

# Many Point 2017 Planning Agenda

## I. Program

- Ten Chiefs Camp, Massasoit Site
- A typical day at camp
  - Program schedule at:  
<http://manypoint.org/sites/default/files/Ten%20Chiefs%20Program%20Schedule.pdf>
- Food
  - Mess kits – label everything, include mesh bag, make bag look unique
  - Hot Stacks
  - Dietary restrictions/allergies  
<http://manypoint.org/sites/default/files/NSC%20Dietary%20Restrictions.pdf>
- Super Troop
- Other Stuff: Mile Swim, Ironman, SPL Training, Polar Bear

## II. What's New

- All merit badge sessions are in the morning. Afternoon high adventure won't conflict with merit badges.
- We have two campsites - Massasoit and the new Tecumseh (old North Commissioner site).

## III. Requirements

### A. Health Forms:

- All Scouts and adults staying more than 72 hours must complete standard BSA Health Form, parts A, B, and C, and must have a current (within 1 year) physical exam completed by a qualified medical professional. <http://manypoint.org/sites/default/files/March%201%20Health%20Form.pdf>
- Adults staying less than 72 hours can complete parts A and B of the health form. No physical is required.
- Instructions for filling out forms - <https://goo.gl/xHzcNo>. All forms are available on the edinatroop62.org site. Physical available at Minute Clinics or Target Clinics.
- Will collect tonight (preferred), at swim test, or at departure. Can be emailed to [lgjj@usfamily.net](mailto:lgjj@usfamily.net) or dropped with Lisa Hatzung at:  
6024 York Avenue South  
Edina, MN 55410  
Cell: 763-234-2434

### B. Permission form

- Please bring signed BSA activity permission form available at <https://edinatroop62.trooptrack.com/share/pages/11319>

### C. Swim Qualifications

- Troop testing date: Thursday, 7/27 at 7:15 p.m. at the Southdale YMCA
- **Required for all Scouts and Adults**, or must have a signed letter from a certified lifeguard, swim instructor or coach. Swim test form: <https://goo.gl/Bo7WHC>
- If you can't make the Troop Testing date, you can take the swim test at the Many Point beach on the day of arrival. Taking the test beforehand is recommended because:
  - Taking the test in a lake is harder
  - We're going to be very busy setting up our campsite on the day of arrival

### D. Firearms permissions

- Please sign permission form tonight (preferred) or at departure

## E. Bikes – will consider bringing based on trailer availability and logistics

- Must be fat tired.
- Wheels must not turn when brakes are applied.
- Must wear a helmet at all times.
- Daypack for carrying stuff.
- Drop off schedule at Liethen Household, 4832 Townes Rd, Edina - Friday 7/28 from 7:00 pm to 9:00 pm and Saturday 7/29 from 1:00 pm to 3:00 pm. Bikes will not be accepted after 3:00 pm Sat.

## F. Money

- As a guideline, the average amount spent in the Trading Post last year was \$40.00
- Scout must have \$5-10 for a meal on the way to camp, and leave \$5-10 for meal on way home
- Scouts can manage their own money, or can store money in troop lockbox

## G. Medications

- Stored in locked box in camp
- Adults can assist in dispensing medications, but scout should know what he needs to take and when

# IV. Communication

## A. Mail

- Scouts really appreciate a letter or **small** package from home (Hint, Hint). We have limited space to store snacks, so please keep packages small. Snacks should be peanut free. Extra money for the trading post also works well.
- Must be sent before we leave!!!
- Address:

*Scout Name*  
*Massasoit Site, Troop 62*  
*Many Point Scout Camp*  
*41408 Many Point Scout Camp Road*  
*Ponsford, MN 56575*

- Do not send “non-flat” items (I.E., M&M’s ) in a letter.

## B. Emergency Contacts

- Camp Emergency Phone: 218-573-3257
- Craig Lebakken Cell: 952-994-1035, email [craig@lebakken.com](mailto:craig@lebakken.com)
- Other adult mobile numbers listed on driver sign up: <https://goo.gl/OX8J7S>
- Will try to check messages daily.
- In camp pay phones are nearly 4 miles from our campsite. Do not expect calls from your Scout.
- The WORST thing for homesickness is a call home.

## C. Broadcast Text Messages

- TroopTrack has a new broadcast text feature that we can use for time sensitive communication such as arrival time changes or late meeting cancellations. In order to receive texts, you need to add you mobile number and carrier to TroopTrack and “opt in” to receive texts. To do this, log into TroopTrack.com and navigate to “Communicate -> Text Message Settings”:

| TEXT MESSAGE SETTINGS |   |                                       |  |    |
|-----------------------|---|---------------------------------------|--|----|
| Member Name           | Cell Phone                                  | Provider                              | Opt Out of Texts   | ST |
| Craig Lebakken        | <input type="text" value="(952) 994-1035"/> | <input type="text" value="AT&amp;T"/> | <input type="radio"/> Yes<br><input checked="" type="radio"/> No | ✓  |

Make sure the provider is selected, and that “Opt out of Texts” is set to “No.”

## D. Social Media

- We will *try* to post daily updates and pictures of our activities, and updates on our transportation plans  
<http://www.twitter.com/edinatroop62>  
<https://www.facebook.com/EdinaTroop62>  
<https://www.facebook.com/manypoint>

## V. Transportation

### A. Bus Transportation

- All scouts are expected to ride the bus
- We will stop at a rest area before St. Cloud, and at Park Rapids for lunch (McDonald's, Subway).
- The bus will tow a trailer for Scout personal gear. Please have anything that you want to access on the bus (electronics, books, snacks, water, etc) separate from your packed personal gear.
- Electronics are allowed on the bus until Park Rapids on the way to camp, and after Park Rapids on the way home from camp.
- Adults attending for the week can ride the bus, or drive separately.

### B. Adults Attendance

- Please sign up online here: <https://goo.gl/OX8J7S>
- We need a bare minimum of four adults in camp on all days. The group sometimes splits in two for Troop activities, and we need two adults with each group.
- **We need drivers for bike trailers, and the Troop trailer!**
- Adults meals at campsite are paid by the Troop
- If staying overnight, can bring your own tent or share a community tent. Can not stay in tent with scouts other than just your own.
- Adults should take youth protection training online (20 minutes):  
<http://www.scouting.org/Training/YouthProtection.aspx>

### C. Departure

- Departure: Sunday, July 31st, Meet at 7:00 AM, Leave at 7:30 AM
- Meet at The Edina City Hall parking lot, 4801 West 50th Street, Edina
- 230 miles; 5 hours, including gas break and lunch on the way up.
- Directions to camp: <http://manypoint.org/sites/default/files/ManyPointDirections.pdf>
- Directions to Ten Chiefs camp / Massasoit campsite:  
<http://manypoint.org/sites/default/files/Many%20Point%20Map.pdf>
- Class A or Class B Uniforms should be worn for travel

### D. Return

- Saturday, August 5th. Arrival approximately 2:30 PM at CPC Parking Lot. Will call/tweet on route with update.
- Save \$5-10 for eating on the way home.

## VI. Troop Activity Planning

## VII. Merit Badge Overview / Instructions

- Everyone should turn in a Merit Badge Selection sheet tonight.
- Select one merit badge per session. Eagle Required merit badges are in bold.

## VIII. High Adventure Overview / Instructions

- Rank selections 1-4. You don't to rank an activity if you're not interested in it. If you rank it, you may get it.
- Most high adventure now takes place in the afternoon, and won't conflict with merit badges
  - Tier 1: 8<sup>th</sup> grade and older next fall
    - Tree House Overnight
    - Huck Finn Overnight
    - Project C.O.P.E
    - International Target Sports Outpost
    - Adventure Cove
    - Sports Outpost
    - Five Stand Shotgun Outpost
  - Tier 2: 9<sup>th</sup> grade and older next fall
    - Otter Tail Kayak Trek
    - Many Point Amazing Pace
    - Maplelag Mountain Biking
    - Itasca Bike / Kayak Trek
    - ATV Trail Ride (16+)
    - Older Scout Cot Surfing (afternoons and overnight, all week)
    - Sportsmen's Outpost (rifle, shotgun, fishing)

## IX. Tent Assignments, Hammocks, Shelters, etc.

- Tent Assignments done by Patrol Leader for each Patrol.

## X. Order of the Arrow

- Call out at closing campfire

## XI. Skits

- Ideas needed! K.I.S.S. (Keep It Simple Stupid). NO COMPLICATED STORIES!
- Leadership! Be loud! Have Fun! Be Goofy!

## XII. Equipment

- Using the official Many Point packing list at <http://manypoint.org/sites/default/files/Camper%27s%20Equipment%20List.pdf>. You don't need the plastic ground cloth or sharpening stone from the list.
- Important! Scout Handbook, Uniform (on a hanger), Pocket knives,
- Electronics can be used on the bus, but not in camp. Digital cameras are OK, but phones and tablets with a camera are not.
- Class B T-shirts are available from the Troop Treasurer for \$15 (limited sizes unless you ordered).
- Label everything!

## XIII. Dangers

### A. Dehydration

- Keep hydrated! Carry a water bottle to all activities.

### B. Ticks/Lymes Disease

- Daily checks. Need to be attached 24 hours. Check at bedtime and first thing in AM.
- Wear good insect repellent (30% DEET)

- Watch for symptoms at home (3 days to 30 days): Fever, Fatigue, headache, Aching Joints, Rash, Nausea
- See your M.D. immediately if have symptoms.

C. Bears:

- Uncommon at Many Point
- No food in tents (or “smellables”). Locked in a bear box at night.
- Clean Campsite.

D. Poison Ivy

- Common near campsite
- Learn to identify and avoid

# First Year Scout Planning

## XIV. First Class Adventure/First Class Aquatics

- During a scout’s first year at Many Point the emphasis is on rank advancement rather than Merit Badges.
- Our primary goal is to help scouts to achieve the First Class scout rank as quickly as possible (including the Tenderfoot and Second Class ranks as well).
- The First Class Adventure/First Class Aquatics classes cover most rank advancement for the first three ranks, and take up 3 of the 4 merit badge sessions
- Scouts may choose one of the following merit badges for the remaining session
  - Archeology
  - Fish & Wildlife Management/Mammal Study
    - 2 merit badges in one session
    - Located next to campsite
    - Highly recommended!
  - Leatherwork/Basketry
    - 2 merit badges in one session
    - \$24 additional fee
  - Chess
  - Weather
  - Signs, Signals, and Codes