

CAMP COMER LEADERS GUIDE 2026



**Scouting
America**

Greater Alabama Council

Dear Summer Camp Leader,

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.

Founded in 1965, Comer has been the Summer Camp destination of choice for tens of thousands of Scouts. This Leader's Guide is a resource to help you, as the leader, plan and prepare for your troop's upcoming camp adventure. This guide works hand-in-hand with our program guide. The program guide is designed for Senior Patrol Leaders, Scouts, and parents, to help them 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

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 Trailblazer program (Trail to 1st Class)
- Sci-Tech Programs
- Amazing Hiking
- Waterslide
- 50 Foot Climbing & Rappelling 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

Contact Information

For more information please go to:

www.1bsa.org/summer-camp-at-camp-comer/

Camp Director: erick.simmons@scouting.org





DOWNLOAD A COPY OF THE UPDATED

GUIDE TO SAFE SCOUTING

(Use the QR Code below)



Make SAFE-ty a Priority!



Scouts and their parents expect all Scouting America activities to be conducted safely. To ensure the safety of participants, Scouting America expects leaders to use the four points of **SAFE** when delivering the Scouting program.

SUPERVISION

Youth are supervised by qualified and trustworthy adults who set the example for safety.

- Accepting responsibility for the well-being and safety of youth under their care.
- Ensuring that adults are adequately trained, experienced, and skilled to lead the activity, including the ability to prevent and respond to likely problems and potential emergencies.
- Knowing and delivering the program of Scouting America with integrity.
- Using qualified instructors, guides, or safety personnel as needed to provide additional guidance.
- Maintaining engagement with participants during activities to ensure compliance with established rules and procedures.

ASSESSMENT

Activities are assessed for risks during planning. Leaders have reviewed applicable program guidance or standards and have verified the activity is not prohibited. Risk avoidance or mitigation is incorporated into the activity.

- Predetermining what guidance and standards are typically applied to the activity, including those specific to the Scouting America program.
- Planning for safe travel to and from the activity site.
- Validating the activity is age-appropriate for the Scouting America program level.
- Determining whether the unit has sufficient training, resources, and experience to meet the identified standards and, if not, modifying the activity accordingly.
- Developing contingency plans for changes in weather and environment and arranging for communication with participants, parents, and emergency services.

FITNESS AND SKILL

Participants' Annual Health and Medical Records are reviewed, and leaders have confirmed that prerequisite fitness and skill levels exist for participants to take part safely.

- Confirming the activity is right for the age, maturity, and physical abilities of participants.
- Considering as risk factors temporary or chronic health conditions of participants.
- Validating minimum skill requirements identified during planning and ensuring participants stay within the limits of their abilities.
- Providing training to participants with limited skills and assessing their skills before they attempt more advanced skills.

EQUIPMENT AND ENVIRONMENT

Safe and appropriately sized equipment, courses, camps, campsites, trails, or playing fields are used properly. Leaders periodically check gear use and the environment for changing conditions that could affect safety.

- Confirming participants' clothing is appropriate for expected temperatures, sun exposure, weather events, and terrain.
- Providing equipment that is appropriately sized for participants, is in good repair, and is used properly.
- Ensuring personal and group safety equipment is available, properly fitted, and used consistently and in accordance with training.
- Reviewing the activity area for suitability during planning and immediately before use, and monitoring the area during the activity through supervision.
- Adjusting the activity for changing conditions or ending it if safety cannot be maintained.

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
Trailblazers	\$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



2026 SESSION DATES

Week 1: June 7th - June 13th
Week 2: June 14th - June 20th
Week 3: June 21st - June 27th
Week 4: June 28th - July 4th
Week 5: July 5th - July 11th

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 typically have higher attendance.

IN-COUNCIL YOUTH	\$350
OUT-OF COUNCIL YOUTH	\$375
ADULTS	First 2 Adults Free Additional \$75 each
GUEST MEALS	\$5 a meal or \$10 a day (Paid at Trading Post)

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. Using the official Scouting America roster from my.scouting.org, please notify the camp office during check-in what days each leader will be in camp.

CAMPERSHIPS

A limited number of camperships are available for Scouts from 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/.

1 CAMP RESERVATION

Reserve your week at camp by submitting the registration form with a non-refundable deposit of \$100 and your campsite preference. *(Campsite preferences are not a guarantee of site assignment. Final assignments are made the week prior to arrival and are based on camp attendance and unit size).*

The [camp reservation](#) form is found at www.1bsa.org and can be submitted online.

2 PAYMENT SCHEDULE

Troop Deposit - \$100

Due when submitting your reservation.

First Payment - \$100 on February 9th.

\$100 per Scout, based on estimated attendance.

Second Payment - \$100 on April 15th.

\$100 per Scout, based on estimated attendance.

Final Payment - Two Weeks Prior to Arrival

Two weeks prior to your Sunday arrival date, the balance of all fees is due. Your payment can be cash, check or credit card. Payments can be made online in TENTAROO, in person or mailed in with a copy of your invoice.

3 ROSTERS & MERIT BADGES

A Troop Leader will submit the roster, merit badges, high adventure, Trailblazer, and online payments through a service called TENTAROO. This is done at a unit level. Scouts do NOT enter their selections individually. First time users will need to create an account. <https://gac.tentaroo.com>

March 1st Merit Badge selection becomes available in TENTAROO. See Program Guidebook for information and support.

SPECIAL NEEDS If a Scout or adult needs some extra help to enjoy the camp experience, please let us know! This includes anyone with **special dietary, health, mobility, or CPAP battery needs**. Special needs requests are submitted as part of filling out the roster in TENTAROO. Please make sure you are aware of these needs prior to adding a person to the roster. If you have questions or need something added please email anglea.champion@scouting.org

PRE-ARRIVAL CHECK LIST

Submit the following via TENTAROO:
Make Payments
Register each person attending camp
Special Needs & Dietary Restrictions
Merit Badge Class Registration
High Adventure Registration & Waiver

ARRIVAL CHECK LIST

Check in begins at **1:00pm**. Early arrivals must pre-coordinate with the Camp Director.

When you are driving to Camp Comer, your GPS or navigation system will automatically plot the fastest route for you. Please do not follow the GPS or navigation system's default instructions. Your GPS or navigation system will try to route you along DeKalb County Road #604. County Road #604 is a dangerous, single-lane road with multiple hair-pin switch-backs. We strongly advise and encourage you to take Alabama Road #35 to County Road #89 (DeSoto Parkway NE) which is the route through the city of Fort Payne and then DeSoto State Park.

Park at the main parking lot and our staff will be there to guide you through the check-in process.

Paperwork

Please have 1 adult ready with:
Official BSA Roster, exported from
my.scouting.org.

Mark all youth and adults that will be attending camp.

For adults, mark the days they will arrive and depart from camp.

Youth Protection Certificates
Health and Medical Records for all campers
(parts A, B, & C)

Any visitors must have parts A&B
Proof of Insurance (Out-of-Council units)
Encouraged: Pre-Camp Swim Check Form



CAMPSITES

Camp Comer has 14 permanent year-round campsites. All 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 the campsite. Most sites are designed for units to share.

The size and number of troops attending in any given week has a significant bearing on campsite assignments. Campsite preferences are not a guarantee of site assignment. Final assignments are made the week prior to arrival. These assignments are based on an assumed two person per tent rule **and cots and mats are provided**. In general, leaders should plan to share tents, adjusting for male/female accommodations. Scouts and leaders are welcome to bring their own tents or hammocks.

We understand and plan for normal wear and tear of tents, floorboards, and other equipment, but Troops will be responsible for any damage caused by carelessness or malicious intent. (*Tent rips, \$10 per inch. Writing on tent canvas \$20 each panel. Tent Replacement \$420. Ridge Poles \$25. Uprights: \$13. New Board Replacements minimum \$7.50. Etc.*)

Campsites & Capacities

1	Beaver	60	8	Mountain Lion	36
2	Black Bear	50	9	Owl	44
3	Bobcat	56	10	Panther	54
4	Buffalo	50	11	Racoon	70
5	Fox	46	12	Wolf	50
6	Grizzly Bear	36	13	Wolverine	62
7	Hawk	42	16	Osprey	32



SHOWERS

Camp Comer has 2 large, centrally located shower facilities with on-demand hot water and flushing toilets. There are youth and adult facilities. Following Youth Protection Guidelines, adults ARE allowed to enter and monitor the handwashing area of the youth facility. The youth area has large garage doors that are open. Electronic devices are not allowed in either the adult or the youth facilities. This includes phone, tablets, or any other device.

SCOUTMASTER'S LOUNGE

Located next to the Dining Hall, the lounge is available for adult leaders 18 and older. It is air-conditioned with tables, couches, high-speed fiber internet, and fresh coffee each morning. It is an excellent location to catch up on work or take an afternoon nap.

HEALTH & SAFETY

Camp Comer employs a qualified Health Officer and medical equipment to handle all minor injuries. Serious injuries or severe illness will be referred to EMS. The camp has made prior arrangements for handling emergencies. Unit Leaders are encouraged to provide first aid for minor cuts, blisters, and scrapes using a unit first aid kit.

TRIPS TO THE HOSPITAL OR DOCTOR

Unit leadership provides transportation for non-life-threatening emergencies. The Camp Health Officer must clear all cases requiring outside medical care and will provide the person's BSA health form with insurance information before leaving camp. Parents and emergency contacts will be notified by the Camp Director immediately of any serious illness or injury. One adult leader from the unit, and an additional adult, will accompany the unit member(s) requiring services.

MEDICATIONS

All youth medications must be registered with the Camp Health Officer 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 and marked with the Scout's name, troop number, and original medication information. Do not cover the information and instructions on the medications. Dosages and schedules 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 to be administered during the week at camp. The Camp Health Officer will work with the Scoutmaster to ensure that Scouts are taking their medication. It is the primary responsibility of the Scout and their Scoutmaster to know when they should be taking their medication.

Inhaler, EpiPen, or Similar Medical Device

If the BSA health form indicates that an individual **MUST** have these items, then the Health Officer will confirm that they are in possession by the individual. If **NOT** in possession, then they must be obtained, or the participant will be required to leave camp.

COMMON HEALTH ISSUES

Please prepare Scouts to counter common health issues:

Insect Bites, including ticks. Please report imbedded ticks to the health officer.
Dehydration & Heat Exhaustion. Carry a water bottle and drink plenty of water while at camp.

Hazardous plants such as poison ivy, oak, sumac, and nettles.

Practice high standards of personal hygiene including washing hands regularly and covering mouth and nose when sneezing.

VEHICLES & PARKING

Each unit is responsible for the safe transportation of Scouts and adult leaders to and from camp. On arrival and departure, Troops may pull vehicles closer to their campsite for loading and unloading, but **all vehicles must be parked in a designated camp parking area by 7pm Sunday night**. Vehicles should not be driven into camp during the week, and roads through campsites and program areas are restricted to authorized camp vehicles only.

TRAILERS

Troop trailers may be left in the campsite or in other areas designated by the Ranger but must not block any roads or trails. Trailers must be disconnected from the tow vehicle and the wheels must be chocked and the tongue must be secured on a block or stand to ensure the trailer is safe and secure.

ATVs, UTVs, & GOLF CARTS

Private motorized vehicles are expressly prohibited. Those with special mobility needs may request advanced permission directly from the Camp Director. Additional certifications, waivers, and Council-level approval will be required.

BICYCLES

Bicycles can be a great way to get around Camp Comer. Campers are allowed to bring their own bikes. Please be aware of the following policies.

- **Helmets are mandatory:** A properly fitted helmet is required for every bike rider to protect against head injuries.
- **Bicycle Maintenance:** Ensure bikes are in good working condition, including fully inflated tires and functioning brakes.
- **No Electric/Hybrid Bikes**
- **Riding on roads only:** Bicycles are only allowed to be ridden on the main camp roads that have been designated for vehicles. **Bikes are not allowed to be ridden on foot trails.**

Failure to observe these rules will result in the loss of bicycle privileges for the week.

EMERGENCY PROCEDURES

Camp Comer has written plans for emergency response such as severe weather, fire, or a lost Scout, etc. Details will be shared at check-in. Adult leaders should always carry a unit roster and vehicle keys on them while in camp in case of an emergency or evacuation. Upon hearing an emergency signal (siren over the PA) all individuals will **report to the parade grounds** as quickly as possible. Camp leadership will be present to provide further information. An emergency drill will take place within the first 24 hours of your arrival at camp.

Lost or Missing Scout

If a Scout is believed to be missing, unit leaders should first confirm that the Scout is not in the campsite, program areas, or other common gathering places about camp. If still not found, notify Camp Staff Leadership.

Buddy System

The buddy system of having two or more campers together is used during camp and is mandatory. Please ensure your Scouts use this system and that everyone has a buddy.

ALCOHOL, TOBACCO & DRUGS

Alcoholic beverages and controlled substances are **absolutely prohibited**. Possession or use will be reported to local law enforcement.

BSA Camps are smoke-free. This includes the use of electronic cigarettes, vaporizers, or systems which simulate tobacco smoking. Camp Comer's designated smoking area is located behind the dining hall in the provided shed.

PROHIBITED ITEMS:

Pets (except for certified service animals)
Fireworks and pyrotechnic devices
Personal Firearms, Air-Pistols, Bows,
Ammunition, Slingshots

RESTRICTED AREAS

Scouts and leaders are restricted from the staff area and the campsites of other Troops are off limits. No refunds for removal from camp for disciplinary reasons.

NO FLAMES IN TENTS.

Lighting in tents must be battery operated. An adult knowledgeable about chemical fuels and equipment should always supervise youths involved in the storage, handling, and use of chemical fuels and equipment.

ADDITIONAL POLICIES

- Do not throw rocks.
- Shoes must be worn and must be closed toed. *(sandals are allowed at the showers)*
- No clothing with inappropriate graphics.
- Items which are in violation of BSA policy.
- See Guide to Safe Scouting for all policies.





PROGRAM NOTES

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 Small-Boat 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.



Order of the Arrow

The Order of the Arrow is Scouting's National Honor Society. 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. **Please note that elections at camp are for youth only, not adults.**

Bear Safety

The opportunity to observe wild animals in their natural habitat is one of the greatest thrills in a Scout's camping experience. It is not uncommon for campers at Camp Comer to wake up to deer or wild turkeys. Camp Comer is also home to a small population of black bears. While black bears are naturally shy and typically avoid human contact, they are opportunistic feeders and extremely curious. Here are some ways to help your troop be "Bear Aware:"

Reduce odors that attract bears

- Store ALL food and wildlife attractants in your troop trailer or vehicle.
- NEVER take food into your tent, not even a snack.
- Keep your fire pit clean and free of food residue.
- Place all trash in the camp provided containers.

What Attracts Bears?

Anything that has an odor or could be considered food may attract wildlife to your site.

- Coolers-full/empty
- Food and Condiments
- Garbage/Wrappings/Plastic Bags
- Dishes/Pots
- Bottles/Cans: full/empty
- Tablecloths
- Toiletries & Insect Spray
- Camp Stove & Barbecues
- ANY items associated with food preparation or clean up (soap, dish cloths, towels, & clothing worn while cooking).

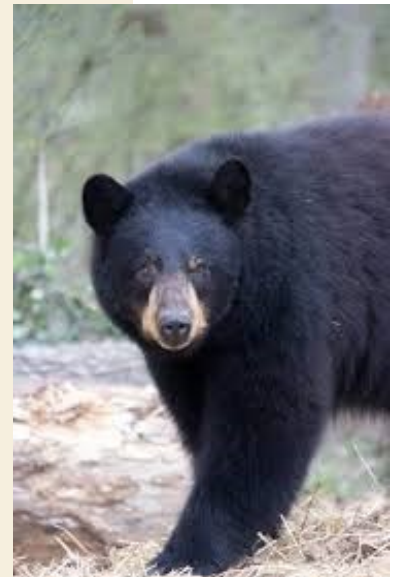


Bear Encounters

It's normal to be frightened when you encounter a bear. The reality is that most encounters with bears rarely lead to aggressive behavior and attacks are even rarer. Remember, most bears prefer to avoid contact with humans, and any bear you do see is probably just as frightened as you are!

Just remember, in the more than 50 years of camping at Comer, we have never had a camper injured by a bear. If you encounter a bear remain as composed as possible and follow these simple guidelines:

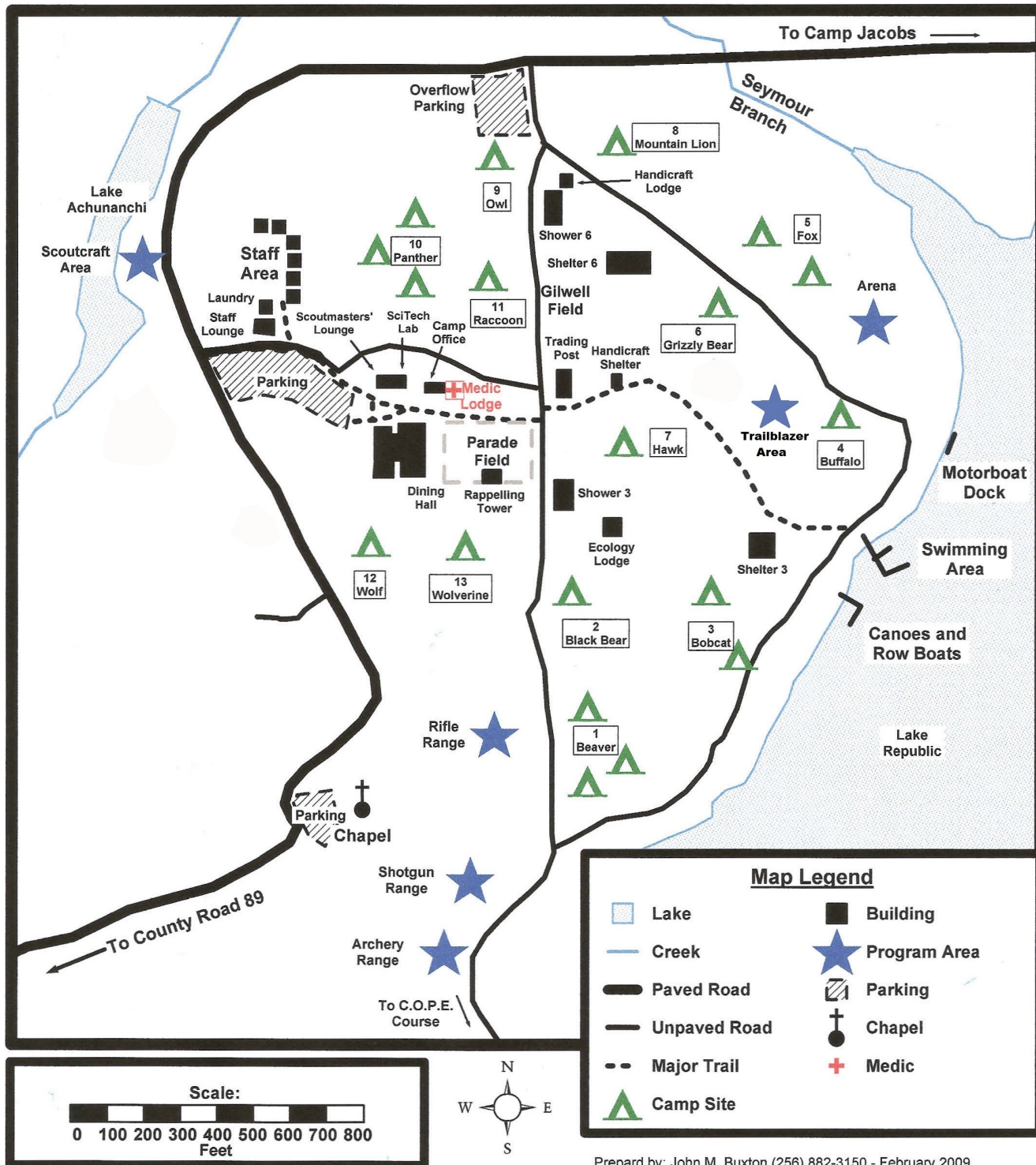
- Safety must always be the primary concern. Do not endanger yourself or others for the protection of personal property or equipment.
- Gather all those in the campsite at the spot opposite where the bear is located. Leave the bear with an exit route.
- Stay together. As the old saying goes, "there is strength in numbers".
- Maintain a distance of at least 40 feet from the bear.
- Post pairs of adults or older Scouts at the path entrances to your campsite to warn those about to enter the camp that there is a bear present.
- Make noise. Plenty of it. Bang pots and pans together if available (do not endanger your safety by trying to gather such items if located too close to the bear). Yell and scream. Wave your arms in the air.
- It is important to keep in mind that studies have shown that it is much easier to scare off a bear before it has found food. Once it has found food, it is much less likely to be scared until it has finished its meal.
- Never throw things at the bear. This can only make the bear angry.
- Never "charge" at the bear or run at it to scare it off.
- Report the bear in your campsite to a staff member immediately.



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Comer Scout Reservation

Greater Alabama Council, Boy Scouts of America



Prepared by: John M. Buxton (256) 882-3150 - February 2009

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Routine Drug Administration Record

Name: _____ Campsite: _____

Troop No.: _____ Date of birth: _____ Classification: _____

Drug hypersensitivity: _____ Weight: _____

<p>Prescribing Physician: _____</p> <p>Medications: _____ Rx: _____ No Yes Number(s): _____</p> <p>Dosage: _____ Date filled: _____</p> <p>Route: P.O. IM S.C. S.L. Topical Inhalation Rectal</p> <p>Times: PRN Daily BID TID QID A.C. P.C. H.S.</p> <p>Amount in bottle: _____ Comments: _____</p>	<p>Prescribing Physician: _____</p> <p>Medications: _____ Rx: _____ No Yes Number(s): _____</p> <p>Dosage: _____ Date filled: _____</p> <p>Route: P.O. IM S.C. S.L. Topical Inhalation Rectal</p> <p>Times: PRN Daily BID TID QID A.C. P.C. H.S.</p> <p>Amount in bottle: _____ Comments: _____</p>	<p>Prescribing Physician: _____</p> <p>Medications: _____ Rx: _____ No Yes Number(s): _____</p> <p>Dosage: _____ Date filled: _____</p> <p>Route: P.O. IM S.C. S.L. Topical Inhalation Rectal</p> <p>Times: PRN Daily BID TID QID A.C. P.C. H.S.</p> <p>Amount in bottle: _____ Comments: _____</p>	<p>Prescribing Physician: _____</p> <p>Medications: _____ Rx: _____ No Yes Number(s): _____</p> <p>Dosage: _____ Date filled: _____</p> <p>Route: P.O. IM S.C. S.L. Topical Inhalation Rectal</p> <p>Times: PRN Daily BID TID QID A.C. P.C. H.S.</p> <p>Amount in bottle: _____ Comments: _____</p>																												
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Initial _____ Signature _____ Name _____ Position _____

INSTRUCTIONS: Sheet is for reproduction as needed. It should be three-hole punched and kept in a binder during camp week. Use one sheet for each camper with a prescription. Record all medicines brought to camp (up to FIVE medications per sheet). The medication, dosage and dosage schedule should be copied from the prescription. Record dispensing times and days in the blocks provided for each medication as they are dispensed. After camp, place sheet(s) inside the first aid log.

Swim Classification Record

(Changes and/or corrections to the following chart should be initialed and dated by the test supervisor.)

Unit Number _____

Date of Swim Test _____

	Full Name (Print) (Draw lines through blank spaces)	Medical Recheck Parts A-B	Swim Classification		
			Non-Swimmer	Beginner	Swimmer
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					

The swim classification test performed at a unit level should be conducted by one of the following council-approved resource people: Aquatics Instructor, BSA; BSA Lifeguard; BSA Swimming & Water Rescue; or other lifeguard, swimming instructor, etc. Test administrators should utilize chapter 5 of the [BSA Aquatics Supervision Guide](#).

NAME OF PERSON SUPERVISING & FACILITATING THE SWIM TEST:

Print Name

Signature

Type of Authorization/Training
(Attach a copy of certification if required by council procedure)

Expiration Date if applicable

SWIM CLASSIFICATION PROCEDURES

The swim classification of individuals participating in a Boy Scouts of America activity is a key element in Safe Swim Defense and Safety Afloat. These swim classification tests are a foundational unit of the Aquatics Continuum.

All persons participating in BSA aquatics are classified according to swimming ability. The classification tests and test procedures have been developed and structured to demonstrate a skill level consistent with the individual's circumstances in the water.

SWIM TESTS FOR COUNCIL ACTIVITIES

Swim tests for **council activities** are conducted following procedures approved by a council-level committee, preferably the Council Aquatics Committee. The council committee should use the guidance contained in *BSA Aquatics Management Guide*. SPECIAL NOTE: When swim tests are conducted away from camp, the camp aquatics director retains the right to review or retest any or all participants to ensure that standards have been maintained.

REGARDLESS OF WHERE OR WHEN THE SWIM TEST IS GIVEN THE FOLLOWING PROCEDURES APPLY:

- **The test is given one-on-one.** The test administrator and the swimmer are buddies during the administration of the test.
- **Each component of the test is important.** The test must not be changed either to assist the Scout or to expedite the process.
- **The test must be completed without aid or support.** Aid includes lifejackets, wetsuits, fins, etc. Swim goggles may be used to avoid eye irritation.
- **Swim tests must be renewed annually,** preferably at the beginning of the outdoor season.

TO THE SWIM TEST ADMINISTRATOR

SWIMMER'S TEST:

Jump feet first into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: side stroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting back stroke. The 100 yards must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating.

BEGINNER'S TEST:

Jump feet first into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resumeswimming as before, and return to starting place.

Anyone who has not completed the beginner or swimmer tests is classified as a **nonswimmer**.