 5:45</td>
<td>Troop Activities</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>6:00</td>
<td>Evening Assembly</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>6:15 – 7:15</td>
<td>Dinner</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>7:15 – 8:00</td>
<td>Leader/ SPL Meeting</td>
<td>Troop Time</td>
<td>Comer Shindig</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Volleyball/ Evening Activities</td>
<td></td>
<td>Troop/ Family Time</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Campfire</td>
<td></td>
<td>Troop Time</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>8:15-9:30</td>
<td>Opening Campfire</td>
<td>Troop Time</td>
<td>Comer Shindig</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Thunderbird Trail Night Hike</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Troop Time</td>
<td>Family Campfire</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>OA Callout</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Closing Campfire</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>9:30 – 10:30</td>
<td>Personal Hygiene</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>A Scout is <strong>Clean</strong> – Take a shower</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>10:30</td>
<td>Taps</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>A Scout is <strong>Courteous</strong> – Quiet hours in effect until reveille</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
# 2020 Summer Camp Reservation Form

## Greater Alabama Council

**Instructions**

Indicate your choice of Camp Comer or Camp Sequoyah

Mark your three top choices of sites and weeks with 1, 2, 3 in the appropriate boxes.

Tell us the number of youth and leaders you expect to attend.

Submit deposit fees and secure your reservation.

<table>
<thead>
<tr>
<th>Unit Number:</th>
<th>Camp Comer (Mentone, Al) $295.00*</th>
<th>Camp Sequoyah (Delta, Al) $295.00*</th>
</tr>
</thead>
</table>

*275.00 per Scout for troops that participate in at least two of the following* Popcorn Sales, Family FOS Presentation, Scout Card Sales

<table>
<thead>
<tr>
<th>Week 1 June 7-13</th>
<th>Week 2 June 14-20</th>
<th>Week 3 June 21-27</th>
</tr>
</thead>
<tbody>
<tr>
<td>Week 4 June 28-July 4</td>
<td>Week 5 July 5-11</td>
<td>Week 6 July 11-18</td>
</tr>
</tbody>
</table>

(Comer Only)

<table>
<thead>
<tr>
<th>Camp Comer</th>
<th>Camp Sequoyah</th>
</tr>
</thead>
<tbody>
<tr>
<td>Campsite 1 (Beaver)</td>
<td>60</td>
</tr>
<tr>
<td>Campsite 2 (Black Bear)</td>
<td>50</td>
</tr>
<tr>
<td>Campsite 3 (Bobcat)</td>
<td>54</td>
</tr>
<tr>
<td>Campsite 4 (Buffalo)</td>
<td>44</td>
</tr>
<tr>
<td>Campsite 5 (Fox)</td>
<td>34</td>
</tr>
<tr>
<td>Campsite 6 (Grizzly Bear)</td>
<td>36</td>
</tr>
<tr>
<td>Campsite 7 (Hawk)*</td>
<td>38</td>
</tr>
<tr>
<td>Campsite 8 (Mountain Lion)</td>
<td>44</td>
</tr>
<tr>
<td>Campsite 9 (Owl)</td>
<td>32</td>
</tr>
<tr>
<td>Campsite 10 (Panther)</td>
<td>52</td>
</tr>
<tr>
<td>Campsite 11 (Raccoon)</td>
<td>62</td>
</tr>
<tr>
<td>Campsite 12 (Wolf)</td>
<td>50</td>
</tr>
<tr>
<td>Campsite 13 (Wolverine)</td>
<td>52</td>
</tr>
<tr>
<td>Campsite 14 (Eagle)</td>
<td>24</td>
</tr>
<tr>
<td>Campsite 15 (Falcon)</td>
<td>24</td>
</tr>
</tbody>
</table>

*Reserved for units with handicapped Scouts and/or leaders.

**$100.00 Non Refundable Deposit Required With This Form**

<table>
<thead>
<tr>
<th>Number of Male Scouts</th>
<th>Number of Female Scouts</th>
<th>Number of Male Adults</th>
<th>Number of Female Adults</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>Payment Method</th>
</tr>
</thead>
<tbody>
<tr>
<td>Check</td>
</tr>
</tbody>
</table>

Card Number

Name on Card

Signature Required

Contact Leader: Street Address:

City/State/Zip: Phone:

Email Address (Required):

---

**Mail To:** Greater Alabama Council, PO Box 43307 Birmingham, Al 35243-0307
Comer 1-2630-416-00  Sequoyah 1-2630-053-00
Commissioner's Campsite Award

Week: ___________  Campsite: ______________  Unit: ___________

<table>
<thead>
<tr>
<th>Campsite Inspection Item</th>
<th>Points</th>
<th>Mon</th>
<th>Tue</th>
<th>Wed</th>
<th>Thu</th>
<th>Fri</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Duty roster posted and filled out completely</td>
<td>5/day</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2. Floors clean and swept</td>
<td>10/day</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3. Personal gear stowed neatly. No hangers over ridge pole</td>
<td>10/day</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>4. Activity shelter clean and orderly</td>
<td>10/day</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>5. Latrine / showers Floors swept and clean</td>
<td>5/day</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>6. Toilets, urinals, showers, sinks and drains clean</td>
<td>5/day</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>7. Dry toilet paper in each stall</td>
<td>5/day</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>8. Fireguard plan posted and filled out</td>
<td>5/day</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>9. Campsite area and trail clear of litter and trash</td>
<td>5/day</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>10. Garbage removed each morning</td>
<td>5/day</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>11. Patrol flags displayed</td>
<td>5/day</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>12. American flag displayed</td>
<td>5/day</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>13. Troop flag displayed</td>
<td>5/day</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>14. Campsite and incoming trails are free of hazards</td>
<td>5/day</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Total Points</strong></td>
<td>85/day</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
OUTDOOR ADVENTURES OF TENNESSEE (O.A.R.)

Read Carefully: Waiver and Release of Liability

In consideration of OUTDOOR ADVENTURES OF TENNESSEE furnishing services and/or equipment to enable me to participate in OUTDOOR ACTIVITIES, I agree as follows:

I fully understand and acknowledge that outdoor recreational activities have:
(A) Inherent risks, dangers and hazards which exist in my use of (Circle) RAFTING, RAPPELLING, CLIMBING, ROPES COURSE, TUBING, ALPINE TOWER, ADVENTURE RACES, PAINTBALL equipment and my participation in WHITWATER RAFTING activities;
(B) My participation in such activities and/or use of such equipment may result in injury or illness
   including, but not limited to, bodily injury, disease, strains, fractures, partial and/or total paralysis,
   death or other ailments that could cause serious disability;
(C) These risks and dangers may be caused by the negligence of the owners, employees, officers or agents of, but not limited to, OUTDOOR ADVENTURES OF TENNESSEE, the State of Tennessee, Ocoee River Outfitters Association, the Tennessee Valley Authority, the negligence of the participants, the negligence of others, accidents, breaches of contract, the forces of nature or other causes.
   Risks and dangers may arise from foreseeable or unforeseeable causes including, but not
   limited to, guide decision making, including that a guide may misjudge terrain, weather, trail or river
   route location, and water levels, risks or falling out of or of drowning while in a raft, tube and such other
   risks, hazards and dangers that are integral to recreational activities that take place in a wilderness,
   outdoor or recreational environment, and
(D) By my participation in these activities and for use of equipment, I hereby assume all risks and dangers
   and all responsibility for any losses and/or damages, whether caused in whole or in part by the
   negligence or other conduct of the owners, agents, officers, or employees of OUTDOOR ADVENTURES
   OF TENNESSEE, or by any other person.

I, on behalf of myself, my personal representatives and my heirs hereby voluntarily agree to release, waive, discharge, hold harmless, defend and indemnify OUTDOOR ADVENTURES OF TENNESSEE, the State of Tennessee, Ocoee River Outfitters Association, the Tennessee Valley Authority and their owners, agents, the United States of America, officers and employees representative and lenders from any and all claims, actions or losses for bodily injury, property damage, wrongful death, loss of services or otherwise
which may arise out of my use of rafting equipment or my participation in WHITWATER RAFTING,
RAPPELLING, CLIMBING, ROPES COURSE, TUBING, ALPINE TOWER or ADVENTURE RACE,
PAINTBALL activities. I specifically understand that I am releasing, discharging, and waiving any claims
or actions that I may have present or in the future for the negligent acts or other conduct by the owners,
agents, officers or employees or representative of OUTDOOR ADVENTURES OF TENNESSEE the State
of Tennessee, Ocoee River Outfitters Association, the Tennessee Valley the United States of America.

I HAVE READ THE ABOVE WAIVER AND RELEASE AND BY SIGNING IT AGREE IT IS MY
INTENTION TO EXEMPT AND RELIEVE OUTDOOR ADVENTURES OF TENNESSEE the State of
Tennessee, Ocoee River Outfitters Association, the Tennessee Valley Authority and the United States of
America FROM LIABILITY FOR PERSONAL INJURY, PROPERTY DAMAGE OR WRONGFUL DEATH
CAUSED BY NEGLIGENCE OR ANY OTHER CAUSE.

(E) I understand that I may be photographed or videoed while participating in activities and give my
permission for these photos and/or video to be used for marketing and promotional purposes.

NAME OF PARTICIPANT

________________________________________

DATE OF BIRTH

__/______/______

DATE OF ACTIVITIES

from ________ to ________

SIGNATURE

________________________________________

SIGNATURE OF PARENT OR GUARDIAN( If less than 18 years old )

sign here ________________________________________

print here ________________________________________

E-mail Address_______________________________

ADDRESS OF PARTICIPANT

( Please Print ) Name __________________________________________

Street __________________________________________

City/State/Zip __________________________________________

________________________________________

________________________________________

________________________________________
2020 SUMMER CAMP STAFF APPLICATION

Summer Camp Staff Application
Greater Alabama Council, Boy Scouts of America

Mail or fax completed application to:
PO Box 43307, Birmingham, AL 35243
Fax 205-970-0349

Name: _______________________________ Date: ___ / ___ / ___

Address ________________________________

City/State/Zip ___________________________

Home Phone _____________________________

Email Address ___________________________

Shirt Size _______________________________

Camp Comer: _______ Camp Sequoyah: _______

Please check: I will be at least _____ years of age by June 1, 2020

Please list any first aid training certificates (include expiration date)

Please list any other training certificates (include expiration date)

Have you served on summer camp staff previously? ______. If yes, when/ where?

Please list three references (not a family member) we may call who are familiar with you:

<table>
<thead>
<tr>
<th>Name</th>
<th>Address</th>
<th>Phone</th>
<th>Relationship</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Scoutmaster/Crew Advisor approval (signature) for serving on Camp staff: ____________________________
Camp Staff Positions

Please indicate your top three choices of positions

___ CIT (counselor in training) Minimum 14
___ Minimum Age 15
___ Trading Post Staff
___ Ecology Staff
___ Handicraft Staff
___ Health Science
___ Outdoor Skills Staff
___ Climbing Staff (Must be 16)
___ Eagle Bound Staff
___ Aquatics Staff (Must be 16)
___ Dining Hall Staff
___ Sci-Tech and Humanities
___ Cope Staff (Must be 16)
___ Shooting Sports (Must be 16)
___ Minimum Age 18
___ Camp Commissioner
___ Ecology Director
___ Tenn River Trek Staff
___ Handicraft Director
___ Quartermaster
___ Outdoor Skills Director
___ Sispey Wilderness Trek
___ Dining Hall Steward
___ Asst Ranger
___ Eagle Bound Director
___ Health Science Dir
___ Sci-Tech Director
___ Minimum Age 21
___ Climbing Director
___ Trading Post Manager
___ Tenn River Director
___ Program Director
___ Cope Director
___ Aquatics Director
___ Shooting Sports Dir
___ Chaplain
___ High Adventure Dir
___ Dining Hall Manager
___ Sispey Wilderness Dir

Please Print

Please List Dates Available To Work From ___/___/2020 to ___/___/2020

Please list merit badges you feel qualified to teach or help teach. List any other special skills you possess that (song leading, woodcarving, etc.).

____________________________________________________________________

____________________________________________________________________

____________________________________________________________________

Why do you want to become a member of the 2020 Summer Camp Staff?
____________________________________________________________________

____________________________________________________________________

____________________________________________________________________

____________________________________________________________________

____________________________________________________________________

____________________________________________________________________
Unit Pre Camp Swim Test

<table>
<thead>
<tr>
<th>Unit Number:</th>
<th>Date of Swim Test:</th>
<th>Swim Classification</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>Non-Swimmer</td>
</tr>
<tr>
<td>1.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>5.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>6.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>7.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>8.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>9.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>10.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>11.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>12.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>13.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>14.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Name of Person Conducting Test:

Print Name: __________________________  Signature: __________________________

Unit Leader:

Print Name: __________________________  Signature: __________________________
Comer Scout Reservation
16490 County Road 89
Mentone, Alabama 35984
256-634-4389

FROM THE NORTH
Exit AL Hwy 40, go left
1 mile to US 11, go right
300 ft to AL HWY 117, go left
2.8 miles to Tutwiler Gap Rd
Go right 1 mile to Co. Rd. 89
Go right 2.4 miles to Comer

FROM THE SOUTH
Exit at AL Hwy 35, go right
Thru Ft Payne (Watch for left turn and right turn) and up the mountain.
At the top, take Co Rd 89
Left 6 miles to STOP sign
Go left .9 miles to STOP
Go right 1 mile to Comer
ATTRACTIONS NEAR COMER SCOUT RESERVATION

THINGS TO SEE AND DO AROUND COMER

DeSoto State Park and DeSoto Falls
1.9 Miles from Camp Comer
Mountainous DeSoto State Park is nestled atop Lookout Mountain. Highlights include rushing waterfalls, fragrant wildflowers, and hiking trails abound. This 3,502-acre park was developed by the CCC in the 1930's.

Little River Canyon National Preserve
15.6 Miles from Camp Comer
Little River Canyon is unique because it flows for most of its length atop Lookout Mountain. Forested uplands, waterfalls, canyon rims and bluffs, pools, boulders, and sandstone cliffs offer settings for a variety of recreational activities.

Town of Mentone
4.8 Miles from Camp Comer
Time stands still as you make your way into Mentone. This quaint mountain town is filled with artist, thinkers, adventurers. It's a must on your destination list.

Unclaimed Baggage
37.3 Miles from Camp Comer
Come see why this is one of Alabama's top shopping destinations, hosting millions of visitors each year. Unclaimed Baggage is the only store in America that buys and sells unclaimed baggage from airlines.

Alabama Fan Club and Museum
11.5 Miles from Camp Comer
The country music legends got their start here in Dekalb County and still call Fort Payne home. Take a tour of the museum and see the history of this award-winning band.
PLACES TO EAT BEFORE OR AFTER YOUR STAY

Wildflower Café
4.9 Miles from Camp Comer
Gourmet American fare served in a hippie-chic mountain hangout with local art and live music.

Mentone Market
5.0 Miles from Camp Comer
Local general store and eatery. Come shop, eat, and cut up with the locals for a while. Relax and take in the rustic atmosphere.

Green Leaf Grill
4.8 Miles from Camp Comer
Green Leaf Grill offers delicious and traditional American food in a mountain setting. Enjoy meals in this cabin setting.

The Spot
10.6 Miles from Camp Comer
Have a great cup of coffee and enjoy the atmosphere or grab a meal at this happening coffee bar.

Vintage 1889
10.1 Miles from Camp Comer
Located in the old Davis Hosiery Mill. Vintage 1889 features an incredible atmosphere in this over century old industrial building. Great sandwiches are on the menu at lunch and amazing meals and live music are a highlight at night.