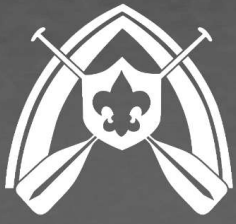




CAMP COMER

PROGRAM GUIDE 2027





THE COMER WAY.

Pride: We strive for excellence in all aspects of camp life.

Respect: We respect ourselves and others by living up to the Scout Law & Oath

Professionalism: We dress, act, and serve with dignity.

Punctuality: Start on time, end on time.

Friendly: Pride $\neq$ Meanness

Mentally Fit: Resilient enough to solve problems; strong enough to ask for help.

Customer focused: The Customers are the Scouts, Adults, and your fellow Staff Member.

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.

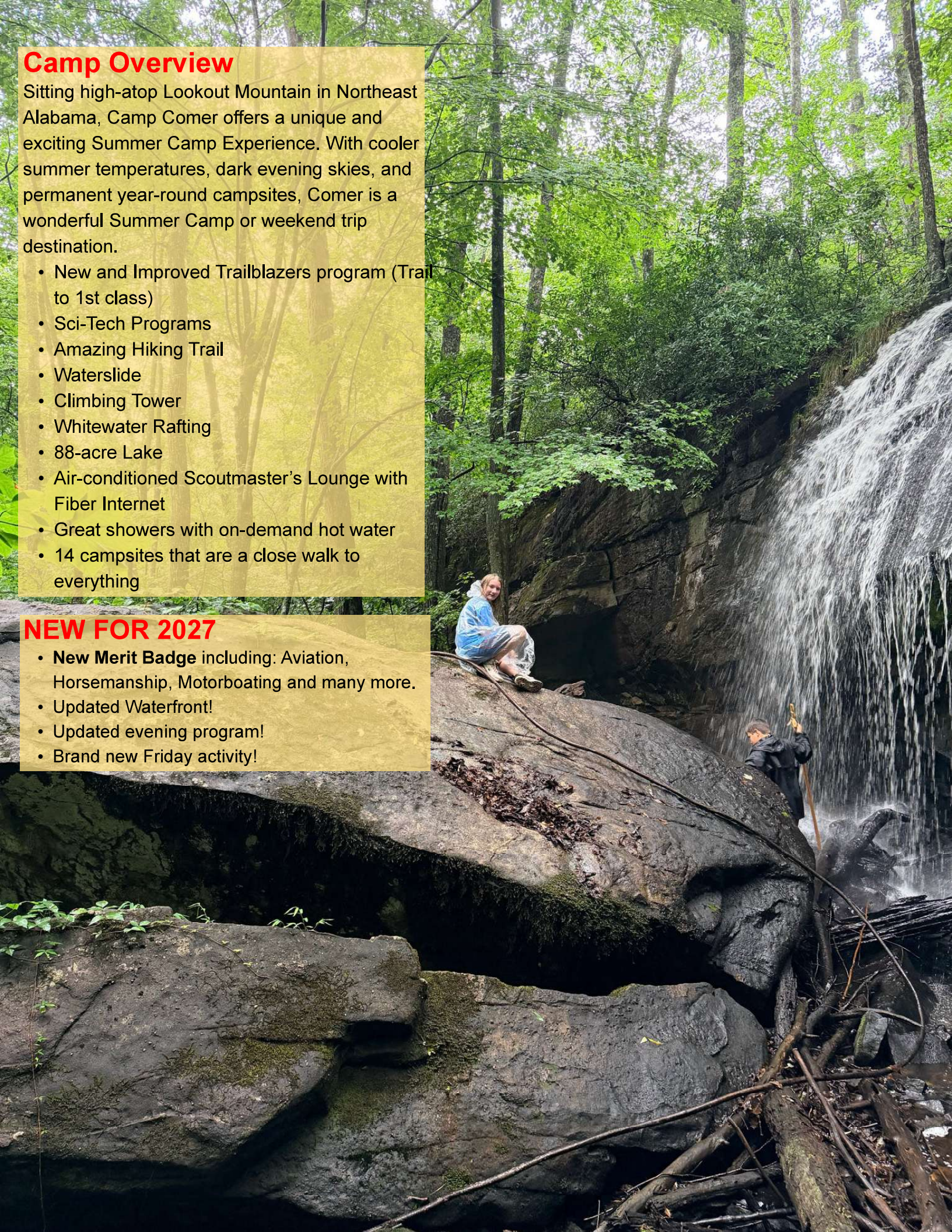
Camp Overview

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.

- New and Improved Trailblazers program (Trail to 1st class)
- Sci-Tech Programs
- Amazing Hiking Trail
- Waterslide
- 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 a close walk to everything

NEW FOR 2027

- **New Merit Badge** including: Aviation, Horsemanship, Motorboating and many more.
- Updated Waterfront!
- Updated evening program!
- Brand new Friday activity!



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
STEM Programs	\$0
Humanities	\$0
Ecology	\$0
Outdoor Skills	\$0

Additional Program Fees:

High Adventure (Age 14+)	\$100
Whitewater Trip (Age 12+)	\$70
Horsemanship (Age 12+)	\$50
COPE (Age 13+)	\$10



2027 SESSION DATES

Week 1: June 6th - June 12th

Week 2: June 13th - June 19th

Week 3: June 20th - June 26th

Week 4: June 27th - July 3rd

Week 5: July 4th - July 10th

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.

All Youth pre-Jan 15	\$350
All Youth after Jan 15	\$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 (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. 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, 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
- Comer Spirit Award
- Thunderbird Trail Hike
- Thunderbird Trail Night Hike
- Mile Swim
- 5K Challenge
- 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, Scout-craft, 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				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	Make-up Session	Check-out	
9:10 AM		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			
11:45 PM								
12:30 PM								
	Scoutmaster Meeting @ Scoutmaster Lounge							
	Breakfast							
	Lunch							
	Sr. Patrol Meeting at Bull Ring (In front of SM Lounge)							
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	Make-up Session		
2:10 PM			1:30 pm Adult Leader Recognition Lunch					
		MB Session 5	MB Session 5	MB Session 5	MB Session 5			
3:30 PM to 5:00 PM		Open ProgramActivities (Swimming, Boating, Shooting, Climbing, and more!)	3:30pm-5:30 PM Banana Relay at Parade Grounds	Open ProgramActivities (Swimming, Boating, Shooting, Climbing, and more!)	Open ProgramActivities (Swimming, Boating, Shooting, Climbing, and more!)	4:00pm-5:30 pm Water Carnival		
6:00 PM		Evening Assembly		6:00 PM Grab-N-Go Dinner at Dining	Evening Assembly		CAMP CLOSED	
6:15 PM		Dinner			Dinner			
7:15 PM to 8:45 PM	Sr. Patrol Leader & Scoutmaster Leader Meeting 7:15pm at Dining Hall Opening Campfire 8:00pm at Flat Rock Area	Comer Olympics 7:30pm featuring the Staff vs Scoutmaster Volleyball Game at The Parade Grounds	Vespers Service 7:30pm at the chapel Night Hike 8:00pm	Comer Shindig Field Games / Free Shoot / Tomahawk Throwing / Board Games / Frisbee Golf / Ecology Scavenger Hunt	Family Night OA Campfire with Call-out 8:15pm	Ultimate Frisbee 7:15pm at Dining Hall Closing Campfire 8:00pm at Flat Rock Arena Merit Badge Paperwork Pick-up in Dining Hall after Closing Campfire		
9:00 PM	Troop Time	Troop Time	Troop Time	Trailblazer Overnighter 9:00pm at Parade Grounds	OA Ice Cream Social 9:00pm at Dining Hall	9:00 PM Potential Staff Member Open House Bull Ring		
10:00PM	Quiet Time							
11:00PM	Lights Out							

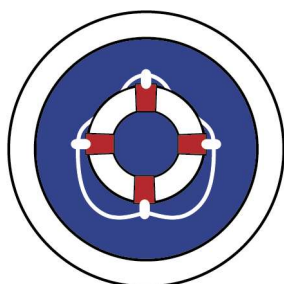
Camp Comer

RECOMMENDED FOR ALL SCOUTS



SWIMMING

RECOMMENDED FOR 2ND YEAR SCOUTS



LIFESAVING



CANOEING



ROWING



MOTORBOATING

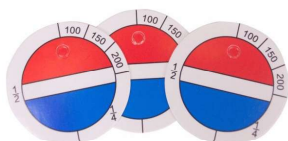


KAYAKING



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



SPACE EXPLORATION

RECOMMENDED FOR SCOUTS AGE 13+



AVIATION



ROBOTICS



ENGINEERING



CHEMISTRY



GAME DESIGN



PROGRAMMING



ARTIFICIAL
INTELLIGENCE



STEM

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



SIGNS SIGNALS
CODES



PIONEERING



WILDERNESS
SURVIVAL



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



DENTISTRY

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



PERSONAL
FITNESS



GOLF (DISC OPTION)



Camp Comer

RECOMMENDED FOR ALL CAMPERS



NATURE

RECOMMENDED FOR 2ND YEAR CAMPERS+



HORSEMANSHIP



MAMMAL STUDY



INSECT STUDY



ENVIRONMENTAL
SCIENCE



VETERINARY STUDY



ECOLOGY

Since 1910, conservation and environment 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.



Camp Comer

RECOMMENDED FOR ALL CAMPERS



CRIME PREVENTION

RECOMMENDED FOR 2ND YEAR CAMPERS+



GENEALOGY



CITIZENSHIP IN THE
NATION



CITIZENSHIP IN
THE WORLD



LAW



AMERICAN
CULTURES



AMERICAN HERITAGE



ARCHITECTURE



COMMUNICATION



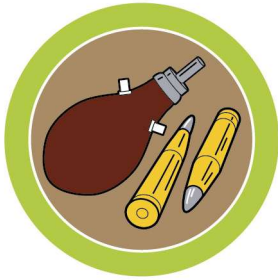
HUMANITIES

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.

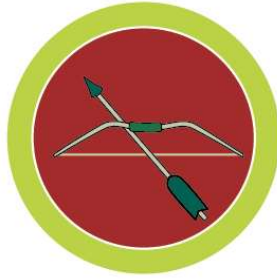


Camp Comer

RECOMMENDED FOR 2ND YEAR CAMPERS+

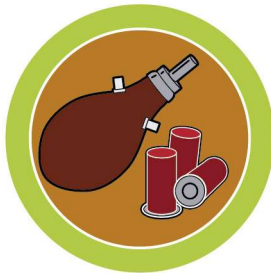


RIFLE SHOOTING



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. Scouts must wear closed toe shoes on all ranges. 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.



Camp Comer

RECOMMENDED FOR ALL SCOUTS



ART



BASKETRY



LEATHERWORK



GRAPHIC ARTS



POTTERY/SCULPTURE



WOOD CARVING

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.



RECOMMENDED FOR 2ND YEAR CAMPERS+



CLIMBING

COPE & CLIMBING

The Climbing Merit badge is an excellent choice for second year scouts and offers a thrilling experience. The Climbing Merit Badge is periods in length and requires closed toed shoes, as well as a water bottle.

Cope stands for Challenging Outdoor Personal Experience and involves both leadership and team building experience in a wide variety of exercises. Remember to bring closed toed shoes as well as a water bottle.

Please note this is not a merit badge.



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**

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.

Scouts involved in this program will work on requirements needed to advance to the rank of 1st Class.

This will be an all day activity and will take the place of merit badge classes.

Please remember to bring a tent for an overnight campout.

OLDER SCOUTS: HIGH ADVENTURE PROGRAM

Designed with the adventurous older Scout in mind. Comer High Adventure lets participants experience true adventure. Activities may include canoeing, caving, climbing on natural rock.

Please remember to bring a tent for an overnight campout. High Adventure will not be on property for the entire week.

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.



Merit Badge Schedule

Monday - Friday

Outdoor Skills	Session 1	Session 2	Session 3	Session 4	Session 5
	Cooking	Cooking	Cooking	Fishing	Wilderness Survival
	Signs, Signals, Codes	Wilderness Survival	Wilderness Survival	Camping	Camping
	Fishing	Camping	Pioneering	Signs, Signals, Codes	Pioneering
Climbing Tower	Session 1	Session 2	Session 3	Session 4	Session 5
		Climbing	Climbing	COPE	
Health Sciences	Session 1	Session 2	Session 3	Session 4	Session 5
	E Prep	Dentistry	E Prep	E Prep	E Prep
	First Aid		Public Health	First Aid	
	Personal Fitness	Personal Fitness	Golf (Disc Option)	Dentistry	Golf (Disc Option)
Ecology	Session 1	Session 2	Session 3	Session 4	Session 5
	Environmental Science	Mammal Study	Environmental Science	Mammal Study	Nature
	Nature		Insect Study	Horsemanship	
Humanities	Session 1	Session 2	Session 3	Session 4	Session 5
	Citizenship in the Nation	Communication	Citizenship in the World	Communication	Citizenship in the World
	American Heritage	Architecture	Law	American Heritage	Citizenship in the Nation
	Geneology	American Cultures	American Cultures	Crime Prevention	Architecture
Range & Target Activities	Session 1	Session 2	Session 3		
	Archery	Archery		Archery	Archery
	Rifle	Rifle	Rifle		Rifle
	Shotgun	Shotgun	Shotgun	Shotgun	
Handicraft	Session 1	Session 2	Session 3	Session 4	Session 5
	Pottery/Sculpture	Graphic Art	Art	Art	Basketry
	Wood Carving	Basketry	Pottery/Sculpture	Graphic Art	Pottery/Sculpture
	Leatherwork		Leatherwork	Wood Carving	Leatherwork
Aquatics	Session 1	Session 2	Session 3	Session 4	Session 5
	Lifesaving	Lifesaving	Rowing	Lifesaving	Lifesaving
	Motorboating	Motorboating	Motorboating	Instructional Swim	Swimming
	Swimming	Swimming	Swimming	Rowing	Rowing
	Small Boat Sailing		Kayaking	Small Boat Sailing	
	Canoeing			Canoeing	
STEM	Session 1	Session 2	Session 3	Session 4	Session 5
	Artificial Intelligence	Engineering	Artificial Intelligence	Chemistry	Artificial Intelligence
	Programming	Space Exploration	Robotics	Space Exploration	Engineering
	Aviation		Game Design	Programming	Game Design

Camp Comer Merit Badge Selection Form

Date of Birth: _____

Session 1	Session 2	Session 3	Session 4	Session 5
___ Cooking	___ Camping	___ Pioneering	___ Fishing	___ Wilderness Survival
___ Signs, Signals, Codes	___ Wilderness Survival	___ Cooking	___ Camping	___ Pioneering
___ Fishing	___ Cooking	___ Wilderness Survival	___ Signs, Signals, Codes	___ Camping
___ Citizenship in the Nation	___ Communication	___ Citizenship in the World	___ Communication	___ Citizenship in the Nation
___ American Heritage	___ Architecture	___ American Cultures	___ American Heritage	___ Citizenship in the World
___ Genealogy	___ American Cultures	___ Law	___ Crime Prevention	___ Architecture
___ Swimming	___ Swimming	___ Swimming	___ Instructional Swim	___ Swimming
___ Lifesaving	___ Motorboating	___ Motorboating	___ Lifesaving	___ Lifesaving
___ Motorboating	___ Lifesaving	___ Kayaking	___ Small-Boat Sailing	___ Rowing
___ Small-Boat Sailing	___ Mammal Study	___ Rowing	___ Canoeing	___ Artificial Intelligence
___ Canoeing	___ Space Exploration	___ Environmental Science	___ Rowing	___ Engineering
___ Nature	___ Engineering	___ Insect Study	___ Chemistry	___ Game Design
___ Environmental Science	___ Archery	___ Robotics	___ Space Exploration	___ Archery
___ Pottery/Sculpture	___ Shotgun	___ Game Design	___ Programming	___ Rifle
___ Woodcarving	___ Rifle	___ Artificial Intelligence	___ Archery	___ Emergency Preparedness
___ Leatherwork	___ Climbing	___ Shotgun	___ Shotgun	___ Golf (Disc)
___ Personal Fitness	___ Dentistry	___ Rifle	___ COPE	___ Pottery/Sculpture
___ Emergency Preparedness	___ Personal Fitness	___ Climbing	___ Emergency Preparedness	___ Basketry
___ First Aid	___ Graphic Art	___ Public Health	___ Dentistry	___ Leatherwork
___ Archery	___ Basketry	___ Golf (Disc)	___ First Aid	___ Nature
___ Rifle		___ Emergency Preparedness	___ Woodworking	
___ Shotgun		___ Leatherwork	___ Graphic Art	
___ Artificial Intelligence		___ Art	___ Art	
___ Programming		___ Pottery/Sculpture	___ Mammal Study	
___ Aviation			___ Horsemanship	

(High Adventure Program) all 5 Sessions, not a merit badge, age 14+

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. Rafterers will miss this scheduled event and may attempt this challenge on Thursday. NOTE: Only rafterers 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! 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! 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

Banana Relay

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

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.

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!

COMMISSIONER SPIRIT AWARD

This award is meant for scouts who show and embody incredible scout and camp spirit in their time at Camp Comer. This includes helping out in the dining hall, participating in the various events and activities around camp, and showing great ENTHUSIASM!



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.

SCOUTER MERIT BADGE

Tons of fun and adventure await for the humble scouter looking to get busy. Explore all camp has to offer by completing this exciting opportunity. The schedule will be available for pick up the schedule at the office.



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 handheld 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.

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



OUTDOOR SKILLS

CAST IRON CHEF

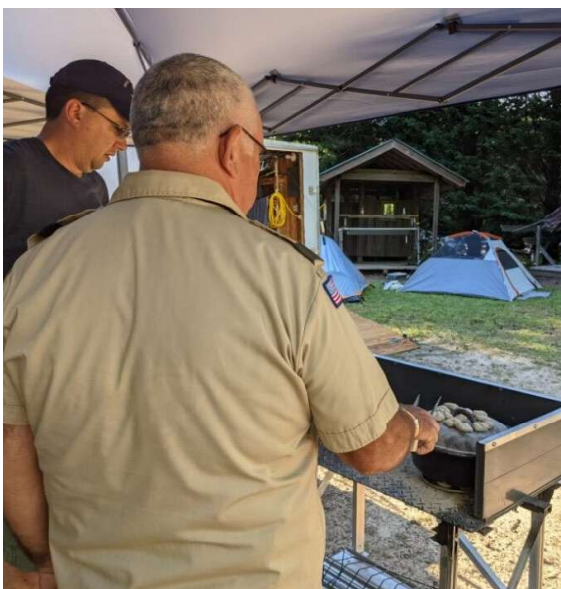
Come on up to Outdoor Skills for an afternoon of cooking in cast iron, both over the open fire and using charcoal! You will learn recipes you can use with your troop and family as well as the use and care of cast iron Dutch ovens, skillets and more.

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 the Leaders Hut



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!

Monday 8:45 am at the Climbing Tower