

CAMP COMER PROGRAM GUIDE 2026




**Scouting
America**
Greater Alabama Council

AMERICA




MISSION OF SCOUTING AMERICA

The mission of Scouting America is to prepare young people to make ethical and moral choices over their lifetimes by instilling in them the values of the Scout Oath and Scout Law.

THE SCOUT OATH

On my honor, I will do my best. To do my duty to God and my country, And to obey the Scout Law; To help other people at all times; To keep myself physically strong, mentally awake and morally straight.

THE SCOUT LAW

A Scout is: Trustworthy, Loyal, Helpful, Friendly, Courteous, Kind, Obedient, Cheerful, Thrifty, Brave, Clean, and Reverent

OUR COMMITMENT

Scouting America is committed to creating a welcoming, safe environment where Scouts can freely express themselves, share their experiences, and become the best version of themselves by learning from and respecting each other. We welcome, at every level of our movement, youth and families who wish to live a life of impact and purpose, guided by the Scout Oath and Law.



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.

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,

Anthony Berger
Scout Executive
Greater Alabama Council, BSA

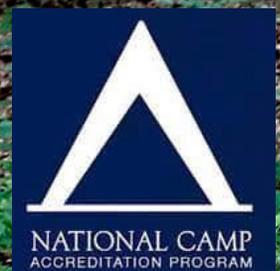
NEW FOR 2026!

- New Merit Badge offerings! American Indian Cultures, Artificial Intelligence, Bird Study, Mammal Study, and Golf.
- Updated & Improved Trailblazers Program!
- New Operation ScoutLab 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.

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

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 <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/refund-and-cancellation-policy/

CAMP PROGRAM

Camp Comer offers an excellent 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

ASSEMBLY

The camp will assemble twice daily for opening and closing flag ceremonies (7:00 am & 6:00 pm). Units can sign up to lead different parts of assembly at the camp office. 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
- Range & Target (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

- 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 is 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:

9:00am - 11:30am

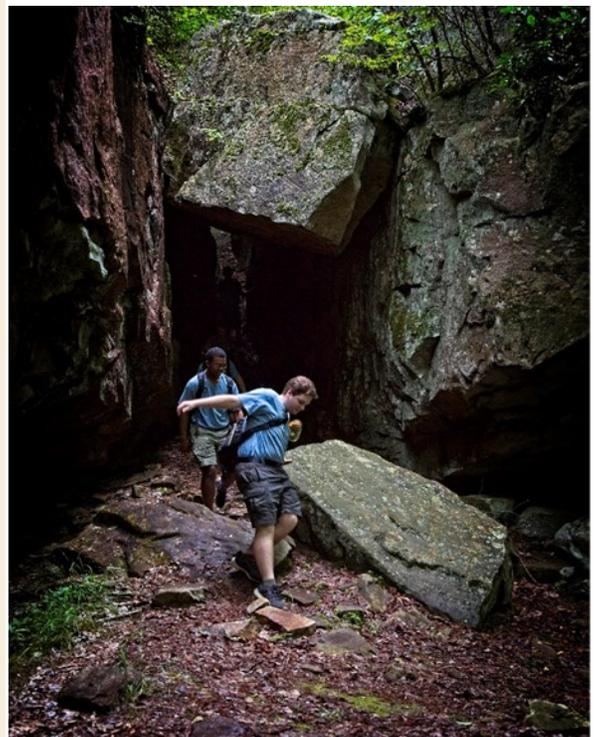
1:30pm - 5:00pm

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 Call Out Ceremony as part of our summer camp program. Please let our Camp Commissioner/OA Representative know if you need to hold your annual unit election. **Unit elections at camp are for youth only.**



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 youth and adult shower facilities with on-demand hot water and flushing toilets.

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 two weeks 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

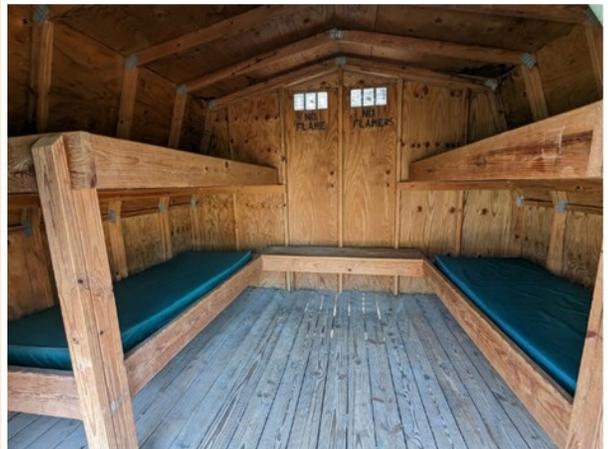
Incoming mail can take 4 to 5 days to arrive, so please plan accordingly. *Any mail received after the troop has checked out will be returned to sender.* Mail sent to campers should be addressed:

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

ELECTRONIC DEVICES

Use of electronic devices such as cell phones 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.**



Camp Comer Week Schedule

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
6:00 AM			Scout's Own Service	5K Challenge			
7:00 AM							
7:15 AM							
8:00 AM							
8:00 AM		MB Session 1	MB Session 1	MB Session 1	MB Session 1	MB Session 1	Check-out
9:10 AM		MB Session 2	MB Session 2	MB Session 2	MB Session 2	MB Session 2	
10:20 AM		MB Session 3	MB Session 3	MB Session 3	MB Session 3	MB Session 3	
11:45 PM							
12:30 PM							
1:00 PM	Camp Check-In begins at 1:30pm (Camp Tour, Swim Checks)	MB Session 4	MB Session 4	MB Session 4	MB Session 4	MB Session 4	
2:10 PM		MB Session 5	MB Session 5	MB Session 5	MB Session 5	MB Session 5	
3:30 - 5:30 PM		Open Program Activities (Swimming, Boating, Shooting, Climbing, and more!)	4:00pm-5:30 pm Water Carnival	Open Program Activities (Swimming, Boating, Shooting, Climbing, and more!)	Open Program Activities (Swimming, Boating, Shooting, Climbing, and more!)	3:30pm-5:30 PM Banana Relay @ Parade Grounds	
6:00 PM							
6:15 PM							
7:15 - 8:45 PM	7:15pm Sr. Patrol Leader & Scoutmaster Leader Meeting @ Dining Hall	7:30pm Comer Olympics featuring the Staff vs Scoutmaster Volleyball Game @ The Parade Grounds	Operation ScoutLab STEM Based Patrol Competitions @ Parade Grounds	Comer Shindig Field Games / Free Shoot / Tomahawk Throwing/Board Games / Frisbee Golf / Ecology Scavenger Hunt / Water Sports and more!!!	Family Night 8:15pm OA Campfire with Call-out	7:15pm Ultimate Frisbee @ Dining Hall 8:00pm Closing Campfire @ Flat Rock Arena Merit Badge Paper-work Pick-up in Dining Hall after Closing Campfire	
9:00 PM	9:00pm Opening Campfire @ Flat Rock Area	Troop Time	8:00pm Night Hike	9:00pm Trailblazer Overnighter @ Parade Grounds	9:00 PM OA Ice Cream Social @ Dining Hall	9:00 PM Potential Staff Member Open House Bull Ring	
10:00PM							
11:00PM							

CAMP CLOSED

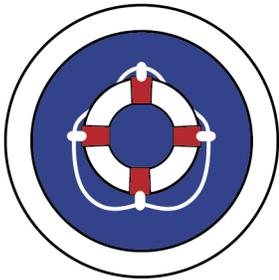
Camp Comer

RECOMMENDED FOR ALL SCOUTS



SWIMMING

RECOMMENDED FOR 2ND YEAR SCOUTS



LIFESAVING



CANOEING



ROWING

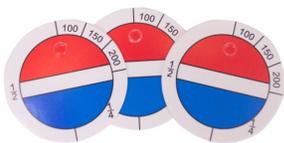


KAYAKING



SMALLBOAT SAILING

CLASSES AND CERTIFICATIONS



INSTRUCTIONAL SWIM

NOT A MERIT BADGE



MILE SWIM



AQUATICS

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



RECOMMENDED FOR ALL SCOUTS

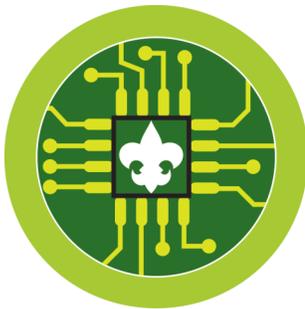


HOME REPAIRS



ASTRONOMY

RECOMMENDED FOR SCOUTS AGE 13+



DIGITAL TECHNOLOGY



ROBOTICS



ENGINEERING



RADIO



GAME DESIGN



PROGRAMMING



ARTIFICIAL INTELLIGENCE



ELECTRONICS



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 mentioned on this page are almost entirely STEM from start to finish.)



Camp Comer

RECOMMENDED FOR 2ND YEAR CAMPERS+



COOKING



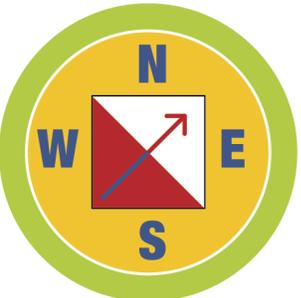
FISHING



GEOCACHING



PIONEERING



ORIENTEERING



CAMPING



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



PUBLIC HEALTH



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



SEARCH & RESCUE



GOLF (DISC OPTION)



Camp Comer

RECOMMENDED FOR ALL CAMPERS



NATURE

RECOMMENDED FOR 2ND YEAR CAMPERS+



BIRD STUDY



MAMMAL STUDY



GEOLOGY



FISH & WILDLIFE
MANAGEMENT



REPTILE &
AMPHIBIAN STUDY



FORESTRY



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+



AMERICAN INDIAN CULTURES



CITIZENSHIP IN THE COMMUNITY



CITIZENSHIP IN THE WORLD



DISABILITIES AWARENESS



PUBLIC SPEAKING



SCOUTING HERITAGE



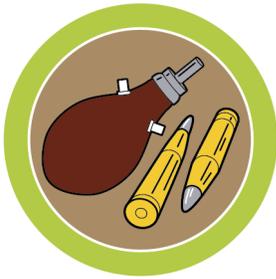
HUMANITIES

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.

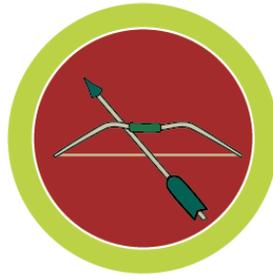


Camp Comer

RECOMMENDED FOR 2ND YEAR CAMPERS+

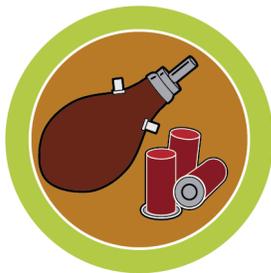


RIFLE SHOOTING



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 cleaning 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.



RANGE & TARGET ACTIVITIES

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.



CLIMBING

The Climbing Merit badge is two periods in length.

RECOMMENDED FOR 2ND YEAR CAMPERS+



CLIMBING



Camp Comer

RECOMMENDED FOR ALL SCOUTS



ART



BASKETRY



LEATHERWORKING



GRAPHIC ARTS



POTTERY/SCULPTURE

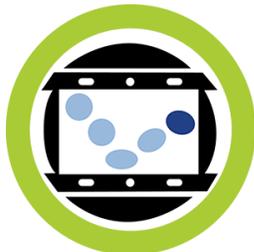


WOOD CARVING

AFTERNOON DROP IN
RECOMMENDED FOR ALL SCOUTS



AMERICAN HERITAGE



ANIMATION



FINGERPRINTING



WEATHER



MOVIE MAKING



TEXTILE



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.

Animation	Mon	3:30
Movie Making	Mon	4:30
American Heritage	Tue	3:30
Fingerprinting	Wed	3:30
Textiles	We	4:30
Weather	Thu	4:30

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 guidance in mind, Camp Comer does **not** impose any age restrictions beyond those already included in the merit badge requirements themselves. However, we want parents and adult leaders to be aware that younger, smaller, or less-experienced Scouts may find certain classes or activities more challenging.

Examples include:

- Manipulating the rigging on a sailboat in **SmallBoat Sailing**
- Fitting into the **climbing harnesses**
- Using large tools and lumber in **Woodworking**
- Attempting **Wilderness Survival** before completing the knot and fire-building requirements leading up to Second Class.

While none of these limitations are requirements, we urge you to keep these considerations in mind as you plan your visit to Camp Comer and help your Scouts create their daily schedule.



SPECIAL PROGRAMS

FIRST YEAR SCOUTS: TRAILBLAZERS

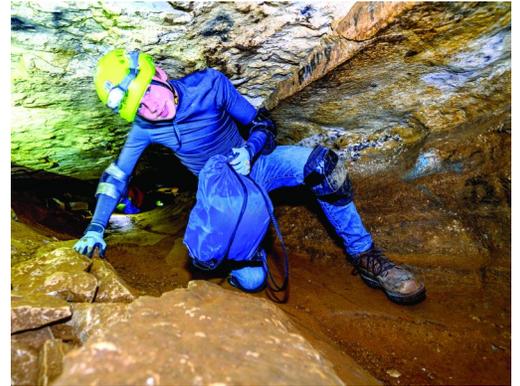
The Comer staff is committed to delivering a quality First Year Scout program that leaves a Scout wanting to come to camp again and again. Our goal is that they have fun and learn at the same time. The Trailblazers program allows new Scouts to integrate into the activities the rest of the troop are involved in 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.



WHITEWATER RAFTING

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 van 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. To go on this trip, you must pre-register on Tentaroo.



Merit Badge Schedule

Monday - Friday

Outdoor Skills	Session 1	Session 2	Session 3	Session 4	Session 5
	Cooking	Camping	Fishing	Camping	Cooking
	Fishing	Fishing	Geocaching	Cooking	Geocaching
	Orienteering	Pioneering	Pioneering		Orienteering
Climbing Tower	Session 1	Session 2	Session 3	Session 4	Session 5
		Climbing	Climbing	Low COPE	Low COPE
Health Sciences	Session 1	Session 2	Session 3	Session 4	Session 5
	Emergency Preparedness	Emergency Preparedness	Search and Rescue	Emergency Preparedness	Emergency Preparedness
	First Aid	First Aid	Safety	First Aid	First Aid
	Public Health	Safety	Golf (Disc Option)	Search and Rescue	Golf (Disc Option)
Ecology	Session 1	Session 2	Session 3	Session 4	Session 5
	Mammal Study	Sustainability	Geology	Sustainability	Fish & Wildlife Management
	Nature	Forestry	Nature	Forestry	Mammal Study
	Reptile & Amphibian Study	Bird Study	Soil & Water Conservation	Bird Study	Reptile & Amphibian Study
Humanities	Session 1	Session 2	Session 3	Session 4	Session 5
	Citizenship in the Community	Citizenship in the World	Citizenship in the Community	Citizenship in the World	Chess
	Scouting Heritage	American Indian Cultures	Scouting Heritage	American Indian Cultures	Disabilities Awareness
	Theater	Journalism	Chess	Theater	Journalism
Range & Target Activities	Session 1	Session 2	Session 3	Session 4	Session 5
	Archery		Archery	Archery	Archery
	Rifle	Rifle		Rifle	Rifle
	Shotgun	Shotgun	Shotgun		Shotgun
Handicraft	Session 1	Session 2	Session 3	Session 4	Session 5
	Art	Leatherwork	Art	Graphic Arts	Basketry
	Basketry	Pottery/Sculpture	Pottery/Sculpture	Leatherwork	Wood Carving
	Leatherwork	Graphic Arts	Wood Carving	Wood Carving	
Aquatics	Session 1	Session 2	Session 3	Session 4	Session 5
	Lifesaving	Canoeing	Kayaking	Canoeing	Instructional Swim
	Rowing	Swimming	Lifesaving	Lifesaving	Rowing
	Swimming	Kayaking	Small Boat Sailing	Swimming	Small Boat Sailing
Sci-Tech	Session 1	Session 2	Session 3	Session 4	Session 5
	Digital Technology	Engineering	Home Repairs	Digital Technology	Astronomy
	Radio	Programming	Robotics	Programming	Game Design
	Artificial Intelligence	Electronics	Astronomy	Artificial Intelligence	Electronics

Camp Comer Merit Badge Selection Form

This form is designed to assist Scouts and Unit Leaders register for merit badge classes which is done at gac.tentaroo.com

(Name listed exactly as in Scoutbook)

Date of Birth: _____

Scout: _____

Please indicate your 1st, 2nd, and 3rd choice for each time slot below

	Session 1	Session 2	Session 3	Session 4	Session 5
___ Trailblazer - Trail to First Class Program (all 5 sessions)	___ American Indian Cultures	___ American Indian Cultures	___ Archery	___ American Indian Cultures	___ Archery
___ Archery	___ Bird Study	___ Archery	___ Art	___ Archery	___ Astronomy
___ Art	___ Camping	___ Astronomy	___ Astronomy	___ Artificial Intelligence	___ Basketball
___ Artificial Intelligence	___ Canoeing	___ Chess	___ Chess	___ Bird Study	___ Chess
___ Basketball	___ Citizenship in the World	___ Citizenship in the Community	___ Citizenship in the Community	___ Camping	___ Cooking
___ Citizenship in the Community	___ Climbing	___ Climbing	___ Climbing	___ Canoeing	___ Disabilities Awareness
___ Cooking	___ Electronics	___ Fishing	___ Fishing	___ Citizenship in the World	___ Electronics
___ Digital Technology	___ Emergency Preparedness	___ Geocaching	___ Geocaching	___ Cooking	___ Emergency Preparedness
___ Emergency Preparedness	___ Engineering	___ Geology	___ Geology	___ Digital Technology	___ Fish & Wildlife Management
___ Fishing	___ Fishing	___ Golf (Disc Option)	___ Golf (Disc Option)	___ Emergency Preparedness	___ Game Design
___ Leatherwork	___ Forestry	___ Kayaking	___ Kayaking	___ Forestry	___ Geocaching
___ Lifesaving	___ Graphic Arts	___ Lifesaving	___ Lifesaving	___ Graphic Arts	___ Golf (Disc Option)
___ Mammal Study	___ Journalism	___ Nature	___ Nature	___ Leatherwork	___ Instructional Swim
___ Nature	___ Kayaking	___ Pioneering	___ Pioneering	___ Lifesaving	___ Journalism
___ Orienteering	___ Leatherwork	___ Pottery/Sculpture	___ Pottery/Sculpture	___ Low COPE	___ Low COPE
___ Public Health	___ Pioneering	___ Safety	___ Robotics	___ Programming	___ Mammal Study
___ Radio	___ Pottery / Sculpture	___ Scouting Heritage	___ Safety	___ Rifle	___ Orienteering
___ Reptile & Amphibian Study	___ Programming	___ Search and Rescue	___ Scouting Heritage	___ Search and Rescue	___ Reptile & Amphibian Study
___ Rifle	___ Rifle	___ Shotgun	___ Search and Rescue	___ Small Boat Sailing	___ Rifle
___ Rowing	___ Safety	___ Small Boat Sailing	___ Shotgun	___ Sustainability	___ Rowing
___ Scouting Heritage	___ Shotgun	___ Soil & Water Conservation	___ Small Boat Sailing	___ Swimming	___ Shotgun
___ Shotgun	___ Sustainability	___ Swimming	___ Soil & Water Conservation	___ Theater	___ Small Boat Sailing
___ Swimming	___ Swimming	___ Wood Carving	___ Swimming	___ Wood Carving	___ Wood Carving
___ Theater	___ Wood Carving	___ First Aid (Two Sessions)	___ Wood Carving	___ First Aid (Two Sessions)	___ Wood Carving
___ Advanced Camper Experience (High Adventure Program) all 5 Sessions, not a merit badge, age 14+	___ First Aid (Two Sessions)				

We will do our best to coordinate your schedule with other Scouts listed:

The following requirements must be completed 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 prerequisites and will be updated as we get closer to camp.

Program	Located In	Requirements to do at home	Notes
American Heritage MB	Drop-In	3c	
American Indian Cultures MB	Humanities	None	
Animation MB	Drop-In	4a	
Archery MB	Range & Target	None	
Art MB	Handicraft	6	
Artificial Intelligence MB	Sci-Tech	None	The Artificial Intelligence (AI) merit badge has been designed for you to interact with the Scoutly chatbot.
Astronomy MB	Sci-Tech	If weather is bad 4a-b, 8c	
Basketry MB	Handicraft	None	
Bird Study MB	Ecology	If unable to find 20 species at camp 5 a-d	
Camping MB	Outdoor Skills	5e, 7b, 9a-c	
Canoeing MB	Aquatics	None	Must pass swim test.
Chess MB	Humanities	None	
Citizenship in the Community MB	Humanities	3a-b	
Citizenship in the World MB	Humanities	None	
Climbing MB	Climbing	None	Physically demanding merit badge
Composite Materials MB	Drop-In	None	
Cooking MB	Outdoor Skills	4d-f	
Digital Technology MB	Sci-Tech	None	
Disabilities Awareness MB	Humanities	2 & 4	
Electronics MB	Sci-Tech	None	
Emergency Preparedness MB	Health Sciences	3	Must have First Aid MB
Engineering MB	Sci-Tech	None	Requirement 4 may not be completed at camp.

Program	Located In	Requirements to do at home	Notes
First Aid MB	Health Sciences	5	
Fish & Wildlife Management MB	Ecology	None	
Fishing MB	Outdoor Skills	None	Req. 9 may not be met if fish is not caught
Forestry MB	Ecology	None	
Game Design MB	Sci-Tech	8	
Geocaching MB	Outdoor Skills	9	
Geology MB	Ecology	None	
Golf MB	Health Sciences	None	Disc Option
Graphic Arts	Handicraft	None	
Home Repairs MB	Sci-Tech	3, 5, 6	
Instructional Swim	Aquatics	None	This course is to teach the basics of the major swim strokes needed to pass the swim test, help Scouts become more comfortable in the water, and build confidence in swimming. Lifeguards at Comer might recommend Instructional Swim for a Scout who is in Swimming merit badge but is struggling to meet the requirements of the badge.
Journalism MB	Humanities	None	
Kayaking MB	Aquatics	None	Must pass swim test.
Leatherwork MB	Handicraft	None	
Lifesaving MB	Aquatics	None	Physically demanding merit badge. Must pass swim test.
Low COPE	COPE Course	None	Not a merit badge. Physically demanding activity.
Mammal Study MB	Ecology	None	
Movie Making MB	Drop-In	Complete the Personal Safety Awareness Training	Students need to bring a digital camera or cellular device that can take pictures and record video.
Nature MB	Ecology	4a	
Orienteering MB	Outdoor Skills	None	
Pioneering MB	Outdoor Skills	None	
Pottery/Sculpture MB	Handicraft	None	
Programming MB	Sci-Tech	None	
Public Health MB	Health Sciences	None	
Radio MB	Sci-Tech	None	
Reptile & Amphibian Study MB	Ecology	8	

Program	Located In	Requirements to do at home	Notes
Rifle Shooting MB	Range & Target	None	
Robotics MB	Sci-Tech	None	
Rowing MB	Aquatics	None	Must pass swim test
Safety MB	Health Sciences	2, 3b, 4, & 6	
Scouting Heritage MB	Humanities	4, 6	
Search & Rescue MB	Health Sciences	None	
Shotgun Shooting MB	Range & Target	None	
Small Boat Sailing MB	Aquatics	None	Must pass swim test
Soil & Water Conservation MB	Ecology	7a	
Sustainability MB	Ecology	None	
Swimming MB	Aquatics	None	Must pass swim test
Textiles MB	Drop-In	None	
Theater MB	Humanities	None	
Weather MB	Drop-In	None	
Woodcarving MB	Handicraft	None	



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. Rafters will miss this scheduled event and may attempt this challenge on Thursday. NOTE: Only rafters may alter schedule; you will have to provide your own escort (preferably an adult leader) who will accompany the mile swimmer(s) in a boat. Let the Aquatics director know about your plans by Tuesday.

ADVANCEMENT

Younger Scouts can come down to the Aquatics Area any afternoon during open time 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 during free time 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, no loose clothing or hair and 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! Fit 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! 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 8:00 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 2025. 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. The games kick off at 7:30 pm at the Parade Grounds

TUESDAY

Operation ScoutLab

Operation ScoutLab will be held at 7:30 pm on Tuesday night. This is a patrol centered STEM themed competition. Activities include Bridge Builders, Water Works, Chemical Reactions Lab, and more!

WEDNESDAY

Comer 5K Challenge

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. Please note, only youth may be elected at camp.**



FRIDAY

Fun Friday

On Friday most activity areas will 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.

Banana Relay

Do you have what it takes to beat the staff?!? Find out at 3:30 pm at the parade grounds.

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 8:00 pm. The 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.

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.





COMMISSIONER CAMPSITE AWARD

Comer challenges all troops to show their 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. These include items like keeping their campsite clean and showing Scout Spirit while participating in camp activities.



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 Climb on Safely and Trek Safely 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



RANGE AND TARGET ACTIVITIES

The purpose of range & target activities in Scouting is to teach firearm safety while introducing youth to a variety of fun, interactive program experiences. Scouting's range & target activities are developed and implemented through age-appropriate training and experiences.

Scouting America adheres to its longstanding policy of teaching its youth and adult members the safe, responsible, and intelligent handling, care, and use of firearms, archery, and hand-held throwing sports in planned, carefully managed, and supervised programs for each youth who chooses to participate.

Come spend some time at each of the ranges having fun and learning some basic safety and how to implement range and target activities into your troop's program.

Wednesday	11:00 am	Rifle Range
Thursday	1:20 pm	Shotgun Range
Friday	2:20 pm	Archery Range

OUTDOOR SKILLS

CAST IRON CHEF

Come on up to Outdoor Skills for an afternoon 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.

Monday 1:20 pm at Outdoor Skills

LNT/Trek Safely

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

Tuesday 9:00 am at Ecology



TRAINING OPPORTUNITIES

AQUATIC TRAINING



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.

Monday & Wednesday 2:20 pm at Aquatics



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.

Thursday & Friday 2:20 pm at Aquatics

CLIMBING

CLIMB ON SAFELY

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!

Daily 9:00 am at the Climbing Tower

