

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 by 8/31/26	Difficulty Rating	Capacity	Cost	Pre-requisites/Extra Commitments/Notes
American Indian Culture MB	11	Easy	16	None	Only offered with Archaeology MB.
Archaeology MB	11	Easy	16	None	Only offered with American Indian Culture 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	
Artificial Intelligence	11	Easy	24	None	Scouts will need access to a cellular device during class.
Basketry MB	11	Easy	50	\$18	Scouts should plan on spending time working on their baskets outside of class time or go to handicrafts in the evenings. Units must send one adult to class to help.
Camping MB	12	Moderate	30	None	Complete reqs. 4b, 8c, 8d, 9a prior to camp.
Canoeing MB	12	Difficult	24	None	Must be Swimmer Level Must have req. 2 completed to attend MB.
Chess MB	11	Moderate	32	None	Scouts should plan on spending time playing games and teaching another Scout outside of class.
Citizenship in the World	13	Difficult	None	None	Eagles Nest- Complete reqs. 2, 3, 4, and 7 before coming to camp.
Climbing MB	12	Difficult	12	None	
Communication MB	13	Moderate	24	None	Complete req. 5 prior to camp.
Emergency Preparedness MB	13	Difficult	24	None	Must be enrolled in or have earned First Aid MB. Bring Personal Emergency Service Pack described in req. 8c to camp. Complete reqs. 1b, 2ab&c before coming to camp.
Environmental Science MB	12	Moderate	30	None	Make sure to bring a notebook and pencil/pen to this merit badge.
Family Life	13	Difficult	None	None	Only offered as an Independent Study. Complete Reqs. 1-6 before coming to camp.
Fingerprinting MB	11	Easy	None	None	Only offered as an Independent Study

Badge/Activity	Min. Age by 8/31/26	Difficulty Rating	Capacity	Cost	Pre-requisites/Extra Commitments/Notes
Fire Safety MB	12	Easy	24	None	Complete req. 5g before coming to camp.
First Aid MB	12	Moderate	24	None	Prepare a first aid kit as described in req. 2b1 and bring it to class.
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 & Wildlife Management MB	11	Moderate	30	None	Only offered with Mammal Study MB.
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.
Geology MB	11	Moderate	None	None	Only offered as an Independent Study
Golf (Disc Golf) MB	11	Moderate	24	None	
Hiking MB	12	Difficult	None	None	Only offered as Independent Study. Only Possible if Scouts have at least one buddy and an adult leader willing to spend most of their time at camp hiking.
Kayaking MB	11	Moderate	24	None	Must have req. 2 complete to attend MB. Must be Swimmer Level.
Leatherwork MB	11	Easy	50	\$12	Only offered with Textiles MB. Units must send one adult to class to help.
Lifesaving MB	13	Difficult	12	None	Must have completed swimming MB and be able to swim 400 yards as described in req. 2b to attend class
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
Multisport MB	12	Moderate	30	None	Must have completed swimming MB. Must have req. 5 completed to attend MB. (Aquathlon option used)

Badge/Activity	Min. Age by 8/31/26	Difficulty Rating	Capacity	Cost	Pre-requisites/Extra Commitments/Notes
Orienteering MB	13	Moderate	24	None	
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.
Plumbing MB	13	Moderate	12	None	
Pottery MB	11	Moderate	16	None	Bring clothes you are okay getting clay on to class.
Pulp & Paper MB	12	Easy	16	None	Only offered with Forestry MB.
Rifle Shooting MB	12	Difficult	24	\$5	Scouts should plan on attending open range times to complete the shooting requirements.
Robotics MB	12	Difficult	14	\$30	Can only be earned in Robotics Outpost.
Scouting Heritage MB	11	Moderate	None	None	Offered Thursday evening at the History Center. Complete reqs. 5, 6 and 8 before camp and bring to class.
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.
Shotgun Shooting MB	13	Difficult	12	\$25	Scouts should plan on attending open range times to complete the shooting requirements.
Signs, Signals, and Codes MB	11	Easy	24	None	
Small Boat Sailing MB	12	Difficult	30	None	Must be Swimmer Level. Must have req. 2 completed before class.
Snorkeling Award	11	Easy	20	None	Must be Swimmer Level. Not a MB.
Soil and Water Conservation MB	11	Easy	24	None	
Sustainability MB	12	Moderate	24	None	
Swimming MB	11	Moderate	30	None	Must be Swimmer Level
Swimming Lessons	11	Easy	20	None	
Textile MB	11	Easy	50	None	Only offered with Leatherwork MB.
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. Discuss safety rules for five dangerous weather conditions with your family.
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 or go to handicrafts in the evenings.

Badge/Activity	Min. Age by 8/31/26	Capacity	Days Offered	Cost	Pre-requisites/Extra Commitments/Notes
All Things SCUBA	14	6	All	\$500	Week-long adventure. You will get to pick between a morning or afternoon session. Scout must be a swimmer. Only offered week 3.
ATV Safety Training	14*	6	M-F	\$45	Single day program from 2pm - 5pm. Scouts must be at least 14 years of age on the day they ride. Must bring signed ASI ATV Waiver to camp and have completed the Online ASI Training to participate.
ATV Trail Ride	15*	6	T, W, TH	\$25	Single evening program from 7pm-9pm. Scouts must have previously completed the full ASI certification course, provide their certification card and bring signed ASI ATV Waiver to camp to participate.
Big Boat Sailing	13	12	M, W, F	None	Single day program from 2pm-5pm. Scout must be a swimmer.
Bike Trek	13	12	T, TH, F	None	Single day program from 2pm - 5pm. Bikes are provided.
Character Adventure Challenge	12	12	W	\$60	Single day offsite program from 1pm-5:30pm. Transportation provided. Must bring signed Character Challenge Waiver to camp to participate.
Fishing Outpost	13	16	T, W, TH	None	Single overnight program from 5:30pm - 7:30am. Scout must be a beginner or swimmer to participate. Fishing equipment is provided.
Five Stand	13	10	M, T, TH, F	\$35	Single day program from 2pm- 5pm. It is recommended Scouts have shot a shotgun previously.
Huck Finn	13	16	M, T, Th	None	Single overnight program from 5:30pm - 7:30am. Scout must be a swimmer to participate.
Mountain Bike Outpost	14	12	All	\$30	Week-long program from 9am-12pm. Bikes/helmets are provided.
Older Scout Adventure Blast	14*	12	All	\$60	Week-long program from 9am - 12pm. Must bring signed ASI ATV Waiver to camp and have completed the Online ASI Training .
Robotics Outpost	12	14	All	\$30	Week-long program from 9am - 12pm. Scouts will have the opportunity to work on Robotics MB.
Tree House	13	16	M, T, W	None	Single overnight program from 5:30pm - 7:30am.
Water Skiing	13	6	T, W, Th	\$15	Single evening program from 7pm-9pm. Scout must be a swimmer.
Watersports Outpost	14	24	All	\$60	Week-long program from 9am - 12pm. Scout must be a swimmer and bring a signed PWC Waiver and a completed MN Watercraft Operators Permit to camp to participate.

***Scouts MUST be 14 at the time of the program to participate due to manufacturers requirements.**

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, 2abcd, 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 as 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).

Weekly Program Schedule

	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	Assembly	Check Out	
8:30 AM		MB Session 1	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	MB Session 2		
10:30 AM		MB Session 3	MB Session 3	MB Session 3	MB Session 3	MB Session 3	MB Session 3		
11:30 AM		MB Session 4	MB Session 4	MB Session 4	MB Session 4	MB Session 4	MB Session 4	Travel Home	
12:30 PM		Lunch							
1:00 PM		Check in, Swim Qualifications, Campsite Setup							
2:00 PM			Unit Activity	Unit Activity	Unit Activity	Unit Activity	Unit Activity		Unit Activity
3:00 PM	Unit Activity		Unit Activity	Unit Activity	Unit Activity	Unit Activity	Unit Activity		
4:00 PM	Unit Activity		Unit Activity	Unit Activity	Unit Activity	Iron Scout	Unit Activity		
5:00 PM	Campsite Troop Time		Campsite Troop Time	Campsite Troop Time	Campsite Troop Time	Campsite Troop Time	Campsite Troop Time		
6:00 PM	Dinner								
7:00 PM—9:00 PM	Camp Tours, Free Time, SM Meeting	Free Time	Free Time	Free Time	Free Time	Free Time			
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.

2026 TBD

[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.