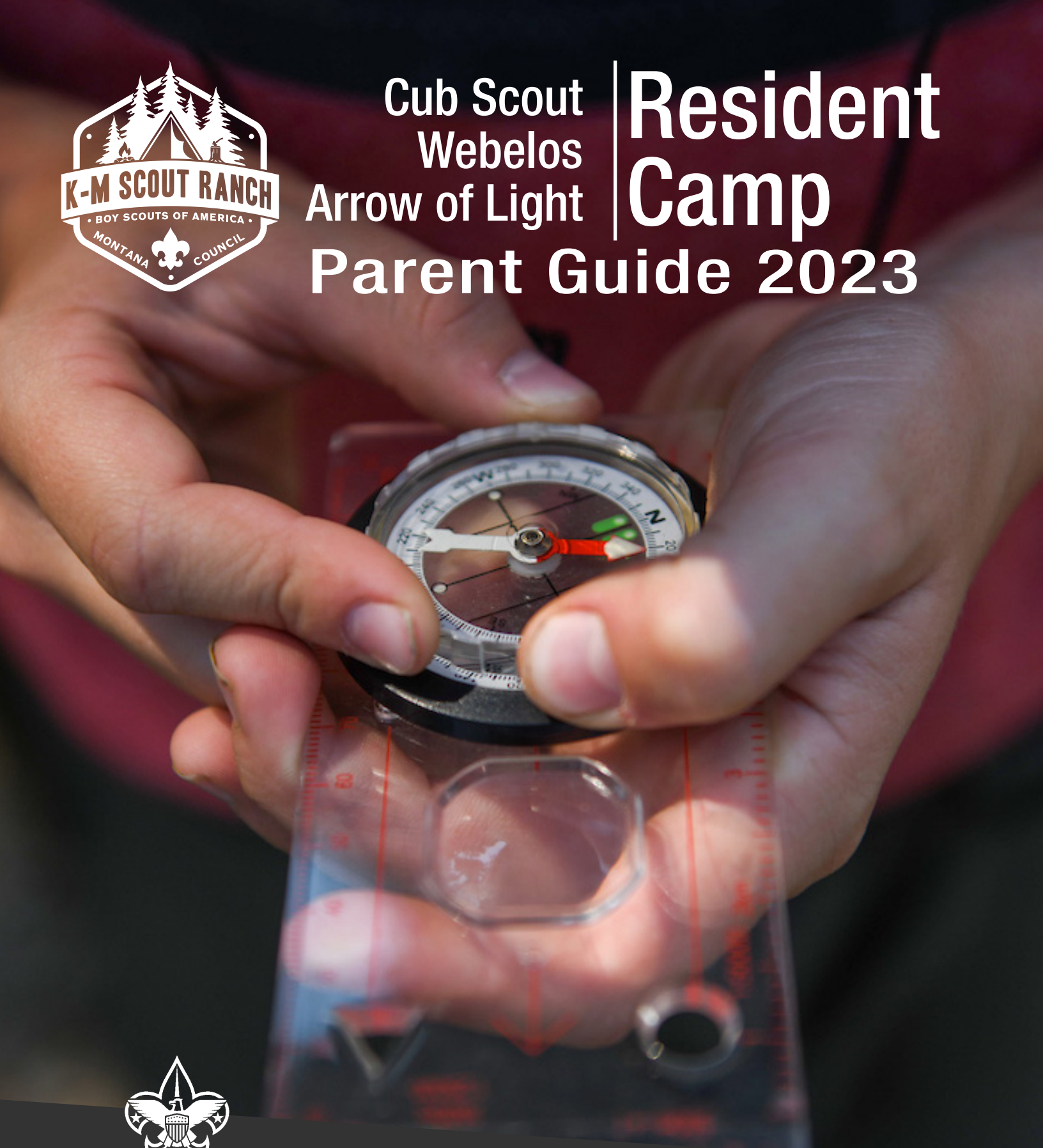




Cub Scout Webelos Arrow of Light Resident Camp Parent Guide 2023



BOY SCOUTS
OF AMERICA®
MONTANA COUNCIL

UPDATED MAY 1, 2023

WWW.MONTANABSA.ORG

CELEBRATING OVER 50 YEARS OF SCOUTING UNDER THE BIG SKY

Howdy,

Welcome to K-M Scout Ranch! Here in the heart of Big Sky Country, we look forward to sharing with you our world-class service and facilities. For the first time ever, we are opening K-M for all Cub Scouts in the Montana Council! Tigers, Wolves and Bears will all get to experience our programs like Webelos and Scouts have before. This summer will be like no other before.

Our amazing staff will do everything they can to make sure you and your Scouts have a mountain-top experience this year. Please contact us if you have any questions.

I look forward to seeing you this summer!

All the best,

- John Brault, Camp Director



Table of Contents

General Information

2023 Dates	5
Camp Fees and Payment	5
Cancellations and Refunds	5
Who May Attend	5
Campsites	6
Camp Contact Information	6
Adult Attendance Requirement	6
Arriving at Camp	7
Getting to Camp	7
Check-In	7
Unit Guides	7
Items to Bring to Check-in	7
Camp Facilities	8
Dining	8
Accommodations	8
Trading Post	8
Scoutmaster Lounge	8
WIFI	9
Campsite Facilities	9
Showers	9
Laundry	10
Off Limits	10
Departure Procedures	10

Program Information

Schedule	11
Quiet Times	11
Program Structure	12
Cub Scout Program Offerings	13
Webelos Program Offerings	14

Admin. Procedures

Leadership in Camp	15
Adult Leadership	15
Unit Leaders/Parent Meeting	16
Visitors	16
Wildlife	16
Ticks	16
Fishing	16
Animals and Pets	16
Appearance	17
Personal Hygiene	17
Uniforms	17
Camp T-Shirts	17

Proper Footwear	17
Swimwear	17
Headwear	17
Youth Protection	18
Youth Protection Policies	18
Child Abuse Policies	18
Scouts First Helpline	18
Camp Safety	19
Camper Identification	19
Leaving During Camp	19
Buddy System	19
Fire Guard	19
Vehicles in Camp	19
Dietary Restrictions and Needs	20
Other Policies and Procedures	20
Lost and Found	20
Discipline	20
Trash Pickup	20
Electronics	20
Prohibited and Restricted Items	21
Tobacco	21
Liquid and Bottle Feul	21
Alcohol and Drugs	21
Weapons	21

Medical Policies	22
Insurance	22
Prescription Medication	22
Medical Records	23

Emergency Procedures

Standard Emergency	25
Medical Emergency	25
Fire	25
Lost Swimmer	26
Fatality	26
Child Abuse	26
Missing Scout or Leader	26
Severe Weather	27
Active Shooter/ Aggressive Person	27
Principles of Run, Hide, Fight	27
Camp Practices	28
Evacuation of Camp	29

Supporting Documents

Suggested Packing List	31
2022 Camp Map	32



INTRODUCTION

K-M Scout Ranch started as a dream of Scouts playing and exploring in the Moccasin Mountains. Camp Kendall was a volunteer-led effort in the summer of 1971. Scouts camped and attended various stations in the ghost town of Kendall, MT. Two years later, the camp moved to our current location. Over the years, we have been able to expand our camp size and program offerings because of the generosity of numerous individuals.

K-M offers Cub Scout and Webelos/Arrow of Light Camp opportunities. Scouts experience each of our program areas: Aquatics, Climbing, Nature, Scoutcraft, Shooting, and STEM. Through Cub Scout adventures and other fun opportunities, your Scouts will find something that interests them! K-M is happy to provide space and opportunities to grow through the Scouting program.



2023 Dates:

Cub Scout Camp: July 9 - July 12
Webelos/Arrow of Light Camp: July 12- 15

Camp Fees and Payments:

Cub Scout & Webelos Camp:

YOUTH: \$185 | ADULT: \$125

The balance is due by July 1, 2023.

Cancellation and Refunds

Cancellation Policy: More than 30 days before the event start date, 100% refund 15-30 days before the event start date, 50% refund. 14 days or less before the start date, no refund unless deemed an emergency or medical situation, or military reassignment. Refund exceptions are reviewed on a case-by-case basis.

Camp Scholarships

A limited number of camp scholarships (camperships) are available based on financial need. Forms can be downloaded from the council website at: [Scholarship Form](#). A scholarship can be requested for up to half of the camp fees.

Who May Attend?

Cub Scout Camp is open to incoming Tiger, Wolf, Bear, Webelos, and AOL Scouts or those who will be in 1st-5th grade during the 2023-24 school year.

Webelos/AOL Camp is open to Scouts who will be in 4th or 5th grade during the 2023-24 school year. Webelos/AOL camp is not intended for incoming 6th graders, who should attend Scouts BSA camp with their new unit.

A Den Chief may serve as Den Chief during Webelos/AOL Camp provided they:

- Attend to provide assistance and leadership
- Are a role model and demonstrate Scout Spirit



Adult Attendance Requirements

Cub Scout resident camping requires a minimum number of adult participants as described below.

Cub Scouts Tiger-Bear:

Tiger, Wolf, and Bear Scouts are welcome to attend camp during Cub Scout resident camp. A parent or guardian must attend with each Scout in these groups.

Webelos/AOL:

Two methods can be used to determine the minimum number of leaders required for Cub Scout camping: Camping as a parent and Scout OR Camping as a Webelos/AOL Den.

Parent and Scout Camping

If a Webelos/AOL Scout and parent are attending camp without their den, each Scout must be accompanied by a parent or guardian. No Scout may share a tent with an adult who is not his/her parent.

Camping as a Cub Scout Pack/Den

If a Webelos Den is attending camp together, a minimum of two BSA registered adult leaders (21 and over) are required with a minimum supervision ratio of one adult per four Scouts. Each Den must have at least one registered female adult (21 or over) if female Scouts are in attendance. Two registered leaders are required for a den of up to eight Scouts, with an additional adult (registered BSA member) required for every four Scouts after that. Scouts may tent with other Scouts of their same gender, or Scouts may tent with their parents. No Scout may share a tent with an adult who is not his/her parent.

Campsites

Campsite assignments are made by the camp administration in the days prior to arrival. Units with less capacity may need to share the site.

Camp Contact Information

Mailing Address

K-M Scout Ranch
Recipient's Name
Unit# & Campsite (if known)
Box 822
Hilger, MT 59451

Camp Office

406-708-4662
Office Hours:
Monday-Friday 9 a.m. - 5 p.m.

John Brault

Camp Director
406-694-2071

Kirsten Steel

Montana Council Program Secretary
kirsten.steele@scouting.org

Nick Williams

Camp Ranger
406-428-8141



Arriving at Camp

Your opening day will be the busiest day of your camp experience. Your unit will be assigned a unit guide who will make sure the check in process is smooth and that you are ready to fully enjoy your summer camp experience. Please arrive between 1:00 and 3:00 pm.

Getting to Camp

K-M Scout Ranch is located approximately 20 miles north of Lewistown, MT. K-M is in the North Moccasin Mountains next to the Kendall gold mines and ghost town.

Proceed north out of Lewistown on Highway #191 for approximately 14 miles to the town of Hilger. Turn west onto a gravel road and follow the directional signs for about 5-6 miles and arrive at K-M Scout Ranch.

Once through the gate at the bottom of the hill, stay left at the "T" intersection to get to the parking lot.

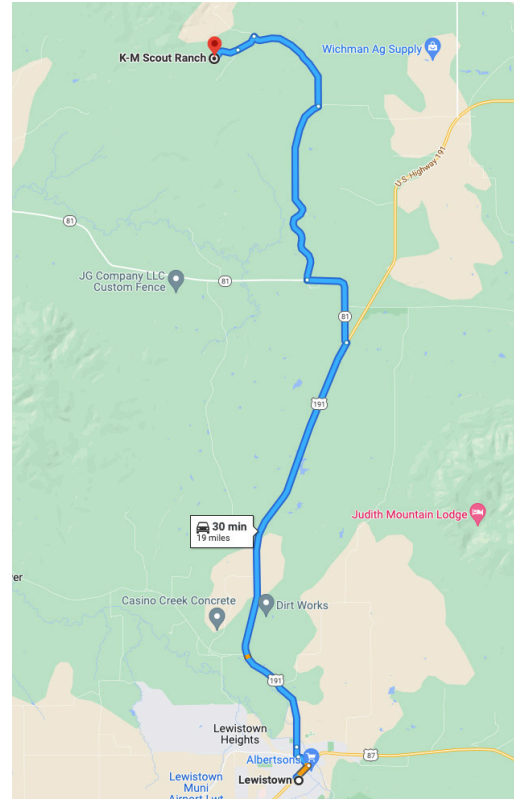
Check-in

The check-in process begins when you arrive in the parking lot. Units can be prepared for check-in by having medical forms organized and ready to be handed over to the Camp Health Officer and a designated unit leader ready to check in the unit.

Once you arrive, the whole unit will be directed towards the camp office and medical center, these facilities are neighbors. One unit leader will go into the office to clear up any registration items, pay fees, collect pre-ordered shirts and connect with the unit guide. The remainder of the unit will get in line for medical checks. Once medical checks are complete and the unit is fully checked in, your camp guide will take you to your campsite and on a tour of camp.

Unit Guides

Your unit will be assigned a camp staff member as a unit guide. It is their responsibility to provide your unit with orientation and guide your unit through the check-in process. Your unit guide will accompany your unit to your assigned campsite to help you unload and settle in as well as escort you on a tour of camp. While they are expected to be present in your site throughout the week, feel free to invite them to participate in unit events, skits, and games.



Items you will get at Check-in

- Camp Map
- Scouts Activities Schedule
- Weekly Schedule
- Camp Wrist Bands
- Other Information

Items to bring to Check-in

- Unit Roster
- Leaders Guide
- Medical Forms (parts A and B)
- Final Fee Payments (if needed)



Camp Facilities

Dining

Full-service dining facilities are available at K-M Scout Ranch. Scouts will assemble by unit in front of the dining hall 15 minutes before morning and evening meals. At this assembly information will be given, flags raised or lowered and a blessing for the meal will be offered. Serving will be cafeteria style and Scouts should sit at tables by units or with new friends. Feel free to invite staff to join you. Meals in camp include first night supper through last day breakfast for a total of eight meals.



Accommodations

One of the new features we have implemented since the 2020 camping season is platform tents. All campsites are now completed with a concrete platform, steel pipe and canvas covered 10 x 12 tents. Units should **NOT** bring their own tenting. Each tent is equipped with two double bunk cots to accommodate up to four youths or two adults. Cots are approximately 78" long and 36" wide, a simple mat may make sleeping more comfortable but is not necessary.

Trading Post

The Camp Trading Post will have camp-branded merchandise, camp t-shirts and other apparel items, camping items and outdoor survival items, toiletry items, craft items, snack food, beverages and souvenirs. Trading Post hours will be announced and posted.



WIFI

As part of the property development, wireless internet capabilities are being expanded. Access to these services will be opened to participants and units. Use and access to the internet will comply with BSA morals and ideals. The Camp Administration reserves the right to restrict access to any individual or unit misusing this resource.





Scoutmasters Lounge

With the completion of the new lodge at K-M comes the opening of the Scoutmaster's Lounge. This space will provide unit leaders a space to get away from the hustle and bustle of camp, have some refreshments and relax. We recognize that many unit leaders may want to complete work while at camp and this provides a space for productivity. Scouts are not permitted to enter the lounge.

Campsite Facilities

Each campsite is equipped with a picnic table for each unit, a fire ring, drinking water and a campsite kiosk with power. Larger campsites are designed to be shared by multiple units. Please be considerate of space needs of any other units when you are setting up. Your unit leader will be informed if the site is shared and your unit's guide can help you find the edges of the site.

Showers

Each campsite is located near one of the two shower house facilities. Each shower house features both restrooms only and restroom/shower combo stalls. Each stall is individual and locking. Unless medically necessary, there is no reason for more than one person to be in a stall at any given time. Some stalls are marked female only using pictographs next to the door. It is expected these remain so. There are two handicap stalls in each shower house. There is a sink at the end of the building that can accommodate hand washing, bottle filling and other sink-only needs. It is expected that the privacy and safety of everyone be respected while using these facilities.



ICE

Units can get ice by stopping in and asking the kitchen staff. Please be respectful of their peak times and try not to stop in during or around meals. Medical needs take the ultimate priority, beyond that the camp's need of ice takes priority and the kitchen staff can decline a unit's use for ice if they believe there won't be enough left.

Laundry

There are no laundry facilities open to units during the week. Scouts should bring enough clothing to get them through the week. In extreme situations, units may be permitted to use the staff laundry. If this is necessary, contact the Camp Director.

Off Limits

There are very few areas that are off limits to the Scouts; however, those that are will be strictly enforced.

Staff camp, staff shower house, maintenance areas, cistern area, loading dock and the staff lounge are always off limits. Exceptions will NOT be made for Scouts who may be family members of the staff.

The Kendall Mine is very dangerous, and Scouts are not allowed to visit the mine or near any of its areas.

Program Areas, when they are closed and proper staff is not on site, are also off limits.

Departure Procedures*

Before you arrive at camp you will schedule a departure time for your unit to leave your campsite. Please speak with your campsite commissioner if you need to change your departure or if you have questions. You may remain in camp after your checkout to finish breakfast.

*Subject to change, look for more information while you are at camp.





Schedule:

Day 1

1:00-3:00:
Check In
3:30-5:00:
Field Games
5:30:
Evening Flags
5:45-6:45:
Dinner
6:45:
Leaders Meeting
8:00:
Opening Campfire
9:30:
Lights Out

Day 2

7:45:
Morning Flags
8:00-9:00:
Breakfast
9:00-9:50:
Program Block A
9:15:
Leaders Meeting
10:00-10:50:
Program Block B
11:00-11:50:
Program Block C
12:00-1:00:
Lunch
1:00-2:00:
Camp-wide Siesta
2:00-5:00:
Open Program
5:30:
Evening Flags
5:45-6:45:
Dinner
7:00-8:30:
Field Games
9:30:
Lights Out

Day 3

7:45:
Morning Flags
8:00-9:00:
Breakfast
9:00-9:50:
Program Block A
9:15:
Leaders Meeting
10:00-10:50:
Program Block B
1:00-11:50:
Program Block C
12:00-1:00:
Lunch
1:00-2:00:
Camp-wide Siesta
2:00-5:00:
Open Program
5:30:
Evening Flags
5:45-6:45:
Dinner
8:00:
Closing Campfire
9:30:
Lights Out

Day 4

6:00-9:00:
Continental Breakfast
10:00:
All Units checked out

Quiet Times:

The camp quiet hours are from 9:30 p.m to 7 a.m. Staff may quietly be completing their tasks during this time. The camp does not set a bedtime. Each unit is responsible for helping their Scouts get enough sleep. Scouts should be in their assigned campsites during quiet hours.





Program Structure:

There will be different activities for the Cub Scout camp session and the Webelos/AOL camp session. Each session will participate in similar but age-appropriate activities.

Program is divided into morning and afternoon segments. Scouts will sign up for morning program slots. :

- Shooting
- Aquatics
- Nature
- Scoutcraft
- STEM
- Climbing

Afternoon program is open for Scouts to go to areas that interest them! Scouts will be able to choose where they spend each afternoon program block. Some of the activities are similar to those done in the areas in the morning, while others offer a whole new experience!



Cub Scout Program Offerings

AQUATICS

Open swimming: Enjoy more time in Taylor Lake.

CLIMBING

Bouldering: Start building your resolve and your arm strength! This activity challenges Cub Scouts to make it from one side of the climbing wall to the other, using their strength and quick thinking! Cub Scouts will also participate in team-building activities.

NATURE

Nature Walk: Explore the plants and trees around K-M and learn more about the critters that call camp home!

SCOUTCRAFT

Art Explosion: Let your creativity flow! In this adventure, Scouts explore different media, get their hands dirty, and show off their creations!

SHOOTING SPORTS

Shooting: This activity invites Scouts to practice their sharp shooting with BB guns.

Archery: Explore shooting a bow and arrow! Scouts will learn the safety and skills needed to try archery.

STEM

Game Design: Try your hand at designing a game of your own, then play it!



Webelos Program Offerings



AQUATICS

Aquanaut: Build your confidence as a swimmer and enjoy a dip in Taylor Lake.

Boating: Explore canoes, kayaks, and more!

CLIMBING

Climbing: This activity challenges Webelos to make it up the climbing wall using their strength and quick thinking! Webelos will also rappell off the climbing wall and participate in team-building games.

NATURE

Earth Rocks!: Learn about the science of geology, and the cool rocks and minerals around K-M!

Into the Woods: Explore the plants and trees around K-M and learn more about the critters that call camp home!

SCOUTCRAFT

Webelos Walkabout: Prepare and go on a guided hike around K-M

Art Explosion: Let your creativity flow! In this adventure, Scouts explore different media, get their hands dirty, and show off their creations!

Castaway: Learn what you need to do in an outdoor emergency, and gain some survival skills!

Field games: Enjoy sports and other field activities.

SHOOTING SPORTS

Shooting: This activity invites Webelos to practice their sharp shooting with BB guns.

Archery: Explore shooting a bow and arrow! Scouts will learn the safety and skills needed to try archery

STEM

Game Design: Try your hand at designing a game of your own, then play it!



ADMINISTRATIVE PROCEDURES & POLICIES



Leadership in Camp

Adult Leadership

The Boy Scouts of America runs on adult leadership. K–M Scout Ranch provides a high-quality program thanks to those adults who bring their Scouts to camp. BSA policy requires that:

- At least two registered adult leaders 21 years of age or over are required to be present in camp at all times.
- There must be a registered female adult leader 21 years of age or over in every unit serving females.
- All adults must provide completed medical form parts A and B

Duties of adult leaders include, but are not limited to:

- Transport youth to and from camp
- Maintain discipline among youth
- Remain in camp with youth AT ALL TIMES
- Ensure that all safety rules are followed
- Help each youth with program activities
- See that Scouts take prescribed doses of medication
- Attend the daily leader's meetings
- Follow all BSA/Camp/unit policies
- Basic first aid for unit members
- Supervision of unit's youth members
- Have fun



Unit Leaders/Parent Meeting

A unit leaders meeting will be held each morning and on the day of your arrival. Representatives from each unit are required to attend these meetings.

Visitors

Visitors are permitted in camp, and are required to check in at the camp office. Visitors will be issued a visitor badge. These badges are to be worn during the duration of their stay in camp. Visitors staying for a meal will be charged \$5 per meal. Families of campers are discouraged from visiting during the week. Overnight accommodations will not be provided for visiting family members. Program areas are off limits to visitors for safety and liability reasons. No one other than registered campers are permitted to participate in any program activity. K-M offers no facilities for young children.

Wildlife

Please respect the wildlife around K-M by not feeding, approaching, hindering, harassing, or otherwise annoying any of the animals in the area. Please do not leave food on the ground or lying around as it may attract animals. **No Food permitted in tents.** Please report any animals that appear to be acting strangely to the Camp Director for appropriate action. Killing of any wildlife is strictly prohibited.

Ticks

We recommend that everyone check themselves daily for ticks. While not a serious problem, it is possible to pick up an occasional tick during the summer in Montana. If a tick is discovered, please report to the Camp Health Officer to have it removed.

Fishing

Montana Fish, Wildlife and Parks have designated K-M's Taylor Lake as a private pond and a fishing license is NOT required. However, it is a violation of Montana Fishing Regulations to waste any game fish. We encourage you to practice "catch and release". The K-M dining facilities cannot be used to prepare any fish caught.

Animals and Pets

BSA policy and the health and safety standards of our camp prohibit bringing animals of any type to camp. Please make this known to anyone who anticipates visiting the camp. Pets ARE NOT allowed.

The BSA recognizes and permits service animals as defined by the ADA (<https://www.ada.gov/resources/service-animals-faqs/>). A service animal is trained to take a specific action to assist the person with a disability. Emotional support, comfort, therapy, and support animals are not recognized nor permitted at camp.



Appearance

Personal Hygiene

A Scout is clean. Personal hygiene is a matter for the individual Scouts and their leaders. Showers are provided and personal cleanliness is expected. A small amount of personal hygiene supplies are available in the Trading Post. Each Scout is responsible to have clean hands and face when eating in the dining hall. A hand washing station is available near the dining hall.

Uniforms

A uniform gives a standard to be met, promotes group spirit and designates equality from the start among members within the group. At camp the uniform does the same. The official Scout uniform is appropriate dress at any time during the week at camp. We encourage all youth to be in full uniform for dinner, campfires, chapel services and other formal ceremonies. Demonstrate your unit spirit and Scouting pride by being the best-uniformed unit in camp. It is at the unit's discretion when to require a uniform to be worn.

Camp T-Shirts:

Camp t-shirts are included with your registration fees so every camper (youth and adult) will receive a camp t-shirt. T-shirts will be available in youth small through large and adult small through 3xl. Size information will be required when a unit registers each person in Tentaroo. We will no longer be offering color choices or customization.

Proper footwear

As part of camp, each Scout is expected to be properly dressed for the activity at hand as well as prepared for changes in weather. This includes footwear. We encourage Scouts to wear closed-toed shoes when not in the aquatics or shower areas.

Swimwear

Swimming Attire for all Scouting participants: Swimsuits should be comfortable, functional and modest. Everyone should wear closed toe water shoes or sandals to protect their feet while in the aquatics area.

Headwear

We encourage Scouts to wear appropriate headwear at all times. We want to remind units that a non-BSA or Scouting related hat is not a part of the uniform and thus should not be worn during flag ceremonies.

The camp will not be enforcing any "hats off in the dining hall" policy on campers. We do however require our staff to remove any non-religious headgear when eating meals while in uniform and encourage them to remove headgear whenever eating in the dining hall. We support the individual unit decisions for their own Scouts and ask you respect the decisions of other units. We encourage units not to require Scouts remove headgear until they have been seated, this helps avoid spilling of food.



Youth Protection

Youth Protection Policies

It is expected that unit leaders be familiar with, follow, and enforce BSA policies regarding Youth Protection. Montana Council requires this training for all registered adults annually. Any violation of Youth Protection Policies must be reported.

- The Buddy System: Scouts should travel about camp with a buddy
- Two-Deep Leadership: A minimum of two adults (21 or over) are required to attend camp for each unit
- Privacy and separate facilities: Adults and youth never share a tent.
- Toilet and shower facilities usage are to be scheduled to allow youth and adults separate times and privacy. This must also accommodate gender differences.
- No one-on-one contact: interactions between youth and adults must take place within plain sight of others. At no time may an adult be alone (one-on-one) with a Scout, other than their own child.
- The use of smartphones, cameras, mirrors, drones, etc., in places or situations where privacy is expected is prohibited.
- All aspects of the Scouting program are open to observation by parents and leaders.
- The BSA does not recognize any secret organizations as part of its program.
- Hazing and initiations are prohibited and have no part during any Scouting activity.
- All forms of bullying and harassment including verbal, physical, and cyberbullying are prohibited.
- Inappropriate public displays of affection are prohibited.
- Sexual activity is prohibited.
- Appropriate attire is required for all activities.

Allegations and investigations follow the procedures of the BSA Youth Protection policies, including immediate removal of alleged perpetrators.

Child Abuse Reporting

It is mandatory that any staff or adult leader/volunteer report any suspected or actual child abuse or neglect immediately. Suspected or actual abuse or neglect should be reported to the camp director and to local authorities, such as the police and/or Montana DPHHS Child and Family Services Division (CFSD) at 1 (866) 820-5437.

Scouts First Helpline

As part of its "Scouts First" approach to the protection and safety of youth, the BSA has established a dedicated 24-hour helpline to receive reports of known or suspected abuse or behavior that might put a youth at risk. 1-844-SCOUTS1 (1-844-726-8871)

When to use it:

- Anytime you believe a youth has been harmed or their safety or wellbeing is at risk, and you cannot immediately reach your Scout executive or local council.
- If a youth is bullied because of race, color, national origin, religion, sexual orientation, or disability, and local help is unable to resolve the problem.
- If someone is at immediate risk of harm, always call 911.



Camp Safety

Camper Identification

Each camper, both youth and adult, as well as guests and staff will be issued a wristband to be worn at all times during camp. If a wristband is lost, see the office for a replacement. Staff will be readily identifiable. If you see someone without a wristband please send them to the office to check in.

Leaving During Camp

Units leaders and Scouts who need to leave camp during the week must check out at the camp office before leaving. Scouts will only be permitted to leave with authorized individuals. Upon returning to camp you must check back in at the office.

If a Scout or Scouter is leaving early they must checkout with the office at the time of their departure and collect medical records. The Camp Director can approve exceptions when necessary.

Buddy System

Scouts and Scouters are required to use the buddy system when moving around camp. A buddy can be a youth or adult but remember to follow the Youth Protection Guidelines.

Fire Guard

Every Scout and leader is responsible for preventing fires. Unit fireguard charts will be provided to unit leaders. They need to be filled out as soon as possible after camp setup and the entire unit is briefed. "NO FLAMES IN TENTS" signs will be issued during camp check in. These signs will be affixed to or near every tent. Campfires will be allowed as long as the local fire marshal allows and at the discretion of the council officials and Camp Director. All fires will be in the fire barrels provided.



Vehicles in Camp

Units are permitted to drive **ONE** vehicle with or without a trailer to their campsite to unload. Once unloaded the vehicle must be returned to the parking lot. All vehicles must be out of the campsites by 8 p.m. on the first day of camp. Trailers can be left in campsites for the duration of the week. One vehicle can be taken to the campsite to retrieve gear when your unit is ready to load up. The parking lot has been designed so that all vehicles are able to exit by pulling forward during an emergency. Please follow the directions of staff directing parking.

Vehicles are not permitted around camp. Camp vehicles and a select few staff vehicles are approved. Exemptions can only be approved by the Camp Director.



When transporting participants to and from off-site locations, the camp will use council leased or owned vehicles first. It may be necessary to use personal vehicles but this is not our policy.

When traveling to the Kendal Ghost Town, it is expected that all participants and staff walk the route. A group of staff will travel with the food and another with the unit overnight gear. Room in these vehicles is available for Scouts and Scouter with disabilities preventing them from walking. This must be approved by the Camp Director. It should be noted that our medical staff may direct a Scout or Scouter who is struggling to get a ride.

The camp speed limit is 10 mph. A vehicle's capacity is defined by the number of seat belts it has. At no time can more people be inside. No one is allowed to ride in the bed of a truck, in/on a trailer, or by hanging onto the side of a vehicle.

Dietary Restrictions/Preferences/Allergies

The camp kitchen makes every effort to accommodate any dietary needs. Please [use the request form](#) in advance of your arrival to ensure accommodations can be made. Our kitchen staff can prepare alternative meals or help you determine which foods are safe for your consumption. In rare cases we are unable to accommodate a food allergy and will ask for the unit's assistance.

A peanut butter and jelly sandwich station is available from the start of breakfast until 8 p.m. for Scouts and Scouters who need a snack or do not want what has been prepared. This area is kept as clean as possible. In the case of severe nut allergies, this may be substituted with a different option. If a Scout or Scouter in your unit has a severe nut allergy that may require this station be changed please notify the Camp Director early so we can ensure a thorough cleaning occurs.

Other Policies and Procedures

Lost and Found

Every year numerous items of clothing and equipment are left at camp. If you happen to find an item, please turn it in at the camp office. If you have lost something, you may check for it at the same location. Please have your Scouts inventory the items they bring to camp and then check their equipment before they depart. Area directors and instructors have been instructed to bring items found in their areas to the camp office. Items remaining after camp will be donated to charity.

Discipline

Discipline in camp is primarily the responsibility of the unit leadership. The rules of camp are the Scout Oath and Law. The unit leadership and Camp Director will deal with infractions of the camp rules and policies. Serious infractions may lead to having the Scout sent home. In the unlikely event that this will be necessary, it will be the responsibility of the unit leadership to provide a way to return them home.

K-M Scout Ranch and Montana Council follow all BSA and State of Montana Requirements for reporting Youth Protection violations.



Trash Pickup

Units are responsible for keeping their campsite clean and disposing of all waste properly. The Ranger and/or his designee will come to your campsite each evening during dinner to pick up your trash. Please leave the bag tied and by the road in front of your campsite. We encourage you to empty your trash each evening to avoid issues with wildlife.

Electronics

Cell phone and electronics are permitted at the camp facilities when used safely and responsibly. Cameras should never be used at the shower house facilities or in bathrooms. When participating in courses and activities, electronic use is expected to be for the benefit of the activity and not as a distraction. Staff are expected to only use electronics and cell phones during demonstrations or in staff-only areas. It is up to each unit to determine their own policy for Scouts to follow and the camp nor other units will be responsible for enforcing these policies.

Charging of these electronics is to be done in the campsites. No charging is allowed in the showers or public facilities.

Prohibited and Restricted Items

Tobacco

The use of tobacco products and/or vaping products by anyone under the age of 21 will not be tolerated. Adults may use tobacco products only in designated areas and away from all participants. Council properties are tobacco-free zones, including all buildings, campsites, trails and program areas. Smoking, using tobacco products and/or vaping products in tents and campsites or in view of any Scout is strictly prohibited.

Liquid and Bottled Fuel

If your unit is planning to use a propane or liquid-fueled stove, (canister-type fuels are recommended over liquid) lantern or other similar appliances, BSA regulations require that you turn in extra fuel for mandatory locked storage. This is a requirement for our camp certification. A responsible adult, who is knowledgeable in safety precautions, must do lighting and refueling; fuel is never handled by youth. The use of liquid fuels as a fire starter is strictly prohibited. (Note: Please put unit number on fuel bottles and cans that are to be stored and remember to pick them up prior to departure.)

Alcohol and Drugs

It is the policy of the Boy Scouts of America that the use of alcoholic beverages and controlled substances (including marijuana) are not permitted on property owned and/or operated by the Boy Scouts of America, or at any activity involving participation of youth members.

Weapons

No weapons of any kind are permitted at camp. This includes personal archery and rifle equipment. Personal equipment is not permitted on camp ranges during summer camp. Weapons are not permitted to be stored in vehicles in camp parking lots.

Personal pocketknives should comply with the policies outlined in the Guide to Safe Scouting.





Medical Policies

K-M operates a health lodge that is administered by a qualified Camp Health Officer for any accidents or medical problems that may arise. In the event of a medical emergency, the Camp Health Officer is available 24 hours a day. Special arrangements have been made with local hospitals for the treatment of more serious cases.

If such treatment is required, every effort will be made to help the unit leader notify the camper's parents. In the unlikely event of a very serious injury or illness requiring immediate specialized medical attention, the care of your youth will be turned over to the local emergency medical service that may require the use of ground or air ambulance service at their discretion.

Youth and leaders needing additional medical attention on or off property will be billed (by the medical office or hospital) for services rendered at their expense. All expenses associated with this additional treatment become the responsibility of the youth's parents or guardians, preferably handled through their personal health insurance or supplemental unit accident insurance. All medical services provided by the Camp Health Officer are at no cost.

First Aid begins with the unit. Each unit should have a well-stocked first aid kit to provide basic first aid for the unit's Scouts and adults.

Insurance

Montana Council Scouts will be automatically covered by the council's supplemental health-insurance policy.

Prescription Medication

Unit Leaders will be responsible for the storage, administration and recording of Unit member(s) medications. If the Unit Leader is uncomfortable with this practice, they may seek assistance from the Camp Health Officer. BSA national standards require that all prescription and over-the-counter medications be stored under lock. The exception is for a limited amount of medication to be carried by a camper for life-threatening



conditions, including Epi-pens, heart medication and inhalers. Please bring medication in a locked box to camp. The camp will have boxes and locks available for any unit without one. The camp has a limited supply of over-the-counter medications available for use. The Camp Health Officer will review the medications and secured container with the unit leader upon arrival at camp. ALL medications including over-the-counter medication are to be kept in the original container clearly labeled with the dosing instructions. It is recommended that only the week's supply of prescription medications be brought to camp.

Note: The BSA does not permit the possession or use of marijuana or marijuana/THC/CBD products, even if medically prescribed.

Please remember to pick up any medications secured with the Camp Health Officer at the end of camp. Any medications left behind by units will be destroyed. Refrigeration is available in the Medical Lodge if necessary.

Medical Records and Physical Exams

A current health history is required for each camper, youth and adult. Use only the A and B forms provided by the National Council.

The medical form includes an authorization for emergency treatment. The parents or guardian must sign forms for all Scouts. Double-check all forms to see that all required signatures and information are included.

A brief health screening will be conducted with each camper by a qualified member of the medical staff.



EMERGENCY PROCEDURES



The following instructions are for your guidance in case of emergency.

The Camp Administration goes through a review of these procedures prior to the publication of this guide as well as in late June, prior to the arrival of any participants. Any changes will be communicated upon arrival at camp and updated procedures will be posted.

Review these with your unit before coming to camp. The siren will be demonstrated on the first evening each session.

In any emergency, the Camp Director and Camp Ranger hold the ultimate authority for decision making.

If media should arrive, all questions should be referred to the Camp Director.

Unit leader and Scout assistance during emergency is crucial but please remember to comply with the instructions of the camp administration.



Standard Emergency Procedures

1. Any emergency will be reported to the Camp Director, Camp Ranger, Program Director, or an available staff member. The Camp Director will be found and notified immediately.
2. The Camp Administration will sound the siren, if deemed necessary. The siren will be demonstrated on the first evening each session."
3. When the siren is heard, all program areas will close, and all staff members will report to the main lodge.
4. All Scouts and Leaders will report immediately to the field in front of the flagpoles. No one will return to their campsites for any reason until released. Once the units are assembled, each unit will account for their Scouts and leaders.
5. Once the unit status and headcount have been reported, the Camp Administration will issue emergency instructions to the staff and assembled units. Leaders may be summoned for details of evacuation or other immediate emergencies.
6. Staff members will stand by for any additional instructions or responsibilities.

Medical Emergency

1. Upon any injury to a Scout or leader, trained staff members at the scene will assume temporary responsibility for the situation and carry out proper first aid measures. If the injury is serious or involves a potential neck or back injury, DO NOT MOVE THE VICTIM.
2. If the injury is minor, have the person escorted to the medical lodge for further treatment. If the injured must be examined and treated on the scene of the accident, medical staff can always be reached by radio or phone.
3. If deemed necessary by medical personnel, and in coordination with unit leaders, arrangements will be made by the Camp Administration to transport the victim to the nearest medical facility for further treatment. This transport could consist of a privately-owned vehicle from the camp, a camp-provided vehicle, an ambulance from Lewistown, or a request for a Mercy Flight helicopter from Great Falls. Time factors and severity of the injury will govern the selection of transport (Note: GPS Coordinates for K-M Scout Ranch are on file with Mercy Flight.)
4. When the situation is under control, the Camp Administration will collect all the facts and notify the proper authorities.

Fire

1. In the event of a small campsite fire, the adult leaders on site will assume responsibility and start fighting the fire with assistance from the members of the unit and available equipment. Send two Scouts to report the fire to the Camp Director/Program and/or another adult staff. Additional help will be dispatched to assist.
2. If the fire is in a program area, the program instructors will assume responsibility and start fighting the fire with assistance from the Scouts and leaders in the area. Send two Scouts to report the fire to the Camp Director and/or another adult staff. Additional help will be dispatched to assist.
3. If a fire gets out of control and threatens the safety of the camp, the Camp Director will oversee the evacuation of



camp with the assistance of the Program Director and Adult Staff. Coordination will take place with the Hilger Fire Department through '911.'

4. The Camp Director will notify the local authorities, as necessary.
5. When the situation is under control, the Camp Director will notify the Scout Executive.

Lost Swimmer

1. All actions in the water will be under the direction of the Aquatics Director. Overall responsibility rests with the Camp Administration.
2. Upon suspicion of a lost swimmer, notify the Aquatic Director immediately. Medical personnel will respond to the Aquatics Area and stand by until the swimmer is found.
3. Scouts will be instructed to pair up with their swimming buddy. After a head count is taken, the swimmers will be instructed to get out of the water immediately. Swimmers may be instructed to leave the area or to remain while the situation is resolved.
4. The swimmer's buddy will be interviewed concerning the location of the swimmer or misplacement of the swimmer's tag.
5. Under the direction of the Aquatics Director, the staff members and designated others will search the entire waterfront area. Appropriate water searches will also be carried out by the Aquatics staff and qualified assistants.
6. The search will be extended to the surrounding area, as required, and, if necessary, a lost camper search initiated by the Camp Administration.

Fatality

1. Notify the Camp Director immediately.
2. Do not move the victim other than for appropriate resuscitation procedures. This is extremely important in the event the situation becomes a crime scene.
3. When the situation is under control, the Camp Director will collect all the facts and notify the proper authorities and the Scout Executive.

Child Abuse

1. If there are reasonable suspicions of child abuse, it will be reported to the Camp Director immediately.
2. The Camp Director will report the suspicions to the Council Executive and to the proper authorities.

Missing Scouts or Leaders

1. Upon suspicion of a lost or missing Scout, the Camp Director will be notified immediately. Please do not attempt



to find a missing Scout without assistance. The problem may be compounded if you delay.

2. The Camp Director will coordinate with the unit leaders to account for the members of the unit. The missing Scout's buddy will be interviewed as to the possible whereabouts.
3. Program area staff members will coordinate a search for the lost camper in their areas. The waterfront area will conduct a lost swimmer exercise, if necessary.
4. In the event the missing Scout is not found in the campsites or program areas; the Camp Director will conduct a camp-wide search.
5. If a runaway is suspected, the search will be extended to include all roads leading from camp within a 10-mile radius. The Camp Director will request assistance from the Fergus County Sheriff Department as needed.
6. Upon discovery of the missing Scout, multiple blasts on the camp siren will sound to end the search.
7. If the missing Scout is not found in the camp vicinity within a reasonable time, the Camp Director will notify the Fergus County Sheriff Department and the Scout Executive.

Severe Weather: High winds, hail, tornado, and/or severe thunderstorms

1. The Camp Administration will determine when it is necessary for a camp-wide shelter for weather. It is possible that the camp advises units to remain in camp or return to camp if weather is too severe.
2. At the end of the day, Scouts will gather in the nearest weather shelter and the camp admin will begin a head count. Shelters for severe weather include:
 - Program Pavilions
 - Nature Lodge
 - Aquatics Changing Rooms and Pump House
 - ATV Garage
 - Dining Hall / Lodge
 - Warehouse
 - Trek Center (lower level)

If necessary, emergency shelter can be taken in any bathroom/ shower house building.

If the weather is slated to worsen or continue, the Camp Director may determine and coordinate all individuals be transported to the dining hall/ lodge.

3. When the Camp Administration determines the weather is safe, camp will resume normal operation

Active Shooter/ Aggressive Person:

See Something, Say Something: If any individual, youth or adult, is acting in an inappropriate manner it is the responsibility of every participant and staff member to report the action to staff leadership. If anyone has an uneasy feeling about a visitor, participant, staff member or feels unsafe they are responsible to share their feelings with staff leadership.



Principles of Run, Hide, Fight:

Run:

- Have an escape route and plan in mind
- Leave your belongings behind
- Keep your hands visible

Hide:

- Hide in an area out of the shooter's view
- Block entry to your hiding place and lock the doors
- Silence your cell phone and/or pager
- Do not open or unlock a door for anyone besides law enforcement officers.

Fight:

- As a last resort and only when your life is in imminent danger
- Attempt to incapacitate the shooter
- Act with physical aggression and throw items at the active shooter

Camp Practices

When an active shooter or aggressive person is identified the camp will go into **immediate lockdown**. To initiate this, the staff member identifying the shooter or aggressor will send out a radio call. Scouts, Scouters, staff, and visitors should seek shelter when possible. Getting into the bathrooms or showers and locking the doors provide a haven for all. If it is not possible to get to the bathrooms or showers safely, seek shelter in the nearest building or find a hiding place out in the woods.

Camp administration will notify law enforcement. Information will be shared using text messaging or email. Area directors and other radio-equipped staff should keep them low and to their ears. All staff will receive updates through proper communication channels. After the camp is deemed safe, an "all clear" message will be sent out and the horn will sound five (5) times.

After that message is sent out, ALL staff, Scouts, Scouters and visitors will gather in the parade field.

Follow all Law Enforcement Instructions!!!



Evacuation of Camp:

1. Any evacuation contingency will be under the direction of the Camp Director. While the sole responsibility rests with the Camp Director, any evacuation plans will require complete cooperation of the unit leaders and Scouts. Logistically, evacuation can be a difficult process. Instructions must be carried out correctly and without hesitation.
2. The Camp Director will sound the siren.
3. When the siren is heard, all program areas will close and all staff members will report to the stairs of the lodge.
4. All Scouts and leaders will report immediately to the field in front of the flagpoles. **No one will return to their campsites for any reason until released.** Once the units are assembled, each unit will account for their Scouts and leaders. A staff member will receive the unit status and deliver it to the Camp Director. This will be accomplished as quickly as possible.
5. Once the unit status and headcount have been reported, the Camp Director will issue emergency instructions to the remaining staff members and the assembled units. Scoutmasters may be summoned for details of evacuation.
6. When all Scouts, leaders and staff have been accounted for, the Camp Director will oversee the movement of everyone to the evacuation site. If evacuation time allows, personnel may take ONLY those items that are necessary and that they are capable of carrying in a backpack, such as clothing, bedding, and first aid supplies. If time does not allow, evacuation will take place without returning to your individual campsites.
7. All Scouts, leaders and staff must proceed as quickly as possible and in an orderly manner to the evacuation site. This will be accomplished under the direction of the unit leaders, unit guides and designated staff personnel.
8. It is extremely important that you keep your groups together while evacuating. All Scouts and adults must go no faster than the slowest person in your group. **YOU MUST REMAIN TOGETHER**
9. The Camp Director will notify proper authorities before leaving camp.



SUPPORTING DOCUMENTS



Suggested Packing List

The following checklist is designed to help YOU Prepare for outdoor activities. It is only a guide. Scouts participating in high adventure activities may need different or light weight equipment.

Unit

- American Flag
- Unit Flag
- Broom/Dust Pan
- Bucket
- Dining Fly
- First Aid Kit
- Rope
- Twine/Rope

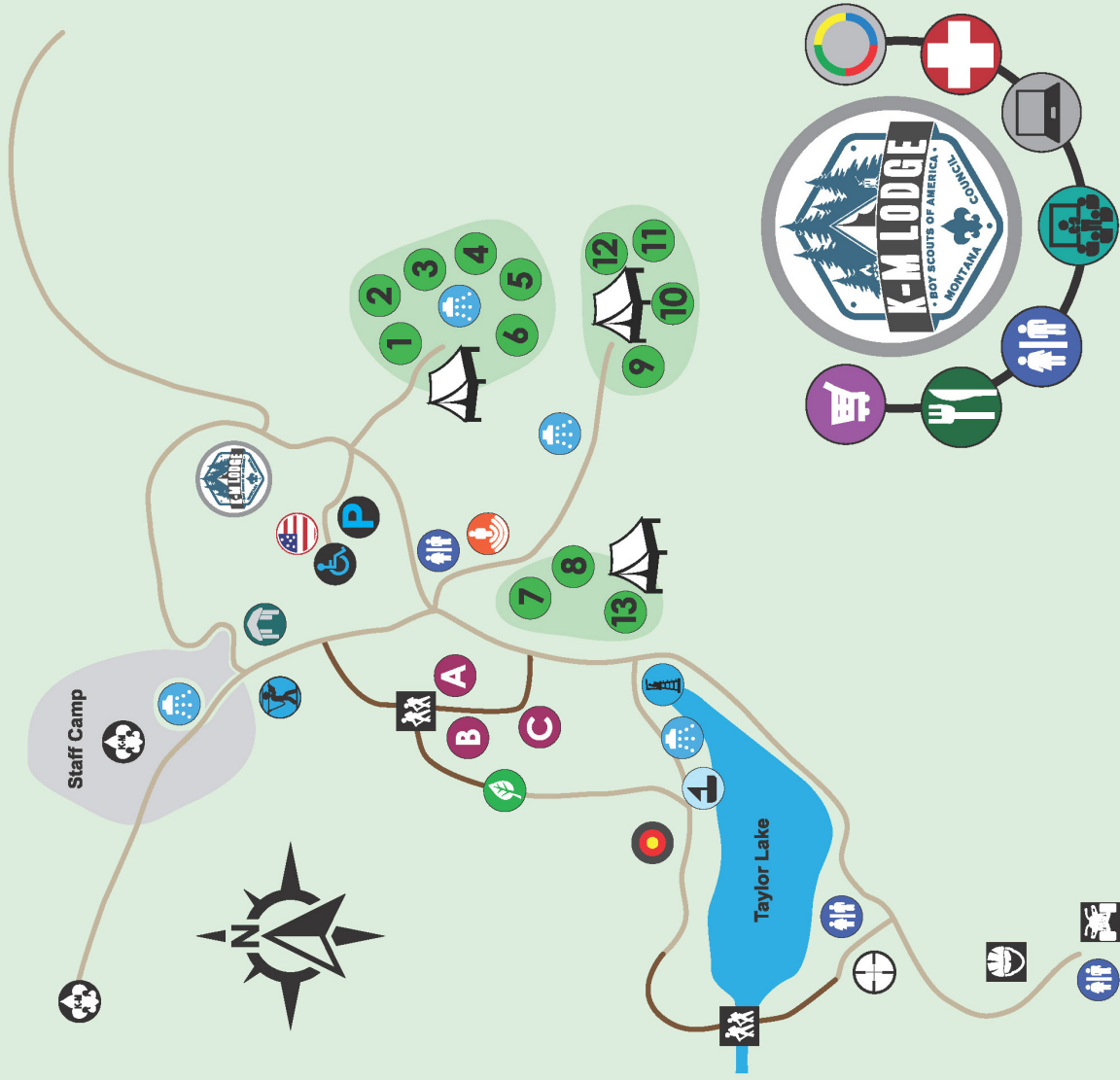
INDIVIDUAL Scouts & LEADERS

- Appropriate Clothes
(warm/dry/extra)
- Back Pack / day pack
- Camera (extra batteries)
- Water Bottle
- Compass
- First Aid Kit
- Flashlight (extra batteries)
- Hat
- Hygiene Items
(soap, towel, etc.)
- Medications
(notify leaders)
- Money - for trading post & crafts.
- Mosquito Repellent
- Pencil & Paper
- Medical Forms parts A, B
- Pillow
- Pocket Knife
- Postcards & Stamps
- Rain Gear
- Scout Uniforms
- Sleeping Bag
- Sun Screen
- Swimsuit
- Large Plastic Bags
- Fishing Pole



LEGEND

- Roads
- Trails
- Walking Trail
- Mountain Bike Trail
- Kendall Ghost Town
- Medical
- Dining
- Administration | Check In
- Trading Post
- Bathroom
- Shower House + Bathrooms
- Mountain Man Pavilion
- Parade Ground
- Activity Pavilion
- STEM Lab
- Conference Rooms
- Camp Site Areas
- Amphitheater
- Von Hess Shooting Range
- Limbo Archery Center
- Climbing Course
- Watersports | Aquatics
- Guard Tower
- Plant Sciences
- Moore ATV Center
- K-M Lodge
- Assisted Parking
- Standard Parking
- Ranch and Support Area



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