



## 2024 K-M Scout Ranch Class Catalog

### Event Contacts

Name	Title	Phone	Email
John Brault	K-M Camp Director		john.brault@montanabsa.org
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Registration opens January 14, 2024  
Visit [www.scoutingevent.com/315-2024KMScoutRanch](http://www.scoutingevent.com/315-2024KMScoutRanch) to register



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### 2024 K-M Scout Ranch Youth (Scheduled Classes)



**KM29 Archery**

Archery is a fun way for Scouts to exercise their minds as well as bodies, developing a steady hand, a good eye, and a disciplined mind while increasing the understanding and appreciation of archery.

- 9-10:30 AM **Days:** Mo Tu We Th  
**Maximum number of participants:** 16  
**Sessions:** All
- 10:30-12 PM **Days:** Mo Tu We Th  
**Maximum number of participants:** 16  
**Sessions:** All
- 2-3:30 PM **Days:** Mo Tu We Th  
**Maximum number of participants:** 16  
**Sessions:** All



**KM7 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.

- 10-11 AM **Days:** Mo Tu We Th  
**Maximum number of participants:** 18  
**Sessions:** All
- 3-4 PM **Days:** Mo Tu We Th  
**Maximum number of participants:** 18  
**Sessions:** All



**KM41 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!

THIS ACTIVITY REQUIRES PARTICIPANTS TO BE 14 OR OLDER.


- 9-10:30 AM **Days:** Mo Tu We Th  
**Minimum Age:** 14  
**Maximum number of participants:** 12  
<https://atvsafety.org/atv-ecourse/>  
**Sessions:** All
- 10:30-12 PM **Days:** Mo Tu We Th  
**Minimum Age:** 14  
**Maximum number of participants:** 12  
<https://atvsafety.org/atv-ecourse/>  
**Sessions:** All
- 2-3:30 PM **Days:** Mo Tu We Th  
**Minimum Age:** 14  
**Maximum number of participants:** 12  
<https://atvsafety.org/atv-ecourse/>  
**Sessions:** All
- 3:30-5 PM **Days:** Mo Tu We Th  
**Minimum Age:** 14  
**Maximum number of participants:** 12  
<https://atvsafety.org/atv-ecourse/>  
**Sessions:** All

**Prerequisites:** The ASI E course is a prerequisite for the ATV course at camp. Participants also need the hold harmless form and safety clothing, long pants, over the ankle boots and gloves.


Ecourse Link: <https://atvsafety.org/atv-ecourse/>  
Hold Harmless Agreement Link: <https://montanabsa.org/wp-content/uploads/2021/06/ATV-Hold-Harmless-K-M.pdf>

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**KM28      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.  
3-4 PM                      **Days:** Mo Tu We Th  
   **Additional Fee:** \$15.00  
   **Maximum number of participants:** 18  
   **Sessions:** All




**KM6      Bird Study**  
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  
   **Maximum number of participants:** 18  
   **Sessions:** All  
  
2-3 PM                        **Days:** Mo Tu We Th  
   **Maximum number of participants:** 18  
   **Sessions:** All  
   **Prerequisites:** Prerequisites: #5, 7



**KM1      Canoeing**  
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  
   **Maximum number of participants:** 16  
   **Sessions:** All  
  
2-3 PM                        **Days:** Mo Tu We Th  
   **Maximum number of participants:** 16  
   **Sessions:** All  
   **Prerequisites:** Must pass BSA Swim Test



**KM32      Chess**  
Chess builds critical thinking, forward thinking, and proper sportsmanship in young Scouts.  
9-10 AM                      **Days:** Mo Tu We Th  
   **Maximum number of participants:** 18  
   **Sessions:** All  
  
11-12 PM                      **Days:** Mo Tu We Th  
   **Maximum number of participants:** 18  
   **Sessions:** All



**KM39      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.  
9-10:30 AM                      **Days:** Mo Tu We Th  
   **Maximum number of participants:** 10  
   **Sessions:** All  
  
10:30-12 PM                      **Days:** Mo Tu We Th  
   **Maximum number of participants:** 10  
   **Sessions:** All  
  
2-3:30 PM                      **Days:** Mo Tu We Th  
   **Maximum number of participants:** 10  
   **Sessions:** All

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### **KM33 Electricity**

Electricity is a powerful and fascinating force of nature. Real progress in unraveling the mystery of electricity has come only within the last 250 years.

10-11 AM

**Days:** Mo Tu We Th

**Maximum number of participants:** 18

**Sessions:** All

**Prerequisites:** Prerequisite: 2



### **KM34 Electronics**

The Electronics Merit Badge enables scouts to explore capacitors, transistors, and resistors, alongside fundamental digital techniques, culminating in building control device circuits. Through this process, they also learn about electron behavior and practice safety precautions when handling electronic devices.

2-3:30 PM

**Days:** Mo Tu We Th

**Maximum number of participants:** 18

**Sessions:** All



### **KM14 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

**Maximum number of participants:** 18

**Sessions:** All

2-3:30 PM

**Days:** Mo Tu We Th

**Maximum number of participants:** 18

**Sessions:** All

**Prerequisites:** Prerequisites: 6C, 7, 8B, 9



### **KM10 Environmental Science**

While working on 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.

10:30-12 PM

**Days:** Mo Tu We Th

**Maximum number of participants:** 18

**Sessions:** All

2-3:30 PM

**Days:** Mo Tu We Th

**Maximum number of participants:** 18

**Sessions:** All

**Prerequisites:** Prerequisites: 3F



### **KM15 Exploration**

This exciting new merit badge for K-M Scout Ranch will have scouts plan, execute, and debrief an expedition around the camp.

10:30-12 PM

**Days:** Mo Tu We Th

**Maximum number of participants:** 18

**Sessions:** All

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### **KM20 Fingerprinting, Crime Prevention, Safety**

Earning the Fingerprinting merit badge introduces Scouts to crucial techniques used in law enforcement, aiding in identification. Additionally, understanding safety principles empowers Scouts to make informed decisions, reducing the risk of accidents and contributing to crime prevention.

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.

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.

11-12 PM

**Days:** Mo Tu We Th

**Maximum number of participants:** 18

**Sessions:** All

**Prerequisites:** Prerequisites:

Crime Prevention: 2, 4A, 4B

Safety: 2A, 2B, 6



### **KM16 First Aid**

First aid, a vital skill for every Scout, entails providing immediate care for injured or ill individuals until professional medical assistance is available. With this knowledge, Scouts can offer crucial assistance, potentially preventing infection, minimizing blood loss, and even saving lives or limbs.

9-10:30 AM

**Days:** Mo Tu We Th

**Maximum number of participants:** 18

**Sessions:** All

2-3:30 PM

**Days:** Mo Tu We Th

**Maximum number of participants:** 18

**Sessions:** All

**Prerequisites:** Prerequisites: 5



### **KM26 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

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

**Maximum number of participants:** 24

**Sessions:** All

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#### **KM11 Fishing & Fish and Wildlife Management**

Baden-Powell offers this advice: "Every Scout ought to be able to fish in order to get food for themselves. 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.

9-10 AM **Days:** Mo Tu We Th  
**Maximum number of participants:** 18  
**Sessions:** All

11-12 PM **Days:** Mo Tu We Th  
**Maximum number of participants:** 18  
**Sessions:** All  
**Prerequisites:** Prerequisites:  
Fishing: 9, 10  
Fish/Wildlife Management: 7



#### **KM9 Forestry**

During the Forestry merit badge journey, Scouts explore the complexity of forests, identifying tree and plant species and their roles in the ecosystem. They also learn about the resources forests provide and the importance of human involvement in sustaining forest health.

9-10 AM **Days:** Mo Tu We Th  
**Maximum number of participants:** 18  
**Sessions:** All



#### **KM35 Game Design**

In the Game Design merit badge journey, Scouts explore the diverse world of games, ranging from fast-paced to leisurely, competitive to cooperative, shaping our identities and experiences. Whether played individually or in large groups, games play a significant role in defining who we are as individuals and communities.

9-10 AM **Days:** Mo Tu We Th  
**Maximum number of participants:** 18  
**Sessions:** All



#### **KM22 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.

9-10 AM **Days:** Mo Tu We Th  
**Maximum number of participants:** 18  
**Sessions:** All



#### **KM12 Geology & Mining in Society**

Geology, the study of Earth's materials and processes, is essential for understanding human civilization's reliance on natural resources. The Mining merit badge explores the industry's history, modern status, career opportunities, and emphasizes crucial safety practices.

10-11 AM **Days:** Mo Tu We Th  
**Maximum number of participants:** 18  
**Sessions:** All

2-3 PM **Days:** Mo Tu We Th  
**Maximum number of participants:** 18  
**Sessions:** All

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#### **KM3 Instructional Swim**

For those that want to learn or reinforce the basics, scouts will practice basic swim skills to build confidence and safety in the water. Scouts who do not earn their desired swimmer classification during the Sunday swim test may transfer into this section to work with our staff.

11-12 PM **Days:** Mo Tu We Th  
**Maximum number of participants:** 18  
**Sessions:** All



#### **KM2 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  
**Maximum number of participants:** 10  
**Sessions:** All

3-4 PM **Days:** Mo Tu We Th  
**Maximum number of participants:** 10  
**Sessions:** All  
**Prerequisites:** Must Pass BSA Swim Test



#### **KM42 Leatherwork**

Completing the Leatherwork merit badge requirements, Scouts explore the history and versatility of leather, crafting items with traditional materials and mastering skills like hand-stitching, lacing, and braiding. Additionally, they learn essential techniques for preserving and protecting leather goods to ensure longevity.

2-3 PM **Days:** Mo Tu We Th  
**Additional Fee:** \$10.00  
**Maximum number of participants:** 18  
**Sessions:** All



#### **KM4 Lifesaving**

The Lifesaving merit badge prepares Scouts to assist in water accidents by teaching rescue techniques and fostering judgment for effective emergency response. By equipping Scouts with essential skills and knowledge, it ensures their readiness to provide proper aid when needed.

9-10:30 AM **Days:** Mo Tu We Th  
**Maximum number of participants:** 18  
**Sessions:** All

10:30-12 PM **Days:** Mo Tu We Th  
**Maximum number of participants:** 18  
**Sessions:** All  
**Prerequisites:** Prerequisites: Swimming Merit Badge



#### **KM8 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  
**Maximum number of participants:** 18  
**Sessions:** All  
**Prerequisites:** Prerequisites: 3A, B, or C

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#### **KM40 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+

9-10:30 AM	<b>Days:</b> Mo Tu We Th <b>Maximum number of participants:</b> 10 <b>Sessions:</b> All
10:30-12 PM	<b>Days:</b> Mo Tu We Th <b>Maximum number of participants:</b> 10 <b>Sessions:</b> All
2-3:30 PM	<b>Days:</b> Mo Tu We Th <b>Maximum number of participants:</b> 10 <b>Sessions:</b> All



#### **KM13 Nature**

In the Nature merit badge journey, Scouts learn about the intricate connection between soil, plants, animals, and humans, emphasizing the importance of preserving wilderness for ecological balance and our own well-being. Understanding our impact on this interconnected web is crucial for fostering environmental stewardship and sustainability.

3-4 PM	<b>Days:</b> Mo Tu We Th <b>Maximum number of participants:</b> 18 <b>Sessions:</b> All
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#### **KM36 Nuclear Science**

Nuclear science simplifies the understanding of the natural world, aiming to uncover fundamental rules governing matter and forces. Earning the Nuclear Science merit badge offers Scouts a chance to explore this dynamic field's cutting-edge advancements and applications in modern science.

10-11 AM	<b>Days:</b> Mo Tu We Th <b>Maximum number of participants:</b> 18 <b>Sessions:</b> All
11-12 PM	<b>Days:</b> Mo Tu We Th <b>Maximum number of participants:</b> 18 <b>Sessions:</b> All



#### **KM19 Orienteering**

New to camp this year, the Orienteering merit badge introduces Scouts to the ancient skill of navigating with map and compass, while also highlighting its recognition as a sport at the Olympic Games, engaging thousands in local clubs and competitions annually. This badge not only enhances journey planning abilities but also fosters a sense of adventure and outdoor exploration.

11-12 PM	<b>Days:</b> Mo Tu We Th <b>Maximum number of participants:</b> 18 <b>Sessions:</b> All
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#### **KM18 Personal Fitness**


Personal fitness is an individual endeavor aimed at reaching one's best potential, and completing the athletic requirements for this merit badge over twelve weeks will enhance Scouts' physical condition, self-esteem, and overall well-being, regardless of their initial fitness levels.

9-10 AM	<b>Days:</b> Mo Tu We Th <b>Maximum number of participants:</b> 18 <b>Sessions:</b> All <b>Prerequisites:</b> Prerequisites: 1A, 1B, 8
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**KM21 Pioneering**

Pioneering, utilizing ropes, knots, and lashing techniques to construct rustic structures, is one of Scouting's oldest skills, connecting Scouts with past generations who relied on these techniques while navigating the seas or living in forests and prairies. Through practicing rope use and completing projects with lashings, Scouts honor their ancestors and cultivate a rich understanding of traditional outdoor skills.


2-3:30 PM      **Days:** Mo Tu We Th  
**Maximum number of participants:** 18  
**Sessions:** All



**KM23 Pulp and Paper**

Here's an astonishing figure to ponder: Each person in the United States consumes about 700 pounds of paper annually, emphasizing its pervasive presence in our lives. This insight is particularly relevant in the context of the Pulp and Paper merit badge, where Scouts explore the significance of paper production and its impact on society.

10-11 AM      **Days:** Mo Tu We Th  
**Maximum number of participants:** 18  
**Sessions:** All




**KM31 Rifle Shooting**

The Rifle merit badge emphasizes responsible handling, highlighting that when used properly, rifles are precision instruments that pose no inherent danger. Scouts can develop their shooting skills while prioritizing safety protocols, ensuring a secure and enriching learning experience.

9-10:30 AM      **Days:** Mo Tu We Th  
**Maximum number of participants:** 16  
**Sessions:** All

10:30-12 PM      **Days:** Mo Tu We Th  
**Maximum number of participants:** 16  
**Sessions:** All


2-3:30 PM      **Days:** Mo Tu We Th  
**Maximum number of participants:** 16  
**Sessions:** All



**KM37 Robotics & Programming**

Earning the Robotics merit badge involves comprehending robot mechanics, sensors, and programming, demonstrated through building a robot. Scouts explore robotics to understand its essence and potential career paths, fostering informed decisions about their interests and aspirations.

2-3 PM      **Days:** Mo Tu We Th  
**Maximum number of participants:** 18  
**Sessions:** All



**KM24 Shark Tank**

Based on CNBC's hit show Shark 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.

By earning the Entrepreneurship merit badge, Scouts will learn about identifying opportunities, creating and evaluating business ideas, and exploring the feasibility (how doable it is) of an idea for a new business. They will also have the chance to fit everything together as they start and run their own business ventures.

By studying salesmanship, Scouts can learn self-confidence, motivation, friendliness, and the persistence necessary to overcome obstacles and solve problems. Sales can offer a challenging and rewarding career for those who enjoy interacting with people from all walks of life.

2-3:30 PM      **Days:** Mo Tu We Th  
**Maximum number of participants:** 18  
**Sessions:** All  
**Prerequisites:** Communications - 5,6,7,8,9; Entrepreneurship - 3; Salesmanship - 5, 6, 7

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#### **KM30 Shotgun Shooting**

In pursuit of the Shotgun merit badge, Scouts explore the intricacies of shotgun mechanics, discovering that shotguns are crafted to discharge shot charges without rifling in their bore. This design optimizes shot dispersion for precise coverage over a designated area at a specific distance, showcasing the effectiveness of the shotgun as a precision instrument.

9-10:30 AM **Days:** Mo Tu We Th  
**Maximum number of participants:** 8  
**Sessions:** All

10:30-12 PM **Days:** Mo Tu We Th  
**Maximum number of participants:** 8  
**Sessions:** All

2-3:30 PM **Days:** Mo Tu We Th  
**Maximum number of participants:** 8  
**Sessions:** All



#### **KM17 Signs, Signals, and Codes**

The Signs, Signals, and Codes merit badge introduces Scouts to diverse nonverbal communication methods, such as Morse code, American Sign Language, and traffic signs. Through exploration of these techniques, Scouts gain valuable insights into their practical applications and significance in various contexts.

11-12 PM **Days:** Mo Tu We Th  
**Maximum number of participants:** 18  
**Sessions:** All



#### **KM38 Space Exploration**

In the Space Exploration merit badge journey, Scouts delve into the mysteries of the cosmos, driven by human curiosity and the vastness of the unknown. Through each mission, they contribute to our collective understanding of space, uncovering new insights and expanding humanity's knowledge of the universe.

3-4 PM **Days:** Mo Tu We Th  
**Maximum number of participants:** 18  
**Sessions:** All



#### **KM5 Swimming**

The Swimming merit badge teaches Scouts vital safety skills for swimming and diving, promotes fitness and health benefits, and introduces basic competitive swimming techniques. Through earning this badge, Scouts gain a comprehensive understanding of swimming's diverse aspects as a leisure activity, competitive sport, and essential survival skill.

2-3 PM **Days:** Mo Tu We Th  
**Maximum number of participants:** 18  
**Sessions:** All

3-4 PM **Days:** Mo Tu We Th  
**Maximum number of participants:** 18  
**Sessions:** All  
**Prerequisites:** Must Pass BSA Swim Test



#### **KM25 Wilderness Survival**

In the Wilderness Survival merit badge journey, Scouts learn to prepare, plan, and mitigate risks for outdoor activities, yet unforeseen challenges may arise. Wilderness survival skills empower Scouts to overcome unexpected obstacles, ensuring safety and resilience in challenging situations.

11-12 PM **Days:** Mo Tu We Th  
**Maximum number of participants:** 18  
**Sessions:** All  
**Prerequisites:** Prerequisites: 5



#### **KM27 Wood Carving**

The Wood Carving merit badge introduces Scouts to the fundamentals of design, material selection, tools, techniques, and safety protocols. This enjoyable hobby can evolve into a lifelong activity, fostering creativity and craftsmanship among Scouts.

2-3 PM **Days:** Mo Tu We Th  
**Additional Fee:** \$10.00  
**Maximum number of participants:** 18  
**Sessions:** All