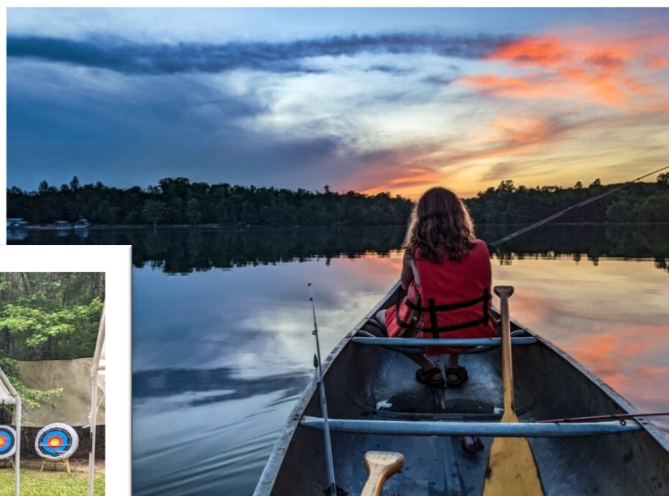
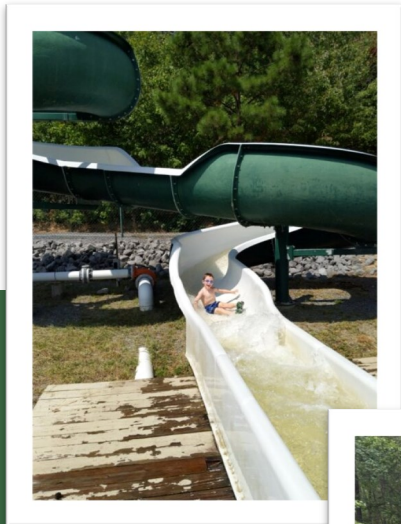


Program Guide 2024



BOY SCOUTS
OF AMERICA®

GREATER ALABAMA COUNCIL



Dear Campers,

On behalf of The Greater Alabama Council, it is our honor to welcome you in joining us for an amazing week at the beautiful and always sunny Comer Scout Reservation!

We are confident that you will be impressed with our friendly staff, amazing facilities, and outstanding program. The program guide is designed for Senior Patrol Leaders, Scouts, and parents, to help you plan and prepare for camp.

We know that you have a lot of choices for Summer Camp, and we appreciate you deciding to spend your week with us. We are excited! And we hope that you are too! Please do not hesitate to reach out with any questions you may have.

Yours in Scouting,

J.T. Dabbs III
Scout Executive
Greater Alabama Council, BSA

NEW FOR 2024!

- New Merit Badge offerings! Gardening, Plant Science, Animal Science, Engineering, Drafting, Electricity, and Programming.
- Updated & Improved Pathfinder Program!
- New Comer Olympics evening activity!
- Improved weekly schedule!

Camp Overview

Sitting high-atop Lookout Mountain in Northeast Alabama, Camp Comer offers a unique and exciting Summer Camp Experience. With cooler summer temperatures, dark evening skies, and permanent year-round campsites, Comer is a wonderful Summer Camp or weekend trip destination.

- 50+ Merit Badges
- Top-notch Pathfinder program (Trail to 1st Class)
- Sci-Tech Programs
- Amazing Hiking
- Waterslide
- 50 Foot Climbing Tower
- Whitewater Rafting
- 88-acre Lake
- Air-conditioned Scoutmaster's Lounge with Fiber Internet
- Great showers with on-demand hot water
- 16 campsites that are all a close walk to everything



Camp Comer's Value

A week of Summer Camp at Comer provides amazing value. Scouts can participate in nearly all activities without any added fees.

Rifle Merit Badge	\$0
Shotgun Merit Badge	\$0
Open Shooting	\$0
Archery Merit Badge Kit	\$0
Handicraft Merit Badge Kits	\$0
Aquatics	\$0
Climbing	\$0
Eagle Bound	\$0
Sci-Tech Programs	\$0
Humanities	\$0
Ecology	\$0
Outdoor Skills	\$0

Additional Program Fees:

High Adventure (Age 14+)	\$100
Whitewater Trip (Age 12+)	\$70



PROVISIONAL CAMPERS

Don't miss out on camp! Individual Scouts can attend camp as part of our Provisional Camp Troop during Week 5 (June 30th - July 6th). Cost is \$350 for both In-Council and Out of Council youth. Register at www.1bsa.org

2024 SESSION DATES

- Week 1: June 2nd - June 8th
- Week 2: June 9th - June 15th
- Week 3: June 16th - June 22nd
- Week 4: June 23rd - June 29th
- Week 5: June 30th - July 6th
- Week 6: July 7th - July 13th

CAMP FEES

Camp Comer uses a simple all-inclusive fee schedule. All weeks offer the same classes and activities and the same high-quality service and support. Weeks 1 - 4 are typically have higher attendance.

IN-COUNCIL YOUTH	\$325
OUT-OF-COUNCIL YOUTH	\$350
ADULTS	First 2 Adults Free; Additional \$75 each
GUEST MEALS <i>Thursday Night is Family Night</i>	\$5 a meal or \$10 a day <i>(Paid at Trading Post)</i>

ADULT LEADERS

Consistent leadership throughout the full week of camp is strongly recommended. When it is necessary, adult leaders may rotate in/out and share a single leader fee, in order to provide leadership to the youth in camp. Use the official BSA roster from my.scouting.org, and please notify the camp office during check-in which days each leader will be in camp.

CAMPERSHIPS

A limited number of camperships are available for Scouts registered in the Greater Alabama Council who want to attend camp but cannot afford to go. These are for individual youth and not for the troop as a whole. Troops should plan to aid their Scouts as much as possible prior to asking for assistance. Applications for camperships are available at www.1bsa.org. Requests must be received by March 31st.

REFUNDS

Planning and purchasing for camp happens long before camp begins and is based on pre-registration. If the unit or a Scout cannot attend camp, please review the Council's refund policy and submit a refund request through our online portal, both found at www.1bsa.org/forms/

CAMP PROGRAM

Camp Comer offers an excellence balance between merit badge instruction and fun activities.

SCHEDULING

Camp Comer's programs are split into sections:

- Merit Badge Classes (*Advancement*)
- Afternoon Open Program Time
- Evening Events

MORNING ASSEMBLY

The camp will assemble twice daily for opening and closing flag ceremonies (7:00am & 6:00pm). Units can sign up to lead flag ceremony at Sunday's 7:15pm Scoutmaster & Sr. Patrol Leader Meeting. Scouts and leaders are expected to attend the evening flag ceremony in complete "Class A" field uniform. Scouts should wear "Class A" field uniform when performing any flag ceremony as the honor guard. Buglers are encouraged to play!

AFTERNOON OPEN PROGRAMS

- Climbing & Rappelling
- Shooting Sports (Rifle, Shotgun, Archery)
- Waterfront Rec Swim & Diving Board
- Waterfront Waterslide
- Waterfront Boating (Canoeing, Rowing, Sailing, Kayaks, Stand-up Paddle Boards)
- Drop-in Merit Badges
- Frisbee Golf
- Fishing

AWARDS

- A Scout is Loyal Award
- Commissioner Campsite Award
- Thunderbird Trail Hike
- Thunderbird Trail Night Hike
- Mile Swim
- 5K Challenge
- Camp Scavenger Hunt
- Comer Olympics

FISHING

Fishing is encouraged at camp. Scouts and Scouters may fish anywhere that's not inside of the waterfront or at another troop's campsite, without permission. You must bring your own gear.

TRADING POST

The trading post supports the program by offering a variety of kits, merit badge pamphlets, supplies, souvenirs, and snacks for sale to campers. Accepted payment methods include credit card, check and cash. Troops wishing for a centralized banking system should do so internally.

Trading Post Hours:

8:00am - 11:30pm

1:30pm - 5:00pm

7:30pm - 9:00pm

(Open after campfires on Sunday, Thursday, & Friday Evenings)

ORDER OF THE ARROW

The OA has a large presence at Camp Comer. We offer troop elections and a Callout Ceremony as part of our summer camp program. Please let our Camp Commissioner know if you need to hold your annual unit election.



CAMPSITES

Camp Comer's campsites have 9x9 canvas wall tents with 2-beds, mattresses, and small canopy porches. A few campsites also have 4-bed Adirondacks. Each site has a pavilion, running water, trashcans, and a bulletin board. There is no electricity in campsites. Most sites are designed for units to share.

SHOWERS

Camp Comer has 2 large, centrally located shower facilities with on-demand hot water and flushing toilets. There are youth and adult facilities.

DINING HALL & MEALS

Meals are served cafeteria style. There will be a salad bar that offers a variety of foods at every meal. **Special dietary requests must be submitted in advance by your Unit Leader.** Please visit with our staff at check in to ensure that your request has been received.

FAMILY NIGHT

We welcome families to come and see their Scouts in action on Thursday night. Please arrive between 3:30pm and 6:00pm and leave camp by 10:00pm. All guests must check in at the office and bring a Part A&B health form. The dining hall is open and available. All guests will need to pre-pay (\$5) for dinner at the Trading Post.

CORRESPONDENCE

Incoming mail can take 4 to 5 days to arrive, so please plan accordingly. *Any mail received after the troop has checked out will be returned to sender.* Mail sent to campers should be addressed:

Camp Comer
Scout's Full name
Troop #, Week #
16490 County Road 89
Mentone, AL 35984

ELECTRONIC DEVICES

Use of electronic devices such as cell phone are not permitted in camp program areas (Handicraft, Scoutcraft, etc.), **UNLESS** it is being used as part of merit badge instruction such as taking pictures.

Unit leaders are responsible for setting campsite and travel policies regarding electronic devices. Leaders: please note that your rules may not be the same as another unit's rules, **please do not try to enforce your unit's electronic policies on youth from other units.**



Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
6:00 AM			Scout's Own Service	5K Challenge			
6:30 AM	Reveille						
7:00 AM	Morning Assembly						
7:15 AM	Breakfast						
8:15 AM	Scoutmaster Meeting @ Scoutmaster Lounge						
8:30 AM		MB Session 1	MB Session 1	MB Session 1	MB Session 1	MB Session 1	Check-out
9:40 AM		MB Session 2	MB Session 2	MB Session 2	MB Session 2	MB Session 2	
10:50 AM		MB Session 3	MB Session 3	MB Session 3	MB Session 3	MB Session 3	
12:00 PM	Lunch						
12:45 PM	Sr. Patrol Leader Meeting @ Bull Ring (In front of SM Lounge)						
1:10 PM		MB Session 4	MB Session 4	MB Session 4	MB Session 4	MB Session 4	CAMP CLOSED
2:20 PM		MB Session 5	MB Session 5	MB Session 5	MB Session 5	MB Session 5	
3:30 PM	Camp Check-In begins at 1:30pm (Camp Tour, Swim Checks)	Open Program Activities (Swimming, Boating, Shooting, Climbing, and more!)		4pm - 5:45pm Water Carnival	Open Program Activities	3:30pm Staff vs. Campers Capture the Flag @ Parade Grounds	
6:00 PM		Evening Assembly		6pm Grab-N-Go Dinner @ Dining Hall	Evening Assembly		
6:15 PM		Dinner		Comer Shindig (Field Games / Free Shoot / Ultimate Frisbee / Frisbee Golf / Art Competition / Water Sports / Volleyball and more!)	Dinner		
7:15 PM - 9:30 PM	7:15pm Sr. Patrol Leader & Scoutmaster Meeting @ Dining Hall 8:15 Opening Campfire @ Flatt Rock Area	Comer Olympics featuring the Staff vs Scoutmaster Volleyball Game @ The Parade Grounds	7:15pm Leader Recognition Dinner @ Dining Hall 7:30pm Camp Scavenger Hunt / Night Rappel @ Parade Grounds Pathfinder Overnighter @ Pathfinder Area	8:00pm Thunderbird Trail Night Hike @ Parade Grounds	Family Night 8:15pm OA Campfire with Call-out 9:30 Wilderness Survival MB overnight @ Outdoor Skills	8:00pm Closing Campfire @ Flatt Rock Arena Merit Badge Paperwork Pick-up in Dining Hall	

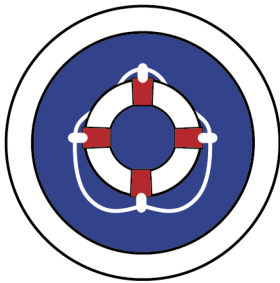
Camp Comer

RECOMMENDED FOR ALL SCOUTS



SWIMMING

RECOMMENDED FOR 2ND YEAR SCOUTS



LIFESAVING



CANOEING

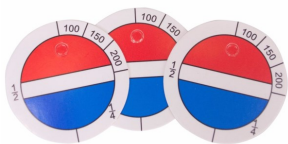


KAYAKING



SMALLBOAT SAILING

CLASSES AND CERTIFICATIONS



INSTRUCTIONAL SWIM

NOT A MERIT BADGE



BSA LIFEGUARD

MUST BE 15 YEARS OLD



MILE SWIM



AQUATICS

Aquatics merit badges and summer camp go hand-in-hand. Camp Comer provides all equipment. All aquatic merit badges require Scouts to qualify as BSA Swimmer during the swim check. Scouts should wear swim wear that is suited for active water sports.



RECOMMENDED FOR ALL SCOUTS



MODEL DESIGN & BUILDING



ASTRONOMY

RECOMMENDED FOR SCOUTS AGE 13+



DIGITAL TECHNOLOGY



DRAFTING



ENGINEERING



EXPLORATION



GAME DESIGN



PROGRAMMING



RADIO



SCI-TECH

STEM — science, technology, engineering and math — isn't just something you learn about in school. Eventually, it could become something you do for your career. After all, the number of jobs in STEM-related fields is increasing at a faster rate than non-STEM jobs.

Whether you're interested in a career in STEM or just want to learn more about a STEM-related subject, the BSA has multiple merit badges for you.

(While many merit badges contain some elements of STEM, the badges below are almost entirely STEM from start to finish.)



Camp Comer

RECOMMENDED FOR 2ND YEAR CAMPERS+



COOKING



FISHING



GEOCACHING



PIONEERING



SEARCH & RESCUE



WILDERNESS SURVIVAL



OUTDOOR SKILLS

Outdoor Skills merit badges lie at the heart of Scouting's outdoor camping program. In addition to traditional outdoor Scout skills, the merit badge offerings have expanded to include many new merit badges that appeal to modern camping enthusiasts.



RECOMMENDED FOR ALL CAMPERS



FIRST AID



ATHLETICS/SPORTS



SAFETY

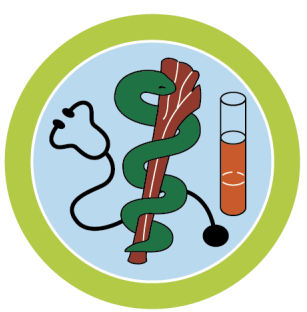
HEALTH SCIENCES

First aid—caring for injured or ill persons until they can receive professional medical care—is an important skill for every Scout. But first aid is about more than the techniques used to treat specific injuries. Scouts should “Be Prepared” to render aid in any emergency.

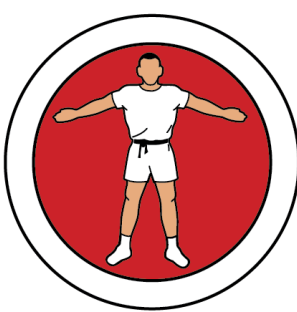
RECOMMENDED FOR 2ND YEAR CAMPERS+



EMERGENCY PREPAREDNESS



HEALTHCARE PROFESSIONS



PERSONAL FITNESS



Camp Comer

RECOMMENDED FOR ALL CAMPERS



NATURE

RECOMMENDED FOR 2ND YEAR CAMPERS+



ENERGY



GARDENING/PLANT SCIENCE



GEOLOGY



FISH & WILDLIFE MANAGEMENT



GARDENING/INSECT STUDY



REPTILE & AMPHIBIAN STUDY



SOIL & WATER CONSERVATION



SUSTAINABILITY



ECOLOGY

Since 1910, conservation and environmental studies have been an integral part of the Boy Scouts of America. Scouts have rendered distinguished public service by helping to conserve wildlife, energy, forests, soil, and water. Past generations of Scouts have been widely recognized for undertaking conservation Good Turn action projects in their local communities. Through environmental explorations, Cub Scouts, Scouts BSA, Venturers, and Sea Scouts visit the outdoors and discover the natural world around them. Many natural resource careers are born in Scouting.



RECOMMENDED FOR ALL CAMPERS



CHESS

RECOMMENDED FOR 2ND YEAR CAMPERS+



CITIZENSHIP IN SOCIETY



CITIZENSHIP IN THE WORLD



COMMUNICATION



PUBLIC SPEAKING



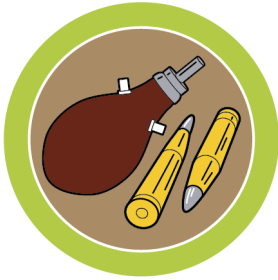
HUMANITIES

You're automatically a citizen of the country in which you were born. But that doesn't automatically make you a good citizen. The more you can do to go above and beyond to improve your community, the better you can do your duty as a citizen. This includes community service projects, like the projects you undertake as a troop or one you complete to earn the rank of Eagle Scout.

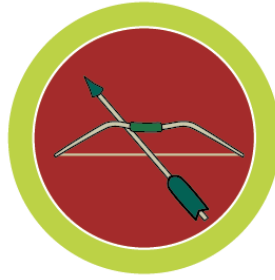


Camp Comer

RECOMMENDED FOR 2ND YEAR CAMPERS+

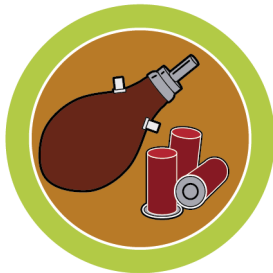


RIFLE SHOOTING



ARCHERY

RECOMMENDED FOR 3RD YEAR CAMPERS+



SHOTGUN SHOOTING

Scouts should commit additional time in the afternoon and/or evening sessions to develop shooting skills and complete the shooting qualification requirements.

In addition, during one afternoon session, Scouts in Rifle Shooting must spend time to clean a rifle (about 30 minutes). The camp provides all equipment and supplies for shooting sports. **Please do not bring personal firearms or archery gear to camp.**

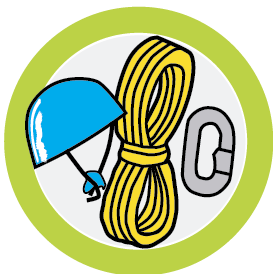


SHOOTING SPORTS

Camp Comer offers instruction in Archery, Rifle Shooting, and Shotgun Shooting merit badges under the direction of Boy Scouts of America National Camping School Shooting Sports Directors, National Rifle Association and/or USA Archery certified instructors. All instructors in the shooting sports program are certified according to BSA, NRA and/or USA Archery standards.



RECOMMENDED FOR 2ND YEAR CAMPERS+



CLIMBING

CLIMBING

The Climbing Merit badge is two periods in length.



Camp Comer

RECOMMENDED FOR ALL SCOUTS



ART



BASKETRY



LEATHERWORKING



MUSIC



POTTERY/SCULPTURE



WOOD CARVING

AFTERNOON DROP IN RECOMMENDED FOR ALL SCOUTS



AMERICAN HERITAGE



ANIMATION



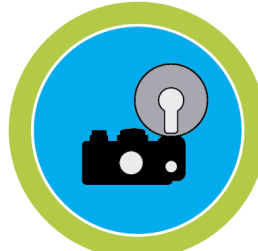
FINGERPRINTING



FIRE SAFETY



OCEANOGRAPHY



PHOTOGRAPHY



TEXTILE



WEATHER



HANDICRAFT

The Handicrafts area is perfect for those campers, young and old, who want to express their creativity and build treasured memories. Each of the Handicrafts merit badges teaches Scouts the safe practices and basic skills needed to create camp projects they can be proud of.

All materials needed to complete the merit badge requirements are provided as part of the all-inclusive camp fee. Each Scout may keep his or her finished basket, stool, knife pouch, neckerchief slide, or other project to take home.



Drop In

These merit badges will be offered during the afternoon open program time.

American Heritage	Mon	3:45
Photography	Tue	3:45
Fingerprinting & Textiles	Wed	During Shindig
Oceanography	Thu	3:45
Fire Safety	Thu	3:45
Weather	Fri	9:40
Animation	Fri	1:15

Tips for helping Scouts balance fun and advancement at summer camp

At summer camp, what's more important for Scouts, advancement or fun?

Trick question. Scouts who attend the best summer camps and have effective Scout leaders guiding them don't have to choose.

For these Scouts, advancement is part of the fun.

That said, there are always Scouts who take it to the extreme. There are the overachievers, who cram their schedule with merit badge classes and don't leave any time to visit the waterfront, horse around with friends, or relax.

And then there are Scouts who do exactly the opposite, choosing to wander around the camp all week or just stay in their campsite and play cards.

Part of the responsibility for maximizing a scout's time at summer camp falls on you, the Scout leader. With that in mind, here are 9 ways you can maximize both fun and advancement at summer camp this year.

1. Make fun the priority
2. Select the right merit badges
3. Count on the staff
4. Work hard, play hard
5. Remember one size doesn't fit all
6. Don't overvalue advancement
7. Value fun above all else
8. Avoid setting merit badge minimums
9. It's all in the timing

(Tips courtesy of Aaron on Scouting)

Age/Size Appropriate Classes

The Guide to Advancement states that "No council, committee, district, unit, or individual has the authority to add to, or subtract from, advancement requirements." (see Guide to Advancement p. 2)

With that in mind, Camp Comer does not impose any age restrictions not already included in the badge itself. We do however make note that younger, smaller, or less experienced Scouts may have difficulties with certain classes and activities. For example, manipulating the rigging on a sailboat in SmallBoat Sailing, fitting into the climbing harnesses, using large tools and lumber in Woodworking, or attempting Wilderness Survival before completing the knot and fire-building requirements leading up to Second Class. While not required, we urge you to make note of these suggestions as you plan your visit to Camp Comer and create your daily schedule.



Session 1	Session 2	Session 3	Session 4	Session 5
Cooking	Fishing	Fishing	Cooking	Cooking
Fishing	Pioneering	Pioneering	Wilderness Survival	Geocaching
Search and Rescue	Wilderness Survival			Search and Rescue

Session 1	Session 2	Session 3	Session 4	Session 5
	Climbing		Climbing	

Session 1	Session 2	Session 3	Session 4	Session 5
Emergency Preparedness	Emergency Preparedness	Emergency Preparedness	Emergency Preparedness	First Aid
First Aid	First Aid	First Aid	First Aid	Health Care Professions
Personal Fitness	Personal Fitness	Health Care Professions	Personal Fitness	Safety
	Safety	Athletics/Sports		
		Safety		

Session 1	Session 2	Session 3	Session 4	Session 5
Energy	Sustainability	Geology	Sustainability	Fish & Wildlife Management
Nature	Reptile & Amphibian Study	Soil & Water Conservation	Animal Science	Energy
	Gardening/Plant Science		Insect Study/Gardening	

Session 1	Session 2	Session 3	Session 4	Session 5
Cit in the World	Citizenship in Society	Cit in the World	Citizenship in Society	Chess
Communication	Public Speaking	Communication	Communication	Cit the the World
				Citizenship in Society

Session 1	Session 2	Session 3	Session 4	Session 5
Rifle	Rifle	Rifle	Rifle	Rifle
Shotgun	Shotgun	Shotgun	Shotgun	Shotgun
Archery	Archery	Archery	Archery	Archery

Session 1	Session 2	Session 3	Session 4	Session 5
Art	Leatherwork	Art	Leatherwork	Basketry
Basketry	Pottery/Sculpture	Pottery/Sculpture	Music	Woodcarving
Leatherwork			Woodcarving	Music

Session 1	Session 2	Session 3	Session 4	Session 5
Kayaking	Canoeing	Lifesaving	Canoeing	Kayaking
Lifesaving	Kayaking	Small Boat Sailing	Small Boat Sailing	Small Boat Sailing
Small Boat Sailing	Lifesaving	Swimming	Swimming	Instructional Swim
Swimming	Swimming			
		BSA Lifeguard (5 Sessions, not a merit badge)		

Session 1	Session 2	Session 3	Session 4	Session 5
Digital Technology	Exploration	Drafting	Digital Technology	Astronomy
Engineering	Programming	Model Design & Building	Exploration	Game Design
Radio				Programming

The following requirements must be complete prior to attending Camp Comer in order to earn the merit badge. Scouts are encouraged to read the merit badge book prior to attending camp. These are the most current prereqs and will be updated as we get closer to camp.

Program	Located In	Requirements to do at home	Notes
American Heritage MB	Drop-In	None	
Animal Science MB	Ecology	None	
Animation MB	Drop-In	None	
Archery MB	Shooting Sports	None	
Art MB	Handicraft	6	
Astronomy MB	Sci-Tech	None	
Basketry MB	Handicraft	None	
BSA Lifeguard	Aquatics	CPR Certification	Age 15, Swim 500 Yards
Canoeing MB	Aquatics	None	Swimmer
Chess MB	Humanities	None	
Citizenship in Society MB	Humanities	None	Maturity for Material
Citizenship in the World MB	Humanities	None	Maturity for Material
Climbing MB	Climbing	None	
Communication MB	Humanities	5 & 8	
Cooking MB	Outdoor Skills	4 & 6	
Digital Technology MB	Sci-Tech	None	
Drafting MB	Sci-Tech	None	
Emergency Preparedness MB	Health Sciences	2c, 6c, 8b	Must have First Aid MB
Energy MB	Ecology	1a & 4	
Engineering MB	Sci-Tech	None	
Exploration MB	Sci-Tech	None	
Fingerprinting MB	Drop-In	None	
First Aid MB	Health Sciences	5	
Fish & Wildlife Management MB	Ecology	7	
Fishing MB	Outdoor Skills	None	Req. 9 may not be met if fish is not caught
Game Design MB	Sci-Tech	None	
Gardening/Insect Study MB	Ecology	None	

Program	Located In	Requirements to do at home	Notes
Gardening/Plant Science MB	Ecology	None	
Geocaching MB	Outdoor Skills	None	
Geology MB	Ecology	None	
Instructional Swim	Aquatics	None	
Healthcare Professions MB	Health Sciences	7, 10	Maturity for Material
Kayaking MB	Aquatics	None	Swimmer
Leatherwork MB	Handicraft	None	
Lifesaving MB	Aquatics	None	Swimming MB must be complete
Model Design and Building MB	Sci-Tech	None	
Music MB	Handicraft	None	
Nature MB	Ecology	4a & 4b1	
Oceanography MB	Drop-In	8	
Personal Fitness MB	Humanities	None	
Pioneering MB	Outdoor Skills	None	
Photography MB	Drop-In	None	
Pottery/Sculpture MB	Handicraft	None	
Programming MB	Sci-Tech	None	
Public Speaking MB	Humanities	None	
Radio MB	Sci-Tech	None	
Reptile & Amphibian Study MB	Ecology	1, 8a or 8b, 9c	
Rifle Shooting	Shooting Sports	None	
Safety MB	Health Sciences	2, 3b, 4, & 6	
Search & Rescue MB	Aquatics	None	
Shotgun Shooting MB	Shooting Sports	None	
Small Boat Sailing MB	Aquatics	None	Swimmer
Soil & Water Conservation MB	Ecology	7e	
Sustainability MB	Ecology	1	
Swimming MB	Aquatics	None	Swimmer
Weather MB	Drop-In	None	
Wilderness Survival MB	Outdoor Skill	5	
Woodcarving	Handicraft	None	

SPECIAL PROGRAMS

FIRST YEAR SCOUTS: PATHFINDER

The Comer staff is committed to deliver a quality First Year Scout program that leaves a Scout wanting to come to camp again and again. Our goal is that they have fun and learn at the same time. The Pathfinder Program allows new Scouts to integrate into the activities of the rest of the troop for the majority of their week.

OLDER SCOUTS: HIGH ADVENTURE PROGRAM

Designed with the adventurous older Scout in mind. Comer High Adventure lets participants experience true adventure. Campers will spend each day in a different area trying out some of the coolest things Comer has to offer.

Activities may include canoeing, caving, climbing on natural rock, and much more. Comer high adventure participants will go on the white-water rafting trip on the Occoee River on Friday.



OPEN ACTIVITIES

AQUATICS

You could spend all your free time in our aquatics area and never be bored. From free swim and boating to our waterslide, and Paddleboards, there is something for everyone at the waterfront!

MILE SWIM

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. Swimmers may attempt this challenge on Thursday. Rafters will miss this scheduled event. 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.

ADVANCEMENT

Younger Scouts can come down to the Aquatics Area any afternoon to work on their 2nd Class and 1st Class swimming requirements. Bring an adult leader to witness and sign-off on your accomplishments.

STAND UP PADDLEBOARD

Join us in the Aquatics area in the afternoons to try out our SUPs and learn about the exciting sport of stand up paddleboarding. You can even earn the BSA Stand-Up Paddleboarding Award!

CLIMBING & RAPPELLING

Offered during each of the afternoon and evening activity periods, our climbing area includes tower wall, climbing chimneys, and rappelling wall. **For all climbing activities, shoes must be capable of being tied securely.**

SHOOTING SPORTS

ARCHERY

Experience the excitement of drawing an arrow, taking aim, and hitting a target at our archery range. Archery provides great physical exercise while developing coordination and concentration.

RIFLERY

Take aim and try your hand with our .22 rifles. Hit five shots in the diameter of a dime and earn your "Dime Award". There's never an ammo charge to shoot rifles at Comer.



OUTDOOR ACTIVITIES

FIELD SPORTS

Field sports equipment will be available to check out during the afternoon and evening periods at the activity field. Equipment available includes soccer balls, volleyballs, cornhole boards, footballs, and Frisbees®.

DISC GOLF

Comer has a disc golf course near the camp entrance. Bring your own discs or pick up needed supplies at the camp office.

ORIENTEERING COURSE

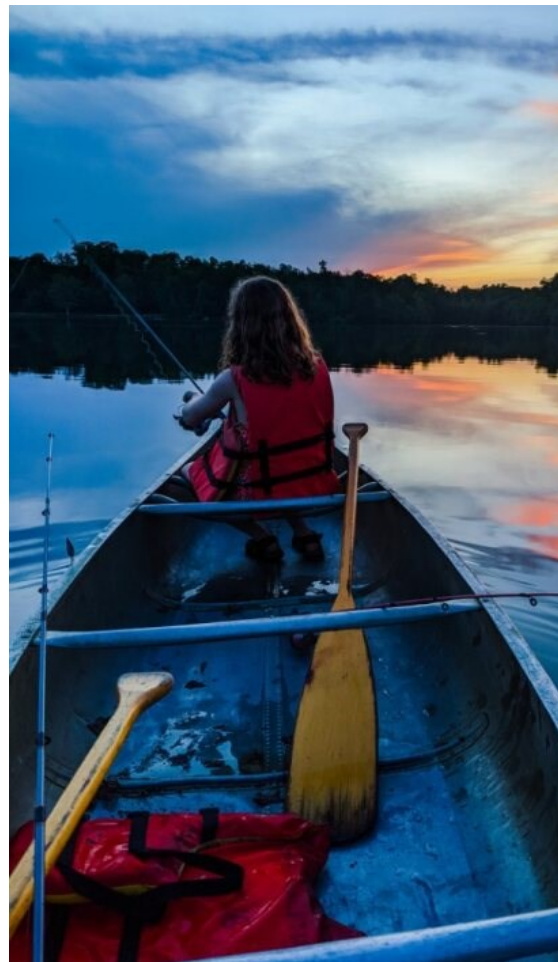
There is no school like the old school! Try your hand and the tried and true ways of maps and compass. You will need to bring your own compass.

GEOCACHING

Bring your own GPS and experience treasure hunting like never before!

FISHING

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. You must bring your own gear. Be sure to use the Buddy System!



SPECIAL PROGRAMS

SUNDAY

Opening Campfire

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 2024. The program should last about 45 minutes.

MONDAY

Comer Olympics featuring Staff vs. Scoutmaster Volleyball Game

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

TUESDAY

Camp Scavenger Hunt

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 and test their knowledge of trivia about Comer.

WEDNESDAY

Comer 5K Challenge

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 both the Scout and Leader age divisions.

Comer Shindig

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.



SPECIAL PROGRAMS

THURSDAY

OA Night

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 their 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.



FRIDAY

Fun Friday

On Friday most activity areas be open for Scouts to enjoy. The waterfront, climbing tower, and shooting ranges will be open. 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

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.

Capture the Flag

Do you have what it takes?!?

Closing Campfire

Your 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.



AWARDS

TROOP AWARDS

Troops can qualify for special recognition awards at Camp Comer. The Commissioner Campsite Award recognizes those troops who engage in a breadth of activities and demonstrate excellence during their week at camp. Troops that have attended one of the Greater Alabama Council's camps for 5 to 100 years are honored through our Scout is Loyal Program.

INDIVIDUAL AWARDS

Comer has a variety of individual awards that can be pursued during your free time by youth and adults alike. For adults only, the Adult Leaders Merit Badge is a fun way to engage in all types of activities during your week at camp.





A SCOUT IS LOYAL AWARD

Many troops have attended Camp Comer and Camp Sequoyah for 10, 20 or even more years. We appreciate your loyalty to our camps and recognize it with a special participation ribbon for your troop at five year increments.



COMMISSIONER CAMPSITE AWARD

Comer challenges all troops to show its Scouting spirit and earn the Commissioner Campsite Award. Requirements are based on criteria deemed instrumental for a troop to have a great week at camp.

COMER OLYMPICS

Does your troop have what it takes?!? Channel your inner Olympian as you compete in the new Comer Olympics. Come cheer on your Scoutmaster as they compete in the annual Scoutmaster vs. Staff volleyball game!

THUNDERBIRD TRAIL

This 5 mile hike wraps around much of the property and features hidden waterfalls and rock crevices. Those completing the hike may purchase the patch at the trading post. Those feeling particularly adventurous can join us for the Thunderbird night hike!



ADULT PROGRAMS

Adult leaders don't have to sit on the sidelines and watch their Scouts have all the fun. Camp Comer offers a number of opportunities for adult leaders while in camp including training, teaching, challenges, and fun!

TRAINING OPPORTUNITIES

Every Scout deserves a trained leader. We offer a full schedule of training options for adults from Position Specific Training and IOLS to more advanced courses in aquatics and cooking. There is something for everyone at Comer!

ACTIVITIES

While we want you to spend as much time as possible with your Scouts at camp, we have some special morning activities just for adults while your Scouts are in their instructional periods. Every day has a new adventure. Pick an old favorite or try something new. Adults get to play at Comer too!

SERVICE

Do you have a heart for serving while at camp? There are a number of opportunities at Comer. Assist as a camp commissioner, help in the dining hall, or complete minor repairs during the week. If you have a special skill, we would love to hear from you.

AMENITIES

Just because you are at camp doesn't mean you have to rough it. From special food options, to a quiet place to relax or work, there are amenities provided for adults at Comer to make your week more comfortable and productive.



TRAINING OPPORTUNITIES

For your enjoyment and the benefit of your Scouts, a variety of adult training programs will be offered during your week here. Class registration for the training courses indicated will open at the same time, and in the same place, as the merit badge registration.

LEADER SKILLS



SCOUTMASTER AND ASSISTANT SCOUTMASTER POSITION SPECIFIC TRAINING

Scoutmaster Position-Specific training is the BSA's initial level of training for the top leaders of Scouts BSA troops. It is designed for Scoutmasters, Assistant Scoutmasters, and Junior Assistant Scoutmasters. However, committee members and other adults connected to a Scouts BSA Troop are welcome to attend.

INTRODUCTION TO OUTDOOR LEADER SKILLS (IOLS)

This hands-on course provides adult leaders the practical outdoor skills they need to lead Scouts in the outdoors. Upon completion, leaders will feel comfortable teaching Scouts the basic skills required to obtain the First Class rank. Along with Scoutmaster Position Specific Training, this course is required of all Scoutmasters and Assistant Scoutmasters registered in Scouts BSA Troops in order to be considered "trained". A two-day, all-day course, participants must attend both days to complete training.

OUTDOOR SKILLS



CAST IRON CHEF

Come on up to Outdoor Skills for a morning of cooking in cast iron, both over the open fire and using charcoal. You will learn recipes you can use with your troop and family as well as the use and care of cast iron Dutch ovens, skillets and more.

Tuesday 10:50

LNT/Trek Safely

Think outside the box! Trekking and Leave no Trace apply to more than just backpacking.

Wednesday 1:10 SM Lounge

TRAINING OPPORTUNITIES



AQUATIC TRAINING

BSA LIFEGUARD

BSA Lifeguard is a two-year training designation awarded to those who meet prescribed requirements in aquatics skills, Safe Swim Defense, Safety Afloat, first aid, and emergency action. It is designed for those individuals that will have professional related lifeguard duties (resident summer camp, recreational pool work, etc.). BSA Lifeguard is 27 hours of training and results in a certification if completed successfully.

AQUATICS SUPERVISION: SWIMMING & WATER RESCUE

Swimming & Water Rescue provides BSA leaders with information and skills to prevent, recognize, and respond to swimming emergencies during troop swimming activities. It expands the awareness instruction provided by Safe Swim Defense training to include basic water rescue skills. The class will be two sessions over two days at the aquatics area. Participants must attend both days.



AQUATICS SUPERVISION: PADDLE CRAFT SAFETY

Paddle Craft Safety expands on Safety Afloat training to include the basic skills and knowledge needed for a troop leader to confidently assess his or her ability to supervise float trips using canoes or kayaks. The class will be two sessions over two days at the boating area. Participants must attend both days.

CLIMBING

Come visit with our amazing climbing staff. They will explain the benefits of their program and discuss how to get your troop involved in year-round climbing activities. Then, experience the Climbing Tower!

Monday 3:30 PM

