



2025 K-M Scout Ranch

Class Catalog

Event Contacts

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Adult Summer Trainings (Scheduled Classes)



ADLT3 Introduction to Outdoor Leadership Skills (IOLS)

The Introduction to Outdoor Leader Skills (IOLS) course builds and expands on the concepts and themes introduced in Scoutmaster Position-Specific Training and provides Scouters with the confidence to take youth into the outdoors. Specifically, this hands-on program gives adult leaders a practical introduction to the patrol method of a Scout-led troop by teaching many of the practical outdoor skills they need to lead Scouts in the out-of-doors. In addition, the teaching methods, activities, and games model the variety of teaching used in effective and engaging Scouting programs.

9-12 PM

Days: Mo Tu We Th **Room:** Scoutcraft
Sessions: All

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K-M Summer Camp (Scheduled Classes)



KMSR14 Agri-Sciences

Cattle, horses, sheep, goats, hogs, poultry, and other domesticated animals are important to people for many reasons. They supply us with food and clothing, we use them for recreational purposes, they work with and for us.

Plant scientists use their curiosity and knowledge to develop questions about the world of plants. Then they try to answer those questions with further observations and experiments in the laboratory and in the field. To earn this merit badge, Scouts will explore three of the most important plant science specialties: agronomy, horticulture, and field botany.

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

10:30-12 PM **Days:** Mo Tu We Th **Room:** Nature
Maximum number of participants: 18
Sessions: All



KMSR38 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 **Room:** Ranges
Maximum number of participants: 12
Sessions: All

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

2-3:30 PM **Days:** Mo Tu We Th **Room:** Ranges
Maximum number of participants: 12
Sessions: All



KMSR31 Art, Graphic Arts

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

The field of graphic arts includes many kinds of work in the printing and publishing industries. Graphic arts professionals are involved in the creation of all kinds of printed communication, from business cards to books to billboards. The scope of printing communications is huge.

3-4 PM **Days:** Mo Tu We Th **Room:** Flaming Arrow Lodge Lower Level
Maximum number of participants: 18
Sessions: All
Prerequisites: Art: 6



KMSR30 Astronomy, Space Exploration

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.

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.

2-3 PM **Days:** Mo Tu We Th **Room:** Flaming Arrow Lodge Lower Level
Additional Fee: \$10.00
Maximum number of participants: 18
Sessions: All

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KMSR43 ATV Certification Class

Using a controlled environment and a hands-on approach, our staff will teach care of an ATV and the importance of safe riding practices. At the end of the week, participants will have the opportunity to enjoy a guided ride off the training course and into the woods! Participants **MUST** present an ATV waiver and complete an online safety course prior to participation to receive their certification and be eligible for the final ride.

9-10:30 AM	Days: Mo Tu We Th Fr Room: ATV Additional Fee: \$50.00 Minimum Age: 14 Maximum number of participants: 12 Sessions: All
10:30-12 PM	Days: Mo Tu We Th Fr Room: ATV Additional Fee: \$50.00 Minimum Age: 14 Maximum number of participants: 12 Sessions: All
2-3:30 PM	Days: Mo Tu We Th Fr Room: ATV Additional Fee: \$50.00 Minimum Age: 14 Maximum number of participants: 12 Sessions: All
3:30-5 PM	Days: Mo Tu We Th Fr Room: ATV Additional Fee: \$50.00 Minimum Age: 14 Maximum number of participants: 12 Sessions: All Prerequisites: Participants MUST present an ATV waiver and complete an online safety course prior to participation to receive their certification and be eligible for the final ride.



KMSR10 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.

2-3 PM	Days: Mo Tu We Th Room: Scoutcraft Additional Fee: \$15.00 Maximum number of participants: 18 Sessions: All
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KMSR5 Camping

Camping is one of the best-known methods of the Scouting movement. When he founded the Scouting movement in the early 1900s, Robert Baden-Powell encouraged every Scout to learn the art of living out-of-doors. He believed a young person able to take care of himself while camping would have the confidence to meet life's other challenges, too.

2-3 PM	Days: Mo Tu We Th Room: Scoutcraft Maximum number of participants: 18 Sessions: All Prerequisites: 4, 7, 8.d, 9* (*Summer camp counts as a long-term camp for the purpose of req. 9.a, and Scouts may complete a 30ft. rappel for req. 9.b.6)
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KMSR33 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 **Room:** Aquatics
Maximum number of participants: 16
Sessions: All

10-11 AM **Days:** Mo Tu We Th **Room:** Aquatics
Maximum number of participants: 16
Sessions: All

2-3 PM **Days:** Mo Tu We Th **Room:** Aquatics
Maximum number of participants: 16
Sessions: All
Prerequisites: Must pass the BSA Swimmer Test



KMSR25 Chemistry

Chemistry explores how substances react with each other, how they change, how certain forces connect molecules, and how molecules are made are all parts of chemistry. Stretch your imagination to envision molecules that cannot be seen - but can be proven to exist - and you become a chemist.

9-10:30 AM **Days:** Mo Tu We Th **Room:** Flaming Arrow Lodge Lower Level
Maximum number of participants: 18
Sessions: All



KMSR24 Chess, Game Design

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

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.

11-12 PM **Days:** Mo Tu We Th **Room:** Flaming Arrow Lodge Lower Level
Maximum number of participants: 18
Sessions: All
Prerequisites: Game Design: 8



KMSR41 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 **Room:** Climbing
Maximum number of participants: 10
Sessions: All

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

2-3:30 PM **Days:** Mo Tu We Th **Room:** Climbing
Maximum number of participants: 10
Sessions: All

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KMSR22 Communication

This clear and concise definition comes from the U.S. Department of Education: "Communication focuses on how people use messages to generate meanings within and across various contexts, cultures, channels, and media. The field of communication promotes the effective and ethical practice of human communication."

9-10 AM **Days:** Mo Tu We Th **Room:** Flaming Arrow Lodge Lower Level
Maximum number of participants: 18
Sessions: All
Prerequisites: 8



KMSR42 Cycling (Mountain Bike)

Since 1911, hundreds of thousands of Scouts have made the most of their two-wheel adventures by earning the Cycling merit badge. Whether you just got your first bicycle or have been cycling for years, you will learn more about your bike and what it can do by working on the requirements for this badge.

9-10:30 AM **Days:** Mo Tu We Th **Room:** Mountain Biking
Maximum number of participants: 10
Sessions: All
2-3:30 PM **Days:** Mo Tu We Th **Room:** Mountain Biking
Maximum number of participants: 10
Sessions: All
Prerequisites: 6.B.e



KMSR28 Electricity, Electronics

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.

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.

10:30-12 PM **Days:** Mo Tu We Th **Room:** Flaming Arrow Lodge Lower Level
Additional Fee: \$10.00
Maximum number of participants: 18
Sessions: All
Prerequisites: Electricity: 2, 7, 8.a-b



KMSR16 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.

10:30-12 PM **Days:** Mo Tu We Th **Room:** Nature
Maximum number of participants: 18
Sessions: All
2-3:30 PM **Days:** Mo Tu We Th **Room:** Nature
Maximum number of participants: 18
Sessions: All



KMSR3 Exploration

Exploration Merit Badge.

9-10 AM **Days:** Mo Tu We Th **Room:** Scoutcraft
Maximum number of participants: 18
Sessions: All
Prerequisites: 5

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KMSR8 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 **Room:** Scoutcraft
Maximum number of participants: 18
Sessions: All

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



KMSR44 First Year Camper

This program is designed to serve as a foundation for rank advancement in Scouts BSA. Scouts learn outdoor skills while working through rank requirements for Scout, Tenderfoot, Second Class, and First Class ranks.

The First Year Camper program takes place every morning Monday - Thursday from 9 am - noon. Registered Scouts will need to attend every day.

Please note that K-M staff does not "sign off" rank requirements. It is the unit's responsibility to confirm and approve that individual Scouts have met the requirements.

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



KMSR13 Fish and Wildlife Management, Fishing

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.

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."

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

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

Fish and Wildlife Management: 5

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KMSR18 Forestry, Pulp and Paper

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.

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.

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



KMSR2 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.

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

2-3 PM **Days:** Mo Tu We Th **Room:** Scoutcraft
Maximum number of participants: 18
Sessions: All
Prerequisites: 9



KMSR21 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 employs 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 **Room:** Nature
Maximum number of participants: 18
Sessions: All



KMSR6 Hiking

Hiking is a terrific way to keep your body and mind in top shape, both now and for a lifetime. Walking packs power into your legs and makes your heart and lungs healthy and strong. Exploring the outdoors challenges you with discoveries and new ideas. Your senses will improve as you use your eyes and ears to gather information along the way.

3-4 PM **Days:** Mo Tu We Th **Room:** Scoutcraft
Maximum number of participants: 18
Sessions: All
Prerequisites: 4, 5

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KMSR37 Instructional Swim

Designed for those Scouts who have not yet passed the Swimmer test, Instructional swim focuses on the basics of swimming. This includes getting comfortable in the water, basic swimming strokes, and the fun of aquatics! This session is lined up in the schedule with Swimming merit badge so that if a Scout passes their Swimmer test during the block, they can easily shift to the Swimming merit badge group.

2-3 PM **Days:** Mo Tu We Th **Room:** Aquatics
Sessions: All
3-4 PM **Days:** Mo Tu We Th **Room:** Aquatics
Sessions: All



KMSR23 Inventing

Inventing involves finding technological solutions to real-world problems. Inventors understand the importance of inventing to society because they creatively think of ways to improve the lives of others. Explore the world of inventing through this new merit badge, and discover your inner inventiveness.

10-11 AM **Days:** Mo Tu We Th **Room:** Flaming Arrow Lodge Lower Level
Maximum number of participants: 18
Sessions: All
Prerequisites: 8



KMSR27 Journalism, Photography

One thing is for sure about journalism: It is never boring. For a reporter, almost every day is different from the last. One day you might interview the mayor of the city, the next day report on a car accident, and the day after that preview a new movie.

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.

10:30-12 PM **Days:** Mo Tu We Th **Room:** Flaming Arrow Lodge Lower Level
Maximum number of participants: 18
Sessions: All
Prerequisites: Journalism: 2, 4
Photography: 1b



KMSR34 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 **Room:** Aquatics
Maximum number of participants: 12
Sessions: All
11-12 PM **Days:** Mo Tu We Th
Maximum number of participants: 12
Sessions: All
3-4 PM **Days:** Mo Tu We Th **Room:** Aquatics
Maximum number of participants: 12
Sessions: All
Prerequisites: Must pass the BSA Swimmer Test

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KMSR9 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.

11-12 PM **Days:** Mo Tu We Th **Room:** Scoutcraft
Additional Fee: \$10.00
Maximum number of participants: 18
Sessions: All



KMSR35 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 **Room:** Aquatics
Maximum number of participants: 18
Sessions: All

10:30-12 PM **Days:** Mo Tu We Th **Room:** Aquatics
Maximum number of participants: 18
Sessions: All

Prerequisites: Must pass the BSA Swimmer Test, Must have earned the Swimming Merit Badge, 16b



KMSR19 Nature

There is a very close connection between the soil, the plants, and all animal life, including people. Understanding this connection, and the impact we have upon it, is important to preserving the wilderness, as well as to our own well-being as members of the web of nature.

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

Prerequisites: 4.c* (Req. 4.c will be attempted, but may be uncompleted depending on wildlife presence)



KMSR29 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.

2-3:30 PM **Days:** Mo Tu We Th **Room:** Flaming Arrow Lodge Lower Level
Maximum number of participants: 18
Sessions: All



KMSR1 Orienteering

Orienteering, the use of map and compass to find locations and plan a journey, has been a vital skill for humans for thousands of years. Orienteering is also a recognized sport at the Olympic Games, and thousands of people participate in the sport each year in local clubs and competitions.

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

11-12 PM **Days:** Mo Tu We Th **Room:** Scoutcraft
Maximum number of participants: 18
Sessions: All
Prerequisites: 8, 9, 10

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KMSR12 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.

10:30-12 PM **Days:** Mo Tu We Th **Room:** Scoutcraft
Maximum number of participants: 18
Sessions: All



KMSR39 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 **Room:** Ranges
Maximum number of participants: 16
Sessions: All

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

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



KMSR26 Robotics

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.

9-10:30 AM **Days:** Mo Tu We Th **Room:** Flaming Arrow Lodge Lower Level
Maximum number of participants: 18
Sessions: All

2-3:30 PM **Days:** Mo Tu We Th **Room:** Flaming Arrow Lodge Lower Level
Maximum number of participants: 18
Sessions: All



KMSR32 Rowing

Rowing is the use of oars as a means of propelling boats, has grown from a basic method of transportation to a competitive sport and an enjoyable method of exercising.

9-10 AM **Days:** Mo Tu We Th **Room:** Aquatics
Maximum number of participants: 6
Sessions: All
Prerequisites: Must pass the BSA Swimmer Test



KMSR40 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 **Room:** Ranges
Maximum number of participants: 8
Sessions: All

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

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

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KMSR4 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?

10-11 AM **Days:** Mo Tu We Th **Room:** Scoutcraft
Maximum number of participants: 18
Sessions: All
Prerequisites: 7



KMSR20 Soil and Water Conservation

Conservation isn't just the responsibility of soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly.

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



KMSR15 Sustainability

Sustainability Merit Badge.

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



KMSR36 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.

11-12 PM **Days:** Mo Tu We Th **Room:** Aquatics
Maximum number of participants: 24
Sessions: All
2-3 PM **Days:** Mo Tu We Th **Room:** Aquatics
Maximum number of participants: 24
Sessions: All
3-4 PM **Days:** Mo Tu We Th **Room:** Aquatics
Maximum number of participants: 24
Sessions: All
Prerequisites: Must pass the BSA Swimmer Test



KMSR17 Weather

Meteorology is the study of Earth's atmosphere and its weather and the ways in which temperature, wind, and moisture act together in the environment. In addition to learning how everyday weather is predicted, Scouts can learn about extreme weather such as thunderstorms, tornadoes, and hurricanes, and how to stay safe.

11-12 PM **Days:** Mo Tu We Th **Room:** Nature
Maximum number of participants: 18
Sessions: All
Prerequisites: 2, 9

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KMSR7 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.

3-4 PM

Days: Mo Tu We Th **Room:** Scoutcraft

Maximum number of participants: 18

Sessions: All



KMSR11 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 **Room:** Scoutcraft

Additional Fee: \$10.00

Maximum number of participants: 18

Sessions: All