



ESTABLISHED 1946

NORTHERN STAR SCOUTING



PROGRAM CATALOG

2025

More Information Online — www.ManyPoint.org



ABOUT MANY POINT

QUICK FACTS

- Established in 1946
- 166g Acres
- 13 Miles of Shoreline
- 40 Campsites
- 50+ Merit Badges Available
- Specialty older Scout programs

3 CAMPS TO CHOOSE FROM:

Buckskin - Enjoy all three meals in Granny's Dining Room at the Dining hall

Ten Chiefs - Patrol cooking, uncooked food delivered to your campsite for all three meals

Voyageur - Patrol cooking, uncooked food delivered to your campsite for all three meals

2025 CAMP FEES

Youth Camper— \$400

Adult Leader— \$140



OLDER SCOUT PROGRAM

Many Point offers unique adventures for Scouts who are turning 13 by 8/31/25 or older. Older Scouts can come to camp as youth leaders, while also having new adventures every summer.



INNOVATIVE PROGRAM

Many Point prides itself on providing unique experiences each summer. No matter how many times you've come to camp, there will always be something new for you to experience. For Scouts seeking leadership development, check out our CIT program.

WHEN PROGRAM REGISTRATION OPENS

For Merit Badges and Older Scout Programs (individual programs) sign up opens on different dates in April to give the oldest Scouts the first opportunity to book programs. **Registration is first come, first served.**

Here is the Individual Program registration schedule :

- April 15th at 7pm: 16 and older
- April 22nd at 7pm: 14 and older
- April 29th at 7pm: open to all

Registration will be closed on the days above from 3pm to 6:59pm to make minimum age adjustments.

PAYMENT TIMELINE

1. \$100.00 non-refundable campsite deposit made at time of the reservation.
2. \$50.00 per youth deposit (non-refundable) due by April 15
3. Full camper fee payment is due on June 1, prior to camp.

Any incidentals incurred at camp will be due upon checkout.





SCHEDULE

ADVANCEMENT TIME

Scouts will focus on merit badges and advancement during the morning hours.

UNIT ACTIVITIES

Unit activities will be the focus of the afternoon where troops will participate in three hours of program. These will be scheduled with your commissioner.

FREE TIME

After dinner, all of the areas of camp are open. Scouts should buddy up and head to their favorite areas of camp for some fun!



2025 Weekly Program Camp 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	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		
11:30 AM		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	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								
9:30 PM	Opening Campfire					Closing Campfire		



MERIT BADGES

Many Point offers a quality assortment of merit badges and advancement opportunities appropriate for its environment. Using the table called "Advancement Schedule", have Scouts select the merit badge and advancement opportunities they would like to work towards accomplishing during the week. Boxes that are shaded take two sessions. New merit badges for 2025 not offered in 2024 include Sustainability, Archeology/Indian Lore, Automotive Maintenance, Forestry/Pulp & Paper, Citizenship in the Community, Personal Management, Kayaking, Textiles, Insect Study, and Pioneering.

Swim Lessons are offered at Many Point to support every skill level. Though these do not necessarily have a merit badge attached to them, they are beneficial for the Scouts swimming ability and helping them to the next level of achievement.

First Class Adventure works toward many of the requirements in the Scout, Tenderfoot, Second Class, and First Class ranks. For a complete list of requirements worked towards, please visit www.manypoint.org/Article/first-class-adventure.

MERIT BADGE PRE-REQUISITES

Some merit badges have requirements that need to be completed before coming to camp. Please review the merit badge pre-requisites listed for each badge. The MB descriptions at the end of this guide will also provide information about individual charges and any special equipment scouts may need to bring with them.

OLDER SCOUT PROGRAMS AND MERIT BADGES

Scouts registered in week-long Flintlock Older Scout Programs will not be able to participate in any merit badge sessions. Week-long programs run from 9am-12pm every day.

AGE REQUIREMENTS & CLASS CAPACITIES

To help manage class sizes, some merit badges have an age requirement. In 2025, in order to provide scouts with the best instruction, we have added class capacities. See pages 24-27 for capacities and age requirements.

PROGRAM REGISTRATION

Once a unit has a campsite reservation, it will be given access to Many Point's online advancement features. The camping coordinator for each troop should administer program requests. Parents and Scouts should work with the camping coordinator to submit their requests.

Go to www.manypoint.org/Registration to understand the full process for advancement.

EAGLES NEST

Summer Camp is a fantastic time for Scouts to earn merit badges as they work towards Eagle Scout. To support this, Many Point offers a program called Eagle's Nest. Eagle's Nest is a program in which Scouts can meet with counselors for Eagle-required merit badges in the evenings during open program and either start or finish up a badge.

INDEPENDENT STUDY MERIT BADGES

Some advancement can be accomplished outside of scheduled advancement times. Scouts can work with Many Point's counselors and be provided with resources to accomplish these independent efforts. Counselors are available by appointment and all completed requirements must be submitted by noon on Friday.



ADVANCEMENT SCHEDULE

Session 1	Session 2	Session 3	Session 4	Eagles Nest / Independent Study
Archaeology/ Indian Lore	Archery		Emergency Preparedness	Personal Management
Communication	Lifesaving		Swimming Lessons	Citizenship in the Community
Sustainability	Small Boat Sailing		Swimming	Hiking
Weather	Climbing		Golf (Disc Golf)	Insect Study
Wilderness Survival	Pioneering		Textiles	Reptile and Amphibian
Shotgun		Canoeing		Scouting Heritage
First Class Adventure		Rifle		
Fishing/ Fly Fishing		Art	Snorkel BSA	
Wood Carving	Camping	Automotive Maintenance	First Class Aquatics	
	Environmental Science	Camping	Photography	
	Pottery	Chess	Kayaking	
	Pulp & Paper/ Forestry	First Aid		
	Search and Rescue	Fish and Wildlife/ Mammal Study		
		Leatherwork/ Basketry		
		Nature		

Pre-Requisites and Age Requirements

Information on all of the merit badges above can be found on pages 24-26 of this catalog.



FIRST CLASS ADVENTURE & AQUATICS

A FUN SKILL FOCUSED PROGRAM!

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!

ADULT LEADER SUPPORT

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.

SESSIONS OFFERED

First Class Adventure is offered during sessions 1 & 2. First Class Aquatics will be offered during session 4.



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

OTHER INFO

- First Class Adventure Hike: On Thursday evening Scouts will have the opportunity to complete their five-mile hike requirement
- Scouts will also have the opportunity to earn Totin' Chip and Firem'n Chit during the sessions
- Many Point recommends that scouts who attend First Class Adventure either take Leatherwork & Basketry or Fish and Wildlife Management & Mammal Study during session 3. Both of these offerings are good introductory classes to Merit Badges at Many Point.



UNIT ACTIVITIES

WHAT IS A UNIT ACTIVITY?

Many Point was the first camp built and designed for unit development, and in staying true to our mission, we have structured program hours just for your unit!

Each afternoon, your unit will do three hours of activities together.

For program descriptions, please visit www.manypoint.org/program

HOW DO I SIGN UP?

STEP 1: At a unit meeting, Scouts review available activities.

STEP 2: Have your Patrol Leaders work with their patrol to determine which unit activities they'd like to do during their camp week.

STEP 3: Have the Patrol Leaders Council meet and determine your unit's top 15-20 programs to do at Many Point.

STEP 4: The Unit camping coordinator can go to the [Unit Activities](#) page and can enter the units preferences into the "Unit Activity Interest" form.

Once your preferences have been submitted, camp staff will review all the requests from your unit and build your schedule. Your schedule will be given to you at camp by your commissioner.



9 SQUARE



AQUA TRAMPOLINE



ARCHERY, TOMAHAWKS, AND SLINGSHOTS



BACK OF THE MOON HIKE



CAMPSITE FREE TIME



CANOE/ KAYAK/ ROWING



UNIT ACTIVITIES



CANOE SNORKEL



CHOPPED!



CLIMBING TOWER



DELTA



DISC GOLF



DR. DNA



FIREM'N CHIT & TOTIN' CHIP



FISHING



FLOAT FOR FLOATS



GAGA BALL



GPS & GEOCACHING



GREASED WATERMELON



UNIT ACTIVITIES



HEMP CRAFT



**HISTORY CENTER/
FIRE TOWER**



ITASCA STATE PARK



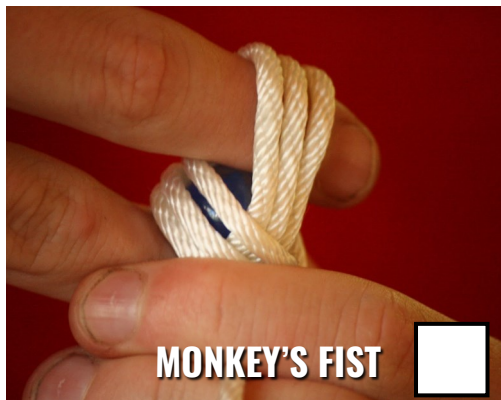
KNOTS AND LASHINGS



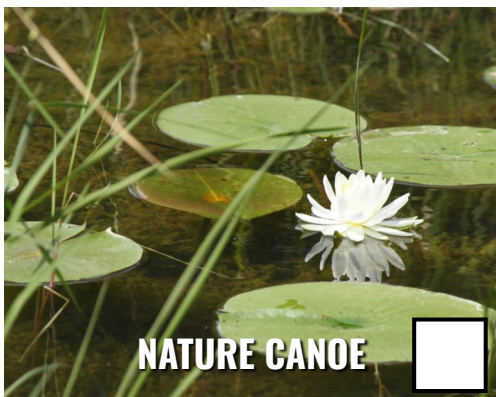
LEAVE NO TRACE



LOON LORE



MONKEY'S FIST



NATURE CANOE



ORIENTEERING



RESERVE SHOWERHOUSE



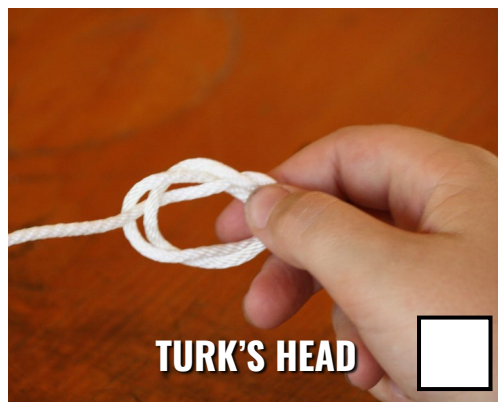
RESERVE TRADING POST



SAILING



UNIT ACTIVITIES





ALL-STAR CAMPER PROGRAM

GET MORE CAMP HAVE MORE FUN

Are you looking for more summer camp? Are you unable to go to summer camp with your own Troop or Crew? Join the All-Star Troop at Many Point.

WHAT IS THE ALL-STAR TROOP?

You and Scouts from other units will come together to form a special unit for one week at camp. Many Point will provide all the equipment and adult leadership necessary for the Troop to function.

The All-Star Troop stays in Buckskin and utilizes the dining hall. The campsite is near the Nature Center and Beach.

ALL STAR IS AVAILABLE 5 WEEKS IN 2025!

The All-Star program is offered during five weeks this upcoming summer.

In 2025 they are:

- June 22nd- June 28th
- July 6th - July 12th
- July 20th - July 26th
- August 3rd- August 9th
- August 10th - August 16th



SIGN UP FOR ALL STAR!

Go to the Many Point website, click on "Registration" in the top header, then head to the All-Star Page.

Visit www.manypoint.org/Article/all-star-camper-program to start your reservation!

WHO ARE THE ADULT LEADERS?

Two trained Camp staff that have experience leading Scouts throughout a camp week.



OLDER SCOUT PROGRAMS

MANY POINT OFFERS SPECIAL PROGRAMMING FOR SCOUTS TURNING 13 AND UP!

These programs are available for Scouts to register as individuals. All Older Scout Programs have a minimum age requirement. Unless noted otherwise, you must be at least 13 years old for Tier 1 programs and at least 14 years old for Tier 2.

TIER 1

Older Scout programs are single afternoon, evening or overnight adventures for different groups of Scouts each day. This means that you can take multiple Tier 1 Programs within a single week. Some programs have a small fee.

TIER 2

Tier 2 Programs are older Scout programs designed for those who have already taken a majority of the merit badges they are interested in. As such, all Tier 2 programs take place during morning merit badge sessions 1-4. Due to this, a Scout can only take one Tier 2 Program per week at Many Point.

5-STAND - TIER 1

A next-level shotgun challenge for more experienced Scouts. Put your sharpshooting skills to the test by tackling our unique set of 5 difficult stations.

\$35 per Scout
Offered Mon., Tues., Thurs., Fri.
Must be at least 13 years old by 8/31/25.





ALL TERRAIN VEHICLES– TIER 1

ATV SAFETY TRAINING

Master the basics, learn advanced maneuvers, then conquer the wild! This program is all about your skills and decisions - which to strengthen and which to forget.

As you drive throughout the session, you'll understand what it takes to control the vehicle in many different hands-on lessons all leading up to a ride on the trails to demonstrate you have what it takes!

Scouts must complete the ASI Online training before coming to camp.

\$45 per Scout
Offered Mon– Fri
Must be at least 14 years old.

ATV TRAIL RIDE

Spend the evening from 7pm-9pm riding the trails on our extended trail ride. After a quick refresher on how to drive the ATV, you will get the opportunity to spend more time on the beautiful trails of Many Point.

Scouts must have previously completed the full ASI certification course and provide their certification card to participate.

\$25 per Scout
Offered Tues, Wed, Thurs
Must be at least 14 years old.





BIG BOAT SAILING - TIER 1

Set sail and explore Many Point Lake. Scouts will learn how to set up and sail these boats with the help of our staff members.

Offered Mon, Wed, Fri
Must be at least 13 years old by
8/31/25.



BIKE TREK - TIER 1

Start on our mountain bike challenge course and then move on to exploring trails. The forested trails at Many Point are a summer haven for mountain biking enthusiasts with some technical stretches of trail, that will test even the most experienced cyclists.

Offered Tues, Thurs, Fri
Must be at least 13 years old by
8/31/25.





CHARACTER ADVENTURE CHALLENGE - TIER 1

The Character Adventure Challenge is a half-day program located off-site where Scouts will learn teamwork and have the opportunity to work together to complete many high ropes course activities

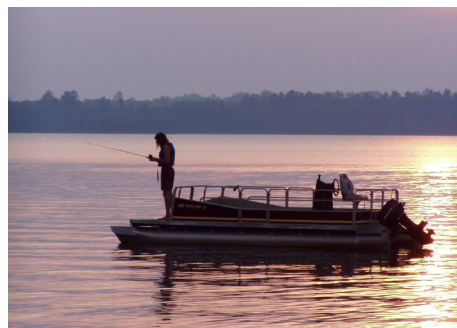
Offered only on Wed
\$ 60 per scout
Must be at least 12 years old.



FISHING OUTPOST OVERNIGHT - TIER 1

Explore the world of fishing on Many Point Lake during the Fishing Outpost Overnight. Experienced guides will teach you the basics and more advanced angling techniques to help you explore the wonders of Many Point Lake.

Offered Tues, Wed, Thurs
Must be at least 13 years old by
8/31/25.





HUCK FINN OVERNIGHT - TIER 1

Swimming, jumping, fishing, cooking, snorkeling, competing in contests, playing capture the flag by canoe, and more, all from our 40ft by 40ft rafts in Flintlock Bay. Do some incredible stargazing from the middle of Many Point Lake.

Offered Mon, Tues, Thurs
Must be at least 13 years old by
8/31/25.



TREEHOUSE OVERNIGHT - TIER 1

As seen in Scouting Magazine, Scouts will spend the evening in one of two villages hovering in the trees above a 30ft bluff.

Activities include cooking, spar pole climbing, yard games, and our new and improved throwables range.

Offered Mon, Tues, Wed
Must be at least 13 years old by
8/31/25.





WATER SKIING - TIER 1

Slalom and jump waves as you water-ski around Many Point Lake behind one of our camp speedboats. This adventure is for both new and experienced water skiers.

\$15 per Scout
Offered Tues, Wed, Thurs
Must be at least 13 years old by
8/31/25.



ALL THINGS AQUATICS - TIER 2

Scouts will have a great time spending the whole week in boats and on the water. They will have the chance to become fully certified lifeguards able to lifeguard for troop activities outside camp, pre-camp swim qualifications, lifeguard jobs in the community or even work at Many Point someday.

Only offered 7/6-7/12

Scouts can earn all of the following in a single week: Red Cross Lifeguard, Motorboating MB, Kayaking BSA, CPR/First Aid, Lifesaving MB.

\$100 per scout + the regular camp fee.

Must be at least 14 years old by
8/31/25.





ALL THINGS SCUBA - TIER 2

Scouts can earn their PADI certification, Scuba BSA, and Scuba MB.

Only offered July 6th-12th.

\$500 per scout + the regular attendance fee.

Must be at least 14 years old.

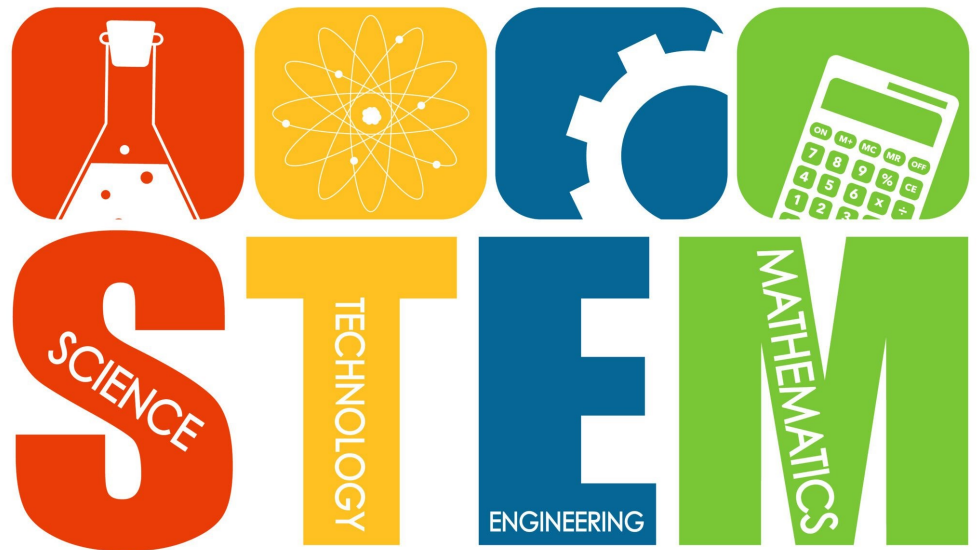


ALL THINGS STEM - TIER 2

Through this new All Things program, Scouts will have the opportunity to work on Shoot! and Up and Away Nova Awards!
Only offered July 20th-26th.

\$100 per scout + the regular attendance fee.

Must be at least 14 years old by 8/31/25.





MOUNTAIN BIKE OUTPOST - TIER 2

Spend your mornings all week learning all about mountain biking and improving your technique on our challenge course. Scouts will complete several rides around Many Point and even complete some of the requirements for the Cycling merit badge.



\$30 per Scout
Must be at least 14 years old
by 8/31/25.



OLDER SCOUT ADVENTURE BLAST - TIER 2

Replace your traditional morning activities with wild adventures all week long! With this all-encompassing program, you'll be able to experience older scout activities without missing afternoon time with your troop.

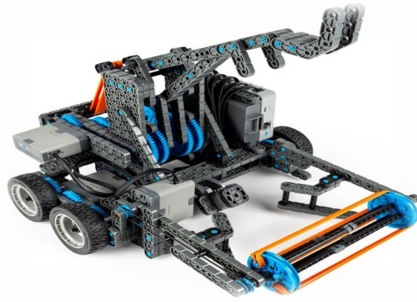
\$60 per Scout
Must be at least 14 years old.





ROBOTICS OUTPOST - TIER 2

Earning the Robotics merit badge requires a Scout to understand how robots move (actuators), sense the environment (sensors), and understand what to do (programming). Throughout the week, Scouts will build a robot as a team to compete on Friday against other teams in this year's robotics challenge.



Scouts will also have the opportunity to work on the Whoosh! Nova Award.



\$30 per Scout
Must be at least 14 years old by 8/31/25.

WATER SPORTS OUTPOST - TIER 2

Spend your mornings all week jet skiing, water skiing, kayaking, and motorboating on Many Point Lake. Scouts will go through safety training and earn Motorboating merit badge.

\$60 per Scout
Must be at least 14 years old.





FAMILY CAMP

FUN FOR THE WHOLE FAMILY!

Family Camp is your fun-filled, affordable vacation destination for Scouting Families. At our Family Camp, we offer programs and facilities for families so that you can see what your Scouts are enjoying here at Many Point Scout Camp. We offer cabins for rent, wonderful tent camping sites, and a recreational vehicle area. Reservations are available, and we encourage all Scout families to come and enjoy a week at Many Point.

Go to www.manypoint.org/Family-Camp to learn more about Family Camp and book a cabin, RV, or tent site.



Cost

All spaces require a \$100 deposit due at the time of booking.

- Cabin- \$465
- RV Site- \$215
- Tent Site- \$165

Who can come to Family Camp?

Family Camp is open to all scout families and non-scout families! All ages are welcome!





ADULT LEADER OPPORTUNITIES

Many Point has many opportunities to keep adults busy. Whether you're looking to learn something new, try something you haven't been able to, or help out the Many Point staff, there is plenty to be done!

Programs

- **Adult Leader Climb:** The climbing tower is set aside for an adult climb on Friday mornings during first session.
- **Adult Leader Five Stand:** We've set aside a time for just adults to have a chance to try out our next-level shotgun experience.
- **Adult Leader "Merit Badge":** Be actively engaged with your troop and training to earn a special "adult leader merit badge" during your week at Camp.
- **Adult Leader Recognition Dinner:** As a symbol of our thanks, we provide you with a great dinner while we take care of your Scouts.
- **Adult Leader Sauna:** Want a moment of peace? The sauna will be reserved for adults one evening during your week.
- **DELTA training:** Learn how to run teambuilding activities for your unit!
- **Flintlock Adventure Tour:** See all of the great things your older Scouts will do at Flintlock Adventure Base!
- **Safe Swim Defense & Safety Afloat:** Learn all the procedures for your unit to safely operate your own beach or run a float trip.

Adult Leader Assistance

Overnight Help: According to BSA Regulations, there needs to be two adults aged 21 years or older for every overnight program. You can help us out by volunteering to go along with one of the trips and being one of those two adults. Your unit may be required to send an adult if needed for your scouts to attend.

INTRODUCTION TO OUTDOOR LEADERSHIP SKILLS (IOLS)

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.

Cost: \$30 per adult

Location: Many Point Training Center

Times Offered: Tuesday– Thursday mornings from 8:30am– 11:45am.

How to sign up: Sign up through your unit's online registration, similar to how youth are signed up for merit badges.





EMPLOYMENT & COUNSELOR IN TRAINING

BE A STAFF MEMBER

Your time on camp staff is an experience that you will never forget! Although camp work is often demanding because we keep a packed schedule running for the campers we serve, the resulting opportunities, rewards, and experiences available to you are endless. Serving on camp staff is definitely the best way to spend a summer.

Applications can be found online at www.manypoint.org/staff

As a Many Point staff member you will gain:

- Free room and board for summer
- Competitive salary
- Strong experience sought by employers
- Unique teaching and learning opportunities daily
- Memories and friendships to last a lifetime
- A chance to make a difference in a child's life
- Personal growth and self-confidence
- Unlimited fun!



BE A COUNSELOR IN TRAINING

The Counselor in Training (C.I.T.) program at Many Point Scout Camp has been designed to develop the future staff members for Many Point and to provide personal development for Scouts.

C.I.T.s spend five weeks living and working with the staff of Many Point. Through close association, they will learn first-hand the challenge and fun of being a Many Point Staff member.

Cost

The total fee for the C.I.T. program is \$125. This includes food and lodging for the duration of your stay. \$50 is due at the time of registration while the remaining \$75 balance is due on June 1st.

Who can be a C.I.T.?

C.I.T.s must be at least 15 years of age and must be less than 18 years on age.

2025 Session dates

Session 1: June 15 – July 19, 2025

Session 2: July 13 – August 16, 2025

Apply online at www.manypoint.org/CIT

What if I can't attend the entire session?

If a C.I.T. needs to leave early or needs to miss a few days; that is fine. However, C.I.T.s are required to attend the first week of their session as the week is dedicated to formal C.I.T. training.

Advancement Opportunities

This year, scouts who sign up to be a C.I.T. will have the opportunity to earn the Lifesaving, Small Boat Sailing, and Pioneering Merit Badges. They can also work on any other merit badge that Many Point offers. To earn other merit badges, connect with our camp staff.

Annual physical required

Be sure to schedule your annual physical, as it requires a physician's signature. The health form can be found in the documents on the Many Point Website.



ADVANCEMENT PROGRAM DETAILS

Many badges will require work outside the scheduled time. Keep this in mind when choosing badges and other programs at camp. Registration for programs begins in April. **Bolded** MBs are Eagle Required.

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. Cannot 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.



ADVANCEMENT PROGRAM DETAILS

Many badges will require work outside the scheduled time. Keep this in mind when choosing badges and other programs at camp. Registration for programs begins in April. **Bolded** MBs are Eagle Required.

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.



ADVANCEMENT PROGRAM DETAILS

Many badges will require work outside the scheduled time. Keep this in mind when choosing badges and other programs at camp. Registration for programs begins in April. **Bolded** MBs are Eagle Required.

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.



FLINTLOCK PROGRAM DETAILS

Activity	Minimum Age as of 8/31/25	Capacity	Days Offered	Cost	Extra Commitments/Notes
All Things Aquatics	14	12	All	\$100	Week-long adventure, 8am - 9pm every day. Scout must be a swimmer to participate. Only offered week 3.
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 to participate. Only offered week 3.
All Things STEM	14	12	All	\$100	Week-long adventure, 8am - 9pm every day. Program Schedule and instructions will be sent out May 1 st . Only offered week 5.
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 <u>ASI ATV Waiver</u> to camp to participate. Scouts must have completed the <u>Online ASI Training</u> .
ATV Trail Ride	14*	6	T,W,TH	\$20	Single evening program from 7pm-9pm. Scouts must have previously completed the full ASI certification course and provide their certification card to participate. Must bring signed <u>ASI ATV Waiver</u> to camp to participate.
Big Boat Sailing	13	12	M,W,F	None	Single day program from 2pm-5pm. Scout must be a swimmer to participate.
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. You must fill out the <u>Character Challenge Waiver</u> and bring it to camp.
Fishing Outpost	13	16	T,W,TH	None	Single overnight program from 5:30pm - 7:30am. Scout must be a beginner/ 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 and helmets are provided.
Older Scout Adventure Blast	14*	12	All	\$60	Week-long program from 9am - 12pm. Must bring signed <u>ASI ATV Waiver</u> to camp to participate, as well as completed the <u>Online ASI Training</u> .
Robotics Outpost	14	14	All	\$30	Week-long program from 9am - 12pm. Must have req. 1, 4 & 5 completed to earn Whoosh! Award. 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 to participate.
Watersports Outpost	14	24	All	\$60	Week-long program from 9am - 12pm. Scout must be a swimmer to participate. You must bring a signed <u>PWC Waiver</u> to camp to participate.

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



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