



## 2023 K-M Scout Ranch Class Catalog

### Event Contacts

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Registration opens January 15, 2023  
Visit [www.scoutingevent.com/315-2023KMScoutRanch](http://www.scoutingevent.com/315-2023KMScoutRanch) to register



## Class Catalog

### 2023 K-M Scout Ranch


**KM31 Archery**

Archery is a fun way for Scouts to exercise minds as well as bodies, developing a steady hand, a good eye, and a disciplined mind. This merit badge can provide a thorough introduction to those who are new to the bow and arrow - but even for the experienced archer, earning the badge can help to increase the understanding and appreciation of archery.

9-10:30 AM **Days:** Mo Tu We Th Fr **Room:** Shooting Sports  
**Sessions:** All

10:30-12 PM **Days:** Mo Tu We Th Fr **Room:** Shooting Sports  
**Sessions:** All

2-3:30 PM **Days:** Mo Tu We Th Fr **Room:** Shooting Sports  
**Sessions:** All

3:30-5 PM **Days:** Mo Tu We Th Fr **Room:** Shooting Sports  
**Sessions:** All


**KM12 Astronomy**

In learning about astronomy, Scouts study how activities in space affect our own planet and bear witness to the wonders of the night sky: the nebulae, or giant clouds of gas and dust where new stars are born; old stars dying and exploding; meteor showers and shooting stars; the moon, planets, and a dazzling array of stars.

9-10 AM **Days:** Mo Tu We Th Fr **Room:** Nature  
**Sessions:** All

10-11 AM **Days:** Mo Tu We Th Fr **Room:** Nature  
**Sessions:** All


**KM45 Astronomy**

In learning about astronomy, Scouts study how activities in space affect our own planet and bear witness to the wonders of the night sky: the nebulae, or giant clouds of gas and dust where new stars are born; old stars dying and exploding; meteor showers and shooting stars; the moon, planets, and a dazzling array of stars.

10-11 AM **Days:** Mo Tu We Th Fr **Room:** Nature  
**Sessions:** Session 2, Session 3


**KM5 ATV**

In this activity, Scouts will not only learn the fundamentals of safe ATV usage, they will earn certification to prove their knowledge! Once they have proven mastery on our terraces, Scouts will be guided through multiple tracks that careen deep into camp and through some old homesteads!

9-10:30 AM **Days:** Mo Tu We Th Fr **Room:** ATV  
**Additional Fee:** \$25.00  
**Minimum Age:** 14  
**Sessions:** All

10:30-12 PM **Days:** Mo Tu We Th Fr **Room:** ATV  
**Additional Fee:** \$25.00  
**Minimum Age:** 14  
**Sessions:** All

2-3:30 PM **Days:** Mo Tu We Th Fr **Room:** ATV  
**Additional Fee:** \$25.00  
**Minimum Age:** 14  
**Sessions:** All

3:30-5 PM **Days:** Mo Tu We Th Fr **Room:** ATV  
**Additional Fee:** \$25.00  
**Minimum Age:** 14  
**Sessions:** All  
**Prerequisites:** THIS ACTIVITY REQUIRES PARTICIPANTS TO BE 14 OR OLDER.



**KM18 Basketry**

Basketry is a handy skill for a Scout. A basket can be a sturdy companion on campouts, carrying clothes snugly and efficiently, holding potatoes and corn for roasting over a campfire, or carrying the day's fishing catch back to camp for dinner. Baskets and basket-weaving projects also make great gifts for family and friends.

## Class Catalog


2023 K-M Scout Ranch

4-5 PM                    **Days:** Mo Tu We Th Fr    **Room:** Scoutcraft  
**Additional Fee:** \$15.00  
**Sessions:** All



**KM8            Bird Study**  
 Birds are among the most fascinating creatures on Earth. Many are beautifully colored. Others are accomplished singers. Many of the most important discoveries about birds and how they live have been made by amateur birders. In pursuing this hobby, a Scout might someday make a valuable contribution to our understanding of the natural world.


9-10 AM                    **Days:** Mo Tu We Th Fr    **Room:** Nature  
**Sessions:** All  
**Prerequisites:** Bird Study requirements 5 and 7



**KM25            Bugling, Music**  
 The Bugling merit badge was one of the original 57 merit badges issued by the Boy Scouts of America in 1911

The history of music is rich and exciting. Through the ages, new music has been created by people who learned from tradition, then explored and innovated. All the great music has not yet been written. Today, the possibilities for creating new music are limitless.


4-5 PM                    **Days:** Mo Tu We Th Fr    **Room:** Scoutcraft  
**Sessions:** All  
**Prerequisites:** Requirements Not Completed: Bugling requirement 6; Music requirement 3



**KM3            Canoeing**  
 For several centuries, the canoe was a primary method of travel for explorers and settlers. Today, it remains an important part of the wilderness experience and an enjoyable leisure activity that teaches communication, teamwork, and physical fitness.

9-10 AM                    **Days:** Mo Tu We Th Fr    **Room:** Aquatics  
**Sessions:** All


11-12 PM                    **Days:** Mo Tu We Th Fr    **Room:** Aquatics  
**Sessions:** All



**KM30            Chess**  
 Chess builds critical thinking, forward thinking, and proper sportsmanship in young people.


3-4 PM                    **Days:** Mo Tu We Th Fr    **Room:** Scoutcraft  
**Sessions:** All

4-5 PM                    **Days:** Mo Tu We Th Fr    **Room:** Scoutcraft  
**Sessions:** All



**KM47            Chess**  
 Chess builds critical thinking, forward thinking, and proper sportsmanship in young people.

3-4 PM                    **Days:** Mo Tu We Th Fr    **Room:** Scoutcraft  
**Sessions:** Session 2, Session 3



**KM6            Climbing**  
 Climbing is not a sport that requires tremendous muscular strength; it demands mental toughness and the willingness to practice hard to master a set of skills. The adventure of climbing can also provide a new way to enjoy the outdoors.

9-10:30 AM                    **Days:** Mo Tu We Th Fr    **Room:** Climbing  
**Sessions:** All

10:30-12 PM                    **Days:** Mo Tu We Th Fr    **Room:** Climbing  
**Sessions:** All

2-3:30 PM                    **Days:** Mo Tu We Th Fr    **Room:** Climbing  
**Sessions:** All

3:30-5 PM                    **Days:** Mo Tu We Th Fr    **Room:** Climbing  
**Sessions:** All

## Class Catalog

2023 K-M Scout Ranch



### **KM33 Cowboy Action Shooting**

In the BSA, this activity can only be offered at Summer Camp!

ALL PARTICIPANTS MUST BE 14 YEARS OF AGE OR OLDER to take part in this special shooting experience with opportunities to shoot single-action .22-caliber pistols, lever action .22-caliber rifles, and 12-gauge or 20-gauge shotguns. In various old-time western scenarios, Scouts play "good guys" who prove their accuracy by shooting at things like spinning metal targets where they hit the spinner to "ring the bell."

2-3:30 PM **Days:** Mo Tu We Th Fr **Room:** Shooting Sports

**Minimum Age:** 14

**Sessions:** All

3:30-5 PM **Days:** Mo Tu We Th Fr **Room:** Shooting Sports

**Minimum Age:** 14

**Sessions:** All

**Prerequisites:** Must be at least 14 years old and have parent-signed permission slip



### **KM29 Crime Prevention, Fingerprinting, Safety**

Preventing crime, which can be as simple as reducing the opportunities for crime to occur, is far less costly than apprehending and bringing legal action against those who break the law and it helps save people from the anguish of being victims.

In earning the Fingerprinting merit badge, Scouts will learn about and use an important technique that is used by law enforcement officers, along with other materials like matching dental records and DNA sampling, to help identify amnesia victims, missing persons, abducted children, and others.

Knowing about safety helps Scouts to make the right choices and to take the best actions to avoid accidents by making informed choices in their everyday activities and to respond appropriately during an emergency situation.

2-3 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

**Sessions:** All

**Prerequisites:** Prerequisites: Crime Prevention: 2, 4A, 4B; Safety: 2A, 2B

Requirements not completed: Crime Prevention 7; Safety 6



### **KM41 Electricity**

Electricity is a powerful and fascinating force of nature. As early as 600 b.c., observers of the physical world suspected that electricity existed but did not have a name for it. In fact, real progress in unraveling the mystery of electricity has come only within the last 250 years.

3:30-5 PM **Days:** Mo Tu We Th Fr **Room:** Flaming Arrow Lodge Lower Level

**Sessions:** All

**Prerequisites:** Prerequisites: 2



### **KM37 Electronics**

Electronics is the science that controls the behavior of electrons so that some type of useful function is performed. Today, electronics is a fast-changing and exciting field.

2-3:30 PM **Days:** Mo Tu We Th Fr **Room:** Flaming Arrow Lodge Lower Level

**Additional Fee:** \$10.00

**Sessions:** All



### **KM26 Emergency Preparedness**

Scouts are often called upon to help because they know first aid and they know about the discipline and planning needed to react to an emergency situation. Earning this merit badge helps a Scout to be prepared by learning the actions that can be helpful and needed before, during, and after an emergency.

9-10:30 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

**Sessions:** All

10:30-12 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

**Sessions:** All

**Prerequisites:** Requirements not completed: Emergency Prep requirements 6C, 7, 8B, 9

## Class Catalog

2023 K-M Scout Ranch



### **KM14 Environmental Science**

While earning the Environmental Science merit badge, Scouts will get a taste of what it is like to be an environmental scientist, making observations and carrying out experiments to investigate the natural world.

2-3:30 PM **Days:** Mo Tu We Th Fr **Room:** Nature

**Sessions:** All

3:30-5 PM **Days:** Mo Tu We Th Fr **Room:** Nature

**Sessions:** All

**Prerequisites:** 3F (option 1 or 2)



### **KM23 First Aid**

First aid - caring for injured or ill persons until they can receive professional medical care - is an important skill for every Scout. With some knowledge of first aid, a Scout can provide immediate care and help to someone who is hurt or who becomes ill. First aid can help prevent infection and serious loss of blood. It could even save a limb or a life.

9-10:30 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

**Sessions:** All

10:30-12 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

**Sessions:** All

**Prerequisites:** Prerequisites: First Aid requirement 5 (Scouts should come with completed first aid kits or pictures as evidence of this requirement to complete all merit badge requirements)



### **KM15 First Year Camper**

This offering is designed to serve as a foundation course for the Scouts BSA program. Scouts will learn various outdoor skills while working through requirements for the Tenderfoot, Second Class, and First Class ranks. While we will not sign off on any requirements (we believe that rank advancement should remain within the individual units), we will work with Scouts to achieve the knowledge they need to complete the requirements. The first year camper program takes place each morning Monday through Thursday, 9:00-11:50; registered Scouts will need to attend each day.

Each day will focus on a different topic listed below:

- Woods Tools (Scouts can earn the totin' chip)
- First Aid
- Map and Compass
- Knots/Lashings

9-12 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

**Sessions:** All



### **KM10 Fishing, Fish and Wildlife Management**

In Scouting for Boys, Baden-Powell offers this advice: "Every Scout ought to be able to fish in order to get food for himself. A tenderfoot [beginner] who starved on the bank of a river full of fish would look very silly, yet it might happen to one who had never learned to catch fish."

Wildlife management is the science and art of managing the wildlife - both animals and fish - with which we share our planet. Maintaining the proper balance and the dynamics that go with it requires humankind's attention. We use this stewardship tool to help minimize or eradicate the possibility of extinction of any given species. We want our descendants to have the opportunity to experience the same animal diversity that we now enjoy.

11-12 PM **Days:** Mo Tu We Th Fr **Room:** Nature

**Sessions:** All

2-3 PM **Days:** Mo Tu We Th Fr **Room:** Nature

**Sessions:** All

**Prerequisites:** Requirements not completed: Fish and Wildlife Management requirement 5; Fishing requirements 9 and 10.

## Class Catalog

### 2023 K-M Scout Ranch



#### **KM9 Forestry**

In working through the Forestry merit badge requirements, Scouts will explore the remarkable complexity of a forest and identify many species of trees and plants and the roles they play in a forest's life cycle. They will also discover some of the resources forests provide to humans and come to understand that people have a very large part to play in sustaining the health of forests.

10-11 AM      **Days:** Mo Tu We Th Fr    **Room:** Nature  
**Sessions:** All



#### **KM40 Game Design**

Games also come in almost every shape, size, format, and flavor imaginable. Games can be fast-paced, slow, or anything in between. Some are competitive. Some are cooperative. They may be for individuals, small groups, or thousands of players at a time. They might take seconds to complete or last for years. However you slice it, everyone has played games, and games help make us who we are.

10-11 AM      **Days:** Mo Tu We Th Fr    **Room:** Flaming Arrow Lodge Lower Level  
**Sessions:** All



#### **KM27 Geocaching**

The word geocache is a combination of "geo," which means "earth," and "cache," which means "a hiding place." Geocaching describes a hiding place on planet Earth - a hiding place you can find using a GPS unit. A GPS (Global Positioning System) unit is an electronic tool that shows you where to go based on information it gets from satellites in space.

2-3 PM      **Days:** Mo Tu We Th Fr    **Room:** Scoutcraft  
**Sessions:** All

3-4 PM      **Days:** Mo Tu We Th Fr    **Room:** Scoutcraft  
**Sessions:** All



#### **KM48 Geocaching**

The word geocache is a combination of "geo," which means "earth," and "cache," which means "a hiding place." Geocaching describes a hiding place on planet Earth - a hiding place you can find using a GPS unit. A GPS (Global Positioning System) unit is an electronic tool that shows you where to go based on information it gets from satellites in space.

3-4 PM      **Days:** Mo Tu We Th Fr    **Room:** Scoutcraft  
**Sessions:** Session 2, Session 3



#### **KM11 Geology, Mining in Society**

Geology is the study of Earth. It includes the study of materials that make up Earth, the processes that change it, and the history of how things happened, including human civilization, which depends on natural materials for existence.

Mining has been an important part of our nation since the 19th century. Today, the industry employes 3 million Americans, directly and indirectly, and is a major contributor to the global mining landscape. This merit badge covers the history of mining, explores the status of mining in the 21st century, introduces Scouts to modern mining careers, and explores the all-important topic of mining safety.

3-4 PM      **Days:** Mo Tu We Th Fr    **Room:** Nature  
**Sessions:** All

4-5 PM      **Days:** Mo Tu We Th Fr    **Room:** Nature  
**Sessions:** All



#### **KM49 Geology, Mining in Society**

Geology is the study of Earth. It includes the study of materials that make up Earth, the processes that change it, and the history of how things happened, including human civilization, which depends on natural materials for existence.

Mining has been an important part of our nation since the 19th century. Today, the industry employes 3 million Americans, directly and indirectly, and is a major contributor to the global mining landscape. This merit badge covers the history of mining, explores the status of mining in the 21st century, introduces Scouts to modern mining careers, and explores the all-important topic of mining safety.

3-4 PM      **Days:** Mo Tu We Th Fr    **Room:** Nature  
**Sessions:** Session 2, Session 3

## Class Catalog

2023 K-M Scout Ranch



**KM42 Instructional Swim**

This class is intended as an instructional time for Scouts working on the swimming merit badge or swimming skills who are in need of more assistance.

4-5 PM **Days:** Mo Tu We Th Fr **Room:** Aquatics  
**Sessions:** All



**KM4 Kayaking**

A basic-level merit badge for flat-water kayaking - whitewater kayaking will still fall under Whitewater merit badge.

10-11 AM **Days:** Mo Tu We Th Fr **Room:** Aquatics  
**Sessions:** All

2-3 PM **Days:** Mo Tu We Th Fr **Room:** Aquatics  
**Sessions:** All



**KM43 Kayaking**

A basic-level merit badge for flat-water kayaking - whitewater kayaking will still fall under Whitewater merit badge.

10-11 AM **Days:** Mo Tu We Th Fr **Room:** Aquatics  
**Sessions:** Session 2, Session 3



**KM16 Leatherwork**

Scouts who complete the requirements to earn the Leatherwork merit badge will explore leather's history and its endless uses. They will learn to make a useful leather item using the same types of raw materials that our ancestors used; be challenged to master skills like hand-stitching, lacing, and braiding.; and learn how to preserve and protect leather items so they will last a lifetime and beyond.

2-3 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft  
**Additional Fee:** \$10.00  
**Sessions:** All



**KM1 Lifesaving**

No Boy Scout will ignore a plea for help. However, the desire to help is of little use unless one knows how to give the proper aid. The main purpose of the Lifesaving merit badge is to prepare Scouts to assist those involved in water accidents, teaching them the basic knowledge of rescue techniques, the skills to perform them, and the judgment to know when and how to act so that they can be prepared for emergencies.

9-10:30 AM **Days:** Mo Tu We Th Fr **Room:** Aquatics  
**Sessions:** All

10:30-12 PM **Days:** Mo Tu We Th Fr **Room:** Aquatics  
**Sessions:** All  
**Prerequisites:** Swimming Merit Badge

Age 13 recommended



**KM13 Mammal Study**

A mammal may weigh as little as 1/12 ounce, as do some shrews, or as much as 150 tons, like the blue whale. It may spring, waddle, swim, or even fly. But if it has milk for its young, has hair of some kind, is relatively intelligent, and has warm blood, then it is a mammal.

11-12 PM **Days:** Mo Tu We Th Fr **Room:** Nature  
**Sessions:** All  
**Prerequisites:** Mammal Study requirement 3 (option A, B, or C)



## Class Catalog

### 2023 K-M Scout Ranch



#### **KM7 Mountain Biking**

With our rugged terrain and rolling hills, K-M makes for some exciting mountain biking! In this activity, Scouts will learn how to care for and repair their own bicycles. What's more, they'll get to bike around camp, including a track that takes them deep into the undeveloped areas of camp. Mountain bikes and helmets are provided by K-M. This activity completes parts of the Cycling merit badge (which is an optional Eagle Required merit badge).

Recommended age: 14+

9-10 AM      **Days:** Mo Tu We Th Fr  
**Sessions:** All

10-11 AM    **Days:** Mo Tu We Th Fr  
**Sessions:** All

11-12 PM    **Days:** Mo Tu We Th Fr  
**Sessions:** All



#### **KM44 Mountain Biking**

10-11 AM      **Days:** Mo Tu We Th Fr  
**Sessions:** Session 2,Session 3



#### **KM39 Nuclear Science**

Nuclear science gives us a simple explanation of the natural world. The ultimate goal of nuclear science is to find out if there is one fundamental rule that explains how matter and forces interact. Earning the Nuclear Science merit badge is a chance for Scouts to learn about this exciting field at the cutting edge of science today.

9-10 AM      **Days:** Mo Tu We Th Fr    **Room:** Flaming Arrow Lodge Lower Level  
**Sessions:** All



#### **KM50 Open Boating**

Scouts can enjoy our lake during this free period. We offer kayaks, canoes, and paddleboards. This is ideal for Scouts who already have their aquatic merit badges but would like to spend some time at Taylor Lake.

3-4 PM      **Days:** Mo Tu We Th Fr    **Room:** Aquatics  
**Sessions:** All

4-5 PM      **Days:** Mo Tu We Th Fr    **Room:** Aquatics  
**Sessions:** All



#### **KM51 Open Boating**

3-4 PM      **Days:** Mo Tu We Th Fr    **Room:** Aquatics  
**Sessions:** Session 2,Session 3



#### **KM19 Personal Fitness**

Personal fitness is an individual effort and desire to be the best one can be. Regardless of their current levels of personal fitness, in the twelve weeks it will take Scouts to complete the athletic requirements for this merit badge, they will be in better shape, feel better about themselves, have more energy, and gain self-confidence in their overall abilities.

9-10 AM      **Days:** Mo Tu We Th Fr    **Room:** Scoutcraft  
**Sessions:** All  
**Prerequisites:** Requirements not completed: Personal Fitness 1B, 8, 9



#### **KM36 Photography**

Beyond capturing family memories, photography offers a chance to be creative. Many photographers use photography to express their creativity, using lighting, composition, depth, color, and content to make their photographs into more than snapshots. Good photographs tell us about a person, a news event, a product, a place, a scientific breakthrough, an endangered animal, or a time in history.

11-12 PM    **Days:** Mo Tu We Th Fr    **Room:** Flaming Arrow Lodge Lower Level  
**Sessions:** All  
**Prerequisites:** Some requirements can be completed through use of a smart phone camera. However, earning this badge will be easier if Scouts bring a camera with them. There will be a limited number of class cameras to use. Please bring a camera if possible.



## Class Catalog

### 2023 K-M Scout Ranch



#### **KM21 Pioneering**

Pioneering-the knowledge of ropes, knots, and splices along with the ability to build rustic structures by lashing together poles and spars-is among the oldest of Scouting's skills. Practicing rope use and completing projects with lashings also allow Scouts to connect with past generations, ancestors who used many of these skills as they sailed the open seas and lived in America's forests and prairies.

2-3:30 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft  
**Sessions:** All



#### **KM38 Programming, Robotics**

Programming Merit Badge.

Earning the Robotics merit badge requires a Scout to understand how robots move (actuators), sense the environment (sensors), and understand what to do (programming); he should demonstrate robot design in building a robot. You should help ensure that the Scout has sufficiently explored the field of robotics to understand what it is about, and to discover whether this may be a field of interest for him as a career.

3:30-5 PM **Days:** Mo Tu We Th Fr **Room:** Flaming Arrow Lodge Lower Level  
**Sessions:** All



#### **KM28 Pulp and Paper, Art**

This merit badge concentrates on two-dimensional art, specifically drawing and painting in various media, including an introduction to design applications in the fields of graphic arts and industrial design, history and design principles, and how these fields relate to fine art

Here's an astonishing number to digest. Each person in the United States uses about 700 pounds of paper each year. Paper is everywhere in our lives. Every year in the United States, more than 2 billion individual books, 24 billion newspapers, and 350 million magazines are published on paper.

4-5 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft  
**Sessions:** All  
**Prerequisites:** Requirements not completed: Art requirement 6



#### **KM32 Rifle Shooting**

Unless a rifle is handled incorrectly or recklessly, it is not dangerous. A rifle, like any other precision instrument, is manufactured to perform a specific task and can do so at no risk to the user or others. By earning this badge, Scouts can develop their shooting skills while learning safe practices.

9-10:30 AM **Days:** Mo Tu We Th Fr **Room:** Shooting Sports  
**Sessions:** All  
10:30-12 PM **Days:** Mo Tu We Th Fr **Room:** Shooting Sports  
**Sessions:** All



#### **KM22 Shark Tank**

Based on CNBC's hit show "Shart Tank" in which entrepreneurs pitch their business ideas for investment, Scouts will take their shot at an entrepreneurial idea of their own. They will learn how to develop a business plan and how to pitch it. While covering several requirements from the Communication, Entrepreneurship, and Salesmanship merit badges, this program is designed more as a fun experience instead of focusing on advancement.

3:30-5 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft  
**Sessions:** All  
**Prerequisites:** Requirements Not Completed: Communications - 5,6,7,8,9; Entrepreneurship - 3; Saelsmanship - 5, 6, 7




#### **KM34 Shotgun Shooting**

A shotgun is a precision instrument, designed to shoot a shot charge in a specific pattern to cover a designated area at a certain distance. Unlike a rifle, the bore of the shotgun is not rifled, so the shot emerging from the muzzle is not spinning.


9-10:30 AM **Days:** Mo Tu We Th Fr **Room:** Shooting Sports  
**Minimum Age:** 13  
**Sessions:** All  
10:30-12 PM **Days:** Mo Tu We Th Fr **Room:** Shooting Sports  
**Minimum Age:** 13  
**Sessions:** All

## Class Catalog


2023 K-M Scout Ranch




**KM24 Signs, Signals, and Codes**  
American Sign Language (ASL) is the third most used language in the United States. The Signs, Signals, and Codes merit badge will cover Morse code, ASL, Braille, signaling, trail markings, and other nonverbal communications. Did you know that some of these have even saved people's lives'  
2-3 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft  
**Sessions:** All  
3-4 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft  
**Sessions:** All




**KM52 Signs, Signals, and Codes**  
American Sign Language (ASL) is the third most used language in the United States. The Signs, Signals, and Codes merit badge will cover Morse code, ASL, Braille, signaling, trail markings, and other nonverbal communications. Did you know that some of these have even saved people's lives'  
3-4 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft  
**Sessions:** Session 2,Session 3




**KM35 Space Exploration**  
Space is mysterious. We explore space for many reasons, not least because we don't know what is out there, it is vast, and humans are full of curiosity. Each time we send explorers into space, we learn something we didn't know before. We discover a little more of what is there.  
9-10 AM **Days:** Mo Tu We Th Fr **Room:** Flaming Arrow Lodge Lower Level  
**Additional Fee:** \$10.00  
**Sessions:** All  
10-11 AM **Days:** Mo Tu We Th Fr **Room:** Flaming Arrow Lodge Lower Level  
**Additional Fee:** \$10.00  
**Sessions:** All



**KM53 Space Exploration**  
Space is mysterious. We explore space for many reasons, not least because we don't know what is out there, it is vast, and humans are full of curiosity. Each time we send explorers into space, we learn something we didn't know before. We discover a little more of what is there.  
10-11 AM **Days:** Mo Tu We Th Fr **Room:** Flaming Arrow Lodge Lower Level  
**Additional Fee:** \$10.00  
**Sessions:** Session 2,Session 3



**KM2 Swimming**  
Swimming is a leisure activity, a competitive sport, and a basic survival skill. Scouts who earn this badge will learn about safety when swimming and diving, how swimming can contribute to overall fitness and health, and gain some basic competitive swimming skills.  
2-3 PM **Days:** Mo Tu We Th Fr **Room:** Aquatics  
**Sessions:** All  
3-4 PM **Days:** Mo Tu We Th Fr **Room:** Aquatics  
**Sessions:** All  
**Prerequisites:** Pass the BSA Swim Test (test done at check-in)



**KM54 Swimming**  
Swimming is a leisure activity, a competitive sport, and a basic survival skill. Scouts who earn this badge will learn about safety when swimming and diving, how swimming can contribute to overall fitness and health, and gain some basic competitive swimming skills.  
3-4 PM **Days:** Mo Tu We Th Fr **Room:** Aquatics  
**Sessions:** Session 2,Session 3  
**Prerequisites:** Pass the BSA Swim Test (test done at check-in)

## Class Catalog

2023 K-M Scout Ranch

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**KM20 Wilderness Survival**

In their outdoor activities, Scouts learn to bring the clothing and gear they need, to make good plans, and do their best to manage any risks. But now and then, something unexpected happens. When things go wrong, the skills of wilderness survival can help make everything right again.

10-11 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

**Sessions:** All

11-12 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

**Sessions:** All

**Prerequisites:** Prerequisites: 5

Requirements not completed: Requirement 6 may not be completed if there are fire restrictions.

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**KM46 Wilderness Survival**

In their outdoor activities, Scouts learn to bring the clothing and gear they need, to make good plans, and do their best to manage any risks. But now and then, something unexpected happens. When things go wrong, the skills of wilderness survival can help make everything right again.

10-11 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

**Sessions:** Session 2, Session 3

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**KM17 Wood Carving**

As with any art, wood carving involves learning the basics of design, along with material selection and tools and techniques, as well as wood-carving safety. The requirements of the Wood Carving merit badge introduce Scouts to an enjoyable hobby and that can become a lifetime activity.

3-4 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

**Additional Fee:** \$10.00

**Sessions:** All

**Prerequisites:** Prerequisites: Totin' Chip

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