

First Few Things Many Point

Departure

Please arrive at the Lunds parking lot by 7:45 for departure to Many Point. We plan to be on the road no later than 8:30. The troop will stop in Wadena, MN for lunch. We plan to arrive at Many Point at approximately 1 p.m. If a parent is not driving a scout, please send money for lunch.

Driving directions

Many Point scout camp is located at 41408 Many Point Camp Rd, Ponsford, MN 56575. We will be staying at Ely campsite in the Voyageur subcamp.

Link with directions including a stop in Wadena

<https://goo.gl/maps/zrmJVSyAqco1jTCB7>

Health forms

All scouts and adult attendees need to have all pages of the health form filled out and turned in prior to camp. Part C does require a physical by a doctor. Here is a link to the form if you don't have it. https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_ABC.pdf

Shooting Sports Waiver

All scouts need to have this form signed to participate in any shooting sports.

<http://camp.northernstar.org/Portals/3/Forms/Shooting-Sports-Waiver.pdf>

Registration

Scout Information should be updated and activities/merit badges should be selected within the Parent Portal. Full payment is due June 1st to avoid a late fee.

The cost for adults who are attending the full week will be \$140. There is a prorated price for partial week adults and will be figured out once all partial adults know when they are attending.

Merit Badge prerequisites

Some merit badges have requirements that need to be completed at home prior to camp.

Badge/ Activity	Minimum Age as of 8/31/25	Difficulty Rating	Capacity	Cost	Pre-requisites/Extra Commitments/Notes
Archaeology MB	11	Easy	16	None	Only offered with Indian Lore MB.
Archery MB	12	Difficult	18	\$5	Scouts may need to attend open range times to complete shooting requirements.
Art MB	11	Easy	30	None	
Automotive Maintenance MB	14	Moderate	12	None	
Basketry MB	11	Easy	50	\$25	Only offered with Leatherwork MB. Scouts should plan on spending time working on their baskets outside of class time or go to handi-crafts in the evenings. Units must send one adult to class to help.
Camping MB	12	Moderate	30	None	Must have reqs. 4b, 8c, 8d, & 9a completed to attend MB
Canoeing MB	12	Difficult	24	None	Must be Swimmer Level
Chess MB	11	Moderate	32	None	Scouts should plan on spending time playing games and teaching another Scout outside of class.
Citizenship in the Community MB	13	Difficult	None	None	Only offered as Eagles Nest MB. Must have reqs. 2,3,4,6,7 & 8 completed to earn MB. Can-not be completed at camp.
Climbing MB	12	Difficult	12	None	
Communication MB	13	Moderate	24	None	Must have req. 5 completed to attend MB
Emergency Preparedness MB	13	Difficult	24	None	Be enrolled in First Aid MB or have previously earned it. Must have req. 1,3, 8b & 9c completed to attend MB.
Environmental Science MB	12	Moderate	30	None	Expect out of class work doing observations and writing reports. Make sure to bring a notebook and pencil/pen to this merit badge.
Fingerprinting MB	11	Easy	None	None	Only offered as a Unit Activity.
First Aid MB	12	Moderate	24	None	Must have reqs. 2b & 15 completed to attend MB.
First Class Adventure	11	Easy	75	None	Must have at least one adult attend class to assist.
First Class Aquatics	11	Easy	75	None	Must have at least one adult attend class to assist.
Fish and Wildlife Management MB	11	Moderate	30	None	Only offered with Mammal Study MB.

Badge/ Activity	Minimum Age as of 8/31/25	Difficulty Rating	Capacity	Cost	Pre-requisites/Extra Commitments/Notes
Fishing MB	12	Easy	24	\$5	Only offered with Fly Fishing MB. Plan extra time for fishing in the evenings or mornings. Scouts aged 16+ need a MN fishing license.
Fly Fishing MB	12	Moderate	24	\$5	Only offered with Fishing MB. Plan extra time for fishing in the evenings or mornings. Scouts aged 16+ need a MN fishing license.
Forestry MB	12	Moderate	16	None	Only offered with Pulp and Paper Merit Badge.
Golf (Disc Golf) MB	11	Moderate	24	None	
Hiking MB	12	Difficult	None	None	Only offered as Independent Study. Cannot be completed at camp.
Indian Lore MB	11	Easy	16	None	Only offered with Archaeology MB. Must have req. 5 or must visit the MPSC History Museum to complete the badge.
Insect Study MB	11	Moderate	None	None	Only offered as Independent Study. Cannot be completed at camp.
Kayaking MB	11	Moderate	24	None	Must be Swimmer Level.
Leatherwork MB	11	Easy	50	\$25	Only offered with Basketry MB. Scouts should plan on spending time working on their baskets outside of class time or go to handicraft in the evenings. Units must send one adult to class to help.
Lifesaving MB	13	Difficult	12	None	Must be Swimmer Level. Must have earned Swimming MB previously to attend MB.
Mammal Study MB	11	Easy	30	None	Only offered with Fish and Wildlife Management MB.
Motorboating MB	14	Moderate	24	\$60	Can only be earned in Watersports Outpost. Must be Swimmer Level
Nature MB	11	Difficult	30	None	
Personal Management MB	12	Difficult	None	None	Only offered as Eagles Nest MB. Must have reqs. 1,2,8 & 9 to completed to earn MB. Cannot be completed at camp.
Photography MB	11	Moderate	30	None	Suggested that you bring a camera or smart phone. Will need time outside of class to take and organize photos. Must have req. 1b completed to attend MB.

Badge/ Activity	Minimum Age as of 8/31/25	Difficulty Rating	Capacity	Cost	Pre-requisites/Extra Commitments/Notes
Pioneering MB	12	Difficult	12	None	
Pottery MB	11	Moderate	16	None	Bring clothes you are okay getting clay on to
Pulp and Paper MB	12	Easy	16	None	Only offered with Forestry MB.
Reptile and Amphibian Study MB	11	Moderate	None	None	Only offered as an Independent Study. Must have req. 8 completed to earn MB. Cannot be completed at camp.
Rifle MB	12	Difficult	24	\$5	Scouts should plan on attending open range times to complete the shooting requirements.
Robotics MB	14	Difficult	14	\$30	Can only be earned in Robotics Outpost.
Scouting Heritage MB	11	Moderate	None	None	Only offered as Independent Study. Must have reqs. 5,6 & 8 completed to earn MB. Cannot be completed at camp.
SCUBA MB	14	Difficult	6	\$500	Can only be earned in All Things SCUBA. Must be Swimmer Level. Must have req. 2 completed to earn MB.
Search & Rescue MB	13	Moderate	24	None	Must have req. 4 & 6a completed to attend MB.
Shotgun MB	13	Difficult	12	\$25	Scouts should plan on attending open range times to complete the shooting requirements.
Small Boat Sailing MB	12	Difficult	30	None	Must be Swimmer Level. Must have req. 2 completed to attend MB.
Snorkel BSA	11	Easy	20	None	Must be Swimmer Level.
Sustainability MB	12	Moderate	24	None	
Swimming Lessons	11	Easy	20	None	
Swimming MB	11	Moderate	30	None	Must be Swimmer Level.
Textile MB	11	Easy	24	None	
Weather MB	11	Moderate	24	None	Daily weather log entries required. Units should bring a weather radio or plan to use the weather app on a smart phone.
Whoosh! STEM NOVA Award	14	Difficult	14	\$30	Can only be earned with Robotics Outpost. Must have reqs. 1, 4 & 5 complete to earn award. Cannot be completed at camp.
Wilderness Survival MB	11	Moderate	24	None	Scouts will need to construct and sleep in an improvised shelter for one night at their campsite.
Wood Carving MB	12	Moderate	24	\$5	Scouts should plan on spending time working on their carvings outside of class time or go to handicrafts in the evenings.

First Class Adventure completions

The First Class Adventure program is an outdoor advancement program that focuses on Tenderfoot, Second Class and First Class requirements that can be done in a camp setting. Scouts will work with Many Point's engaging staff to become experienced at Scouting skills. After witnessing the Scout's advancement, unit leaders and Troop Guides can mark the advancement complete!

At least one leader from each unit with Scouts enrolled in the First Class Adventure program MUST attend alongside the Scouts to help with instruction, organization, and skill testing.

REQUIREMENTS COVERED IN FIRST CLASS ADVENTURE · Scout Rank: 1e, 4ab, 5 · Tenderfoot Rank: 1ac, 4b, 5abc, 7a, 8 · Second Class Rank: 1b, 2abcdfg, 3abcd, 4, 6abcd, 8a · First Class Rank: 1b, 4b, 5a

REQUIREMENTS COVERED IN FIRST CLASS AQUATICS · Second Class Rank: 5abcd · First Class Rank: 5bcd, 6abcde

Packing list

The troop does travel in class A uniforms. Please make sure all scouts have their swimsuit, water bottle, enough sunscreen for the week, bug repellent, rainwear (it always rains at least once), and scoutbook. Use the link for a larger version of the packing list. [Packing List \(manypoint.org\)](http://manypoint.org)

Fishing poles and cots are optional. We will not be bringing bikes due to lack of space for them at the campsite. We recommend scouts pack in a plastic bin to keep all items dry. Scouts may want to bring clothes that can get dirty if they are painting or tie dying. **Please label all items.**



PERSONAL PACKING LIST

CLOTHES

- ☐ Underwear (6)
- ☐ Pair of socks (6)
- ☐ Pants (2)
- ☐ Shorts (2)
- ☐ T-Shirts (5)
- ☐ Sweatshirt, fleece or sweater (2)
- ☐ Swim suit
- ☐ Towels (2)
- ☐ Scout uniform (bring a hanger to keep it accessible and free of wrinkles)
- ☐ Light jacket
- ☐ Hat
- ☐ Pajamas
- ☐ Extra shoes
- ☐ Hiking boots
- ☐ Bag for dirty laundry
- ☐ Sunglasses
- ☐ Rain gear/Poncho

TOILETRIES

We recommend packing these into a shoe-box sized plastic tote for easy storage. The tote helps keep these items dry and away from mice.

- ☐ Small Storage Tote
- ☐ Hand sanitizer
- ☐ Toothbrush
- ☐ Toothpaste
- ☐ Shampoo & soap
- ☐ Feminine Hygiene Products
- ☐ Wash cloth
- ☐ Comb/brush
- ☐ Hand mirror
- ☐ Deodorant
- ☐ Sun screen
- ☐ Bug repellent
- ☐ Prescription medication (in original container)

TENTING/SLEEPING

- ☐ Sleeping bag
- ☐ Pillow
- ☐ Mosquito netting
- ☐ Bed sheet (optional)
- ☐ Foam pad (optional)
- ☐ Tent (optional)

GEAR

- ☐ Mess kit (utensils, bowl, cup, plate, and mesh bag)
- ☐ Scout Handbook
- ☐ Flashlight & extra batteries
- ☐ Pencil & notebook
- ☐ Watch
- ☐ Totin' Chit
- ☐ Scout knife
- ☐ Water bottles (2)
- ☐ Wallet/Spending Money
- ☐ Backpack
- ☐ Camp chair

GEAR (OPTIONAL)

- ☐ Bike & Helmet
- ☐ Fishing gear
- ☐ Postage stamps for sending mail
- ☐ Camera
- ☐ Playing cards
- ☐ Life Jacket
- ☐ Hammock with straps

SUGGESTED SCOUTMASTER OR

LEADER ITEMS:

- ☐ Alarm clock
- ☐ Scout Master handbook
- ☐ Scout handbook
- ☐ Cell phone
- ☐ Weather radio
- ☐ Scout parent contact information
- ☐ Clipboard
- ☐ Coffee & Coffeepot

LEAVE THESE ITEMS AT HOME

The following will not be allowed at Many Point:

- ☐ Electronic Games
- ☐ Fireworks of any kind
- ☐ Pets
- ☐ Personal firearms (e.g. rifles, hand guns, bows, sling shots, ammo)
- ☐ Alcohol or Illegal Drugs
- ☐ ATVs or Jet Skis
- ☐ OTHER ITEMS

Questions contact: ManyPoint@NorthernStar.org | (612) 261-2465

Cell phone use

Scouts will be asked to keep cell phones in their tents during the day and not use them. This is the safest place for the cell phones as the scouts will be moving around camp during the day

and busy during the times they are in camp making meals. Exceptions will be made for scouts who need to phone home, take a photo, or use it for a merit badge.

Refer to the Troops Electronic Policy

Transportation

TBD

Trading Post

The trading post offers items such as snacks, drinks, and souvenirs. This year a prepaid Snack Pack can be ordered through the parent portal. If your scout will want to make any purchases, please send along money.

Troop dock

The troop dock will be closed during times the scouts need to complete tasks such make meals and clean up.

Typical Day

Scouts will typically spend most of their day away from the campsite. All scouts are expected to attend unit activities (unless they are registered for an older scout tier activity or have been asked to remain at camp by adult leadership).

	SUN	MON	TUE	WED	THURS	FRI	SAT
6:45 AM	Travel to Many Point		Polar Bear Swim				
7:30 AM		Breakfast					
8:15 AM		Assembly	Assembly	Assembly	Assembly	Assembly	Check Out
8:30 AM		MB Session 1	MB Session 1	MB Session 1	MB Session 1	MB Session 1	
9:30 AM		MB Session 2	MB Session 2	MB Session 2	MB Session 2	MB Session 2	
10:30 AM		MB Session 3	MB Session 3	MB Session 3	MB Session 3	MB Session 3	Travel Home
11:30 AM		MB Session 4	MB Session 4	MB Session 4	MB Session 4	MB Session 4	
12:30 PM		Lunch					
1:00 PM	Check in, Swim Qualifications, Campsite Setup	Unit Activity	Unit Activity	Unit Activity	Unit Activity	Unit Activity	
2:00 PM		Unit Activity	Unit Activity	Unit Activity	Unit Activity	Unit Activity	
3:00 PM		Unit Activity	Iron Scout	Unit Activity	Unit Activity	Unit Activity	
4:00 PM		Campsite Troop Time	Campsite Troop Time	Campsite Troop Time	Campsite Troop Time	Campsite Troop Time	
5:00 PM		Dinner					
6:00 PM	Camp Tours, Free Time, SM Meeting	Free Time	Free Time	Free Time	Free Time	Free Time	
7:00 PM— 9:00 PM	Opening Campfire					Closing Campfire	

Menu for Week

Please make sure that any dietary restrictions have been noted in the Parent Portal. We have considerable tree nut and peanut allergies in the troop, so we will be keeping camp peanut/tree nut free. Some of the items listed in the menu will be changed for nut free items.

[2025 Menu](#)

Tenting

Scouts will be sleeping 2 to 3 in a tent. No bigger than 6-man tent for 2 scouts and 8-man tent for 3 scouts. We will be asking some of our adults to tent at the Duluth campsite down the road. No scouts will be allowed in the adult campsite.

TBD

Rules and Policy of camp

BUDDY SYSTEM

Scouts must be instructed to use the buddy system when hiking or exploring around camp and are encouraged to inform their leaders of their plans when leaving their campsite.

TROOP/CREW LEADERSHIP

Two registered adult leaders 21 years of age or over are required at all Scouting activities. There must be a registered female adult leader 21 years of age or over in every unit serving females. A registered female adult leader 21 years of age or over must be present for any activity involving female youth. Notwithstanding the minimum leader requirements, age- and program-appropriate supervision must always be provided.

All adults accompanying a Scouting unit who are present at camp for 72 total hours or more must be registered as leaders. The 72 hours need not be consecutive. Units are responsible for ensuring adults at camp are registered if at camp for more than 72 hours.

ONE-ON-ONE CONTACT

There is no one-on-one contact between adult leaders and youth members.

VEHICLES AND DRIVING IN CAMP

CAMP SPEED LIMIT

The camp speed limit is 15 MPH. Some places in camp the speed limit is 5MPH. When campers are present one should consider going even slower to ensure the safety of everyone.

PASSENGERS

All passengers must wear seat belts. There is no riding in the back of pickup trucks or anywhere else in a vehicle not designed for passengers.

PARKING

Vehicles should be parked in designated parking areas. There is absolutely no parking inside campsites. Loading and unloading at the campsite is allowed, but we ask that vehicles are moved back to a parking area immediately after. If someone in your troop or crew needs special accommodation a vehicle may be parked at the campsite and be used to transport that individual around camp. Please contact the camp to receive a special use permit to park at your campsite. Due to the number of adults attending and driving, it is likely that some vehicles will need to be parked at the administration building.

Departure

All scouts and adults are expected to remain at camp until the troop is checked out by the unit commissioner. The exception to this would be scouts/adults who have notified us that they will be leaving prior to Saturday.