



NORTHERN STAR SCOUTING  
**Many Point**  
SCOUT CAMP

**ESTABLISHED 1946**



# Planning Guide

2025



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# LETTER FROM THE CAMPING DIRECTOR

Greetings from Many Point Scout Camp!

For the last 79 years, Many Point has been one of the nation's premiere experiences for scouts not only from our council but from all over the nation! Scouts who come to Many Point will participate in some of the traditional activities of the 1940's like swimming, canoeing, rowing, orienteering, lashing, and shooting. However, they will also have an opportunity to participate in some of the more recent innovations. We have a huge fleet of Sunfish sailboats, six climbing towers, ATV training programs, several 25' aqua trampolines, two Huck Finn rafts, Jet Skis, kayaks, and two tree house villages.

Many Point was the first camp in the nation where Scouts attended camp as troops, not as individuals. Today, we continue to emphasize the growth of the entire troop as our chief objective. Our staff is trained and dedicated to the mission and ideals of Scouting. Come to Many Point this summer and you'll leave as a stronger troop of confident and capable young leaders.

This year, Many Point has decided to focus heavily on STEM based activities. Coming to Flintlock you will have Robotics Outpost and All Things STEM. We will also be offering Automotive Maintenance, Pulp and Paper, Textile, and Sustainability Merit Badge! These are just a few of the exciting new programs that will be coming to Many Point in 2025.

We will also be adding some new logistical things such as Solar CPAP battery rentals, snack packs, the return of the Red Lantern Brigade, a new way to sign up for programs, and finally an online pre-order trading post!

If you have any questions about Many Point please feel free to contact us by phone at 612-261-2465 or by email at [ManyPoint@northernstar.org](mailto:ManyPoint@northernstar.org) We look forward to seeing you and your unit this summer at Many Point Scout Camp!

Many Point Camping Director





# THE PURPOSE OF THIS GUIDE

The purpose of this Planning Guide is to support your troop by:

Assisting your unit and the Summer Camp Coordinator to prepare for your week at Many Point. The information is organized in chronological order of priority for camp and planning deadlines

Providing a master checklist which is also the "Table of Contents" of this guide

Referencing information that can also be found on Many Point's website [www.ManyPoint.org](http://www.ManyPoint.org). Making it easy for your unit's planning team to share information with all participants

Providing a resource that can support your units longstanding traditions and processes. If you have suggestions for improving this guide, please let us know.

## Contact Information

Many Point  
ManyPoint@NorthernStar.org  
(612) 261-2465

Scouts BSA  
Camping Assistant  
(612) 261-2460

**THANK YOU FOR YOUR WILLINGNESS TO BE A LEADER AT MANY POINT SCOUT CAMP. SCOUTS MIGHT NOT THINK TO SAY THANK YOU, BUT THE PERSONAL GROWTH THEY WILL EXPERIENCE AT MANY POINT IS PRICELESS!**

## Statement of Nondiscrimination

These camping opportunities are made available through Northern Star Scouting, Scouting America. They meet the standards of the National Council, and the American Camping Association, and are inspected to assure a high quality, successful camping experience. Many Point is committed to a policy that all persons shall have equal access to its facilities, employment, and USDA Child Nutrition Programs without regard to race, creed, color, sex, national origin, age, or handicap.





# Summer Camp Coordinator Position Description

Sometimes the Scoutmaster is the unit contact that receives this packet. The description below is intended to assist the Scoutmaster in identifying and explaining the role of a Summer Camp Coordinator to themselves or a volunteer taking on this important role..

## POSITION DESCRIPTION

- Serve as the primary coordinator for preparations for Unit's Many Point experience
- Utilizing resources outlined in this guide, inspire Scouts to attend Many Point Scout Camp
- Recruit Adult Leaders and parents to serve in support roles such as merit badge coordinator, older Scout coordinator, carpool coordinator, etc.
- Ensure Scouts and Leaders are signed up for programs through registration in Scouting Event and communicate pre-requisites.
- Serve as the voice of information from Many Point to entire unit
- Ensure unit has safe travel plans to and from Many Point, and entire unit is aware of schedule
- Collect necessary documents from Scouts, Leaders, and parents
- Submit necessary information into Scouting Event Registration
- Coordinate with unit treasurer to ensure payments are submitted on time to Many Point
- Coordinate collection and distribution of merit badges and awards earned at Camp
- Review contact from Many Point and share relevant information
- Collect necessary reports from Scouting Event Registration

## PLANNING FOR CAMP PAGE

The Many Point website has a Planning for Camp page that has links to access your camp registration, forms to download, and video tutorials. Scan the QR code below to see the Planning for Camp Page or go to [www.manypoint.org/Planning-For-Camp](http://www.manypoint.org/Planning-For-Camp)



## RESOURCES PAGE

The Many Point website has a Resources page where you can download forms or get links to important resources. Scan the QR code below to see the Forms & Resources or go to [www.ManyPoint.org/Resources](http://www.ManyPoint.org/Resources)



## QUALIFICATIONS

Volunteer attending Many Point Scout Camp with the Scouting Unit

## COMPETENCIES

- Excellent communication, organizational, and leadership skills
- Problem solving and troubleshooting
- Ability to recruit fellow adult leaders for support
- Responsible and mature
- Strong time management and flexibility
- Comfortable with online registration systems

## TIME COMMITMENT

On average, Summer Camp Coordinators spend one to two hours a week on preparations.

## TUTORIALS PAGE

Watch videos showing how to do everything from logging into the Scouting Event system to signing up for troop activities. Scan the QR code below or navigate to our YouTube page through the Many Point website.





## EVERYTHING YOUR UNIT MUST PROVIDE

The Camp Coordinator should double check that leadership, health forms, and all permission and release forms are coordinated.

### HEALTH FORMS

All participants must provide a Health Form. Anyone at camp for 72 hours or more will need to have Part C of the health form completed. Anyone at camp, regardless of the length of the stay, need to have completed Parts A and B.

### HOW LONG ARE HEALTH FORMS GOOD FOR?

Health forms are valid through the end of the 12th month from the date it was administered by your medical provider. For example, a physical administered December 3, 2024, would be valid until December 31, 2025.

### WHERE TO GET A CAMP PHYSICAL?

Check with your primary medical provider about setting up a physical for camp. Other quick clinics such as Minute Clinic and Walgreens Health Services also provide services for Camp Physicals. Be sure to bring the proper Long Term BSA Health and Medical Record for them to fill out.

We understand this can create a hardship for some families. Every Spring, Northern Star offers a Free Physical Day at Base Camp in Fort Snelling, MN. Check the Many Point website for more information. [www.manypoint.org/Article/health-services](http://www.manypoint.org/Article/health-services)

### MEDICATIONS

All non-emergency medications that need to be taken by any Scout at camp must be administered by a designated adult leader. This must be a leader in the unit. Emergency medication like an inhaler or Epi-Pen should be with a camper at all times. We can store most medications that need refrigeration.

Medications must be in their original container with the camper's name, the name of the medication, dose, and frequency. Please send a supply for 8 days, not the whole bottle.

Medications must be stored in a secure area and out of reach of Scouts. If you do not have a way to secure medications in the campsite, We can provide you a lock box if your unit does not have one.

## ADULT SUPERVISION

- Two registered adult leaders 21 years of age or over are required at all Scouting activities, including meetings. A registered female adult leader 21 years of age or over must be present for any activity involving female youth.
- All adults who are spending the night, must be registered as leaders.
- All adults must have completed Youth Protection training

Leadership in camp will not be a problem if you approach it early. Sources of leadership include your Scoutmaster, unit committee members, parents, and members of your sponsoring institution. If you are having problems, now is the time to contact your District Executive.





# OFF-SEASON PREPARATIONS

## SHARE RULES AND POLICIES

The information below contains important information you will want your unit to know. An online version can be found at:

[www.manypoint.org/Article/rules-and-policies](http://www.manypoint.org/Article/rules-and-policies)

## RULES AND POLICIES

- Always wear a seatbelt while in a vehicle.
- All persons are to ride in vehicles only where they have a dedicated seat with a seatbelt. Riding in the back of trucks is forbidden
- Observe camp speed limits of 15 mph and 5 mph.
- When not in use, all accelerants must be kept in locked storage.
- The State of MN requires parent or guardian permission to use a firearm. It is the Unit leadership's responsibility to ensure youth without permission do not use a firearm at camp.
- Quiet hours are 10 p.m. to 6 a.m.
- Scouts are expected to be and stay in their campsite after evening program ends.
- Tobacco and vaping products are only allowed away from youth participants in designated areas.
- The following items are prohibited:
  - Fireworks of any kind
  - Pets
  - Alcohol, THC, marijuana, and any illegal drugs
  - Personal firearms
  - Sheath knives
- Scouts must use the buddy system at all times
- Hiking is the preferred method of transportation at Many Point. Units who bring bikes must participate in bike orientation upon arrival to camp. Mountain style and/or fat-tired style bikes designed for gravel and sandy surfaces are allowed. Road and speed bikes cannot be used at Many Point. Industry approved helmets must be worn at all times. Please remind Scouts to be respectful of hikers and give notification when "passing on the left or right." Failure to follow the bike regulations will result in the loss of riding privileges.
- Anyone over the age of 16 must acquire a Minnesota fishing license.
- Any permanent improvement to your campsite must be approved by the Many Point Director

## VISITORS

All camp guests, visitors, Scouts, and leaders must check in and out at the administration building.

Many Point's program is designed for registered Scouts BSA and Venturing Scouts. Families or guests may visit the unit's campsite with the approval of the unit leadership but cannot participate in camp program. If they would like to camp they must do so through Family Camp.

## SCOUTS DEPARTING CAMP

Scouts leaving camp early will need to do so following youth protection guidelines. . All Scouts leaving camp Monday-Friday must check out at the Administration building.

**Scouts cannot leave camp without a completed Camper Release form.**







# OFF-SEASON PREPARATIONS

## COMMUNICATE HEALTH AND SAFETY INFORMATION FOR UNIT LEADERS, PARENTS, AND PARTICIPANTS

### Medications

Any medications taken at camp must be indicated on the participants Health Form. Parents should discuss any medication concerns with attending adult leaders

Urge Scouts to keep rescue medications, such as an Epi-Pen, on their person. All non-life emergency medications must be kept in a locked container; Many Point has lock boxes available for use if your unit does not have one.

### Medical Services

Minor first aid should be handled using your unit's first aid kit. Many Point provides sick call from 8:30am to 9:30am and 6:30pm to 7:30pm, Sunday night through Friday night. Many Point asks that units utilize these hours for non-emergency medical services. In the event of an emergency, find any Camp Staff member and they'll assist you contacting the Camp Doctor or Camp Medical Professional.

There is no charge for medical services provided on camp by staff. All campers needing services in town are required to handle payment through the unit or family insurance policy.

### Severe Weather

Concrete shelters for severe weather are located throughout Many Point. Emergency procedures and directions are posted in your campsite. Camp administration monitors weather conditions using information from the National Weather Service.

In the event of an emergency, Many Point staff will notify your unit when it's time to head to appropriate locations. Generally, Many Point will begin evacuating to shelters 45 minutes prior to the storm arriving. Many Point also utilize an SMS notification system that will alert unit leaders as well.

Shelters remain unlocked so that Scouts may utilize them at any time.

### Laundry

Coin-operated washers and dryers available in each sub-camp for adult leaders to use. Please limit to emergency usage and not planned laundry.

### EV Charging

Contact camp in advance to discuss options.

The nearest charging stations to camp are:

A level 2 charging station 34 miles away at the Park Rapids City Hall, [222 Pleasant Ave S](https://www.parkrapidsmn.gov/222-Pleasant-Ave-S)

A DC Fast-Charging (Level 3) station 39 miles away in Detroit Lakes at [200 Holmes St E](https://www.detroitlakesmn.gov/200-Holmes-St-E)

### Showers

Single entry showers are located in each sub-camp. Anyone can use the single entry showers. Some camps also have showers that are reserved for adult leaders. Showers are closed from 10:30pm-5:00am.



# OFFSEASON PREPARATIONS

## COMMUNICATE CAMP FEES AND PAYMENT SCHEDULE

### Participant Fees

**Youth Fee: \$400**

**Adult Full Week: \$140**

**Adult Partial Week**

- Sunday \$16
- Monday-Friday \$28/day
- Saturday \$6

### PAYMENT SCHEDULE

- A \$100 non-refundable deposit is due upon reserving your campsite. This deposit will be credited towards your unit's overall fees once you begin to book youth.
- \$50 per youth participant is due on or before April 15th. No deposits for adults are collected.
  - This deposit is non-refundable and non-transferable.
- On June 1\*, full payment is due for everyone attending.
  - In the event a guest is only staying for part of the week, the daily rate is 1/5 the fee.
  - If a participant brings their own food for the entire week, their fee is reduced by \$45. This fee is pro-rated for those staying less than the full week.
- Any incidental fees accumulated at camp will be due upon checkout.

\*A \$25 late fee will be charged for youth not paid in full before the June 1st full payment deadline. Many Point uses these participant counts for bulk purchasing to help keep camp costs low. Adults will not be assessed a late fee.

### OTHER CONSIDERATIONS

Some units will increase the cost beyond the fee from Many Point for things like eating on the road, gas compensation for drivers, and to supplement propane, etc. Units should determine what these costs are and how they'll be covered.

### CAMPERSHIPS

Scholarships are available for Northern Star Council Scouts. Go to [camp.northernstar.org](http://camp.northernstar.org) and look for the "Financial Assistance" link in the "Quick Links" section. Financial support is limited, and is on a first served basis.

### DISCOUNT FOR CAMPING TWICE

Scouts that attend Many Point or Tomahawk twice in a summer will receive \$50 off their second week.

### Additional Fees

- Greased Watermelon: \$15
- Tie-Dye (Shirt & Dye): \$15
- Rifle (5 .22 rounds): \$0.5
- Shotgun (3- .20 gauge rounds & clays): \$2
- What's Cooking: \$12
- Merit Badge Supplies: \$5-\$30
- Flintlock No Show Fee: \$10 (or program fee)
- Older Scout Programs: \$10-\$60
- Adult Leader Opportunities: \$25-\$30

### Notes:

1. Fees are based on previous summers, and may change with cost variation.
2. For .22 rifle troop shoots, the first two rounds (10 shots/scout) for a unit shoot is free.
3. Ammunition tickets for additional shooting are sold at the Trading Post.
4. Merit Badge and unit shoots will be charged at check out.
5. Activity food kits will be billed to the unit and paid during checkout.
6. See Merit Badge Prerequisite Form for Merit Badge costs.
7. Some Flintlock programs have no additional fee. However, due to limited space a no-show charge for youth who do not attend a confirmed program will be added. If there is a fee for the program the entire fee is charged.



# OFFSEASON PREPARATIONS

## FEES (PER WEEK):

- Cabin: \$465
- Camper (RV) Site: \$215
- Tent Site: \$165



## NEW THIS YEAR!

### FAMILY CAMP DAY CAMP

Check out our new half day camp for youth, ages 5-11, staying in Family Camp. Every morning Monday-Thursday your child can join our day camp program and try activities around camp like climbing, STEM, outdoor skills, orienteering, nature, and more! See the Family Camp page for more information.

## FAMILY CAMP

### PURPOSE OF FAMILY CAMP

Many Point operates a Family Camp with the vision of providing an opportunity for a Family to spend time together while having a Scouting experience, and to enhance the unit's experience on the "Scout side."

### WHAT IS FAMILY CAMP?

Family Camp has 21 six-person cabins, 6 RV sites, and 3 tent / trailer sites. Many Point has 7 full time staff who work in Family Camp. The staff operate a lifeguarded beach and offer a full program of craft, physical, and educational activities. Family Camp also has a camp store with souvenirs and limited grocery items. Family Camp has a bath house with showers, flush toilets, washers, and dryers.

### OPPORTUNITIES

Family Camp has something fun for all ages! From water aerobics to wilderness survival classes, or self-guided day trips to nearby Itasca State Park and Tamarac wildlife refuge, as well as a world-famous thunder burger from Ice Cracking resort, it's easy to fill your week with fantastic memories.

### ALTERNATE ARRIVAL

For troops arriving on Saturday, a request can be made to stay in Family Camp on Saturday night. Check the box in your registration online to let us know that you want to arrive earlier. Arriving early does have an additional charge to reflect that you are staying an additional night.

### REGISTRATION PROCESS

Check availability and register at [ManyPoint.org/Family-Camp](http://ManyPoint.org/Family-Camp). Packing lists, rules, policies, maps, sample program schedules, photos of cabins, campsite and more are also available on the website.

A \$100 deposit is due upon making a cabin, tent, or RV site reservation. Family Camp spots are reserved for an entire week at a time, we do not reserve facilities for less than a full week during the summer. Additional night(s) can be requested with approval determined by Camping Director.



# OFFSEASON PREPARATIONS

## MANY POINT OPERATES 5 SUB-CAMPS!

Many Point operates five separate camps. **Buckskin**, **Ten Chiefs**, and **Voyageur** are the resident areas where units stay and enjoy Many Points advancement and troop activities. Each has 12-14 unit campsites and have a similar schedules and amenities. **Flintlock** is Many Point's Older Scout Adventure Base where all our Older Scout Programs like Water Sports Outpost and our Treehouses are based out of. Many Point's fifth camp is its hidden gem also known as **Family Camp**.

Visit [www.manypoint.org/About-Many-Point/Sub-Camps-and-Campsites](http://www.manypoint.org/About-Many-Point/Sub-Camps-and-Campsites) to see sub-camp maps, campsite maps, and more.

## Food Service

**Buckskin** operates a Dining Hall; all three meals are cooked by our kitchen staff. Scouts utilize the patrol method by taking on roles like "server" and "after meal clean up."

**Ten Chiefs & Voyageur** have all three meals delivered in pre-portioned crates for your Scouts to cook. Since these Scouts are cooking all three meals in campsite, our food team sweetens the menu with dinner meals like pork chops during the week.

"OUR UNIT ROTATES BETWEEN THESE THREE SUBCAMPS TO GIVE OUR SCOUTS A DIFFERENT EXPERIENCE EACH YEAR. SOME SCOUTS LIKE THE DINING HALL, SOME SCOUTS PREFER COOKING."



[Buckskin](#)

[Ten Chiefs](#)

[Voyageur](#)



# OFFSEASON PREPARATIONS

## EXCITE OLDER SCOUTS TO COME TO CAMP

### Use our Web Presence

Many Point has created older Scout program videos on [www.YouTube.com/manypointcamp](http://www.YouTube.com/manypointcamp).

Facebook has constant reminders and advertisements for Scouts – check us out on social media as well!

### Word of Mouth

Some units will have older Scouts share stories during the unit meeting of their older Scout adventures from last summer.

## CONFIRM PLANS FOR TWO SUMMERS FROM NOW

### PRIORITY RESERVATION

Starting March 2nd of 2025, units can book their same campsite for the same week in 2026 as they have currently booked for 2025. For example, a unit reserving Boone campsite for Week 1 in 2025 will be able to reserve Boone campsite for Week 1 in 2026. Starting at noon on Saturday at the end of your week at camp, anyone can book any open site for your week at camp for 2026.

Units not attending Many Point in 2025 and/or those wishing to change sites may reserve any open site when registration opens after that week of the year prior has ended. For example, a unit without a Many Point registration can book for Week 3 of 2026 starting after Week 3 of 2025 has ended.

To book your campsite for next year, log into your 2024 reservation and click on the "Site Saver" button on the right side of the page. Enter your estimated attendance for next year, update any contact information, and submit a \$100 campsite deposit. Once complete, you will receive a confirmation email with link to your new reservation

Note:

- **Units occupying less than 50% of the listed campsite capacity may be required to share their campsite.**
- Campsite capacities are noted on the Many Point campsite availability chart
- A \$100 deposit is due upon registration to secure your campsite.

You may view available campsites on [www.ManyPoint.org/registration](http://www.ManyPoint.org/registration).

HAVING YOUR UNIT STAY IN THE SAME CAMPSITE EACH YEAR REALLY HELPS A SCOUT CREATE MEANINGFUL MEMORIES. THEY LEARN THE LAY OF THE LAND AND WE CREATE TRADITIONS WE REPEAT YEAR AFTER YEAR.





# COMMITMENTS AND REGISTRATION

## COMMUNICATE MERIT BADGE OPPORTUNITIES

### **Many Point has 54 Merit Badges and Advancement Opportunities!**

Many of our merit badges are designed to be offered in Buckskin, Ten Chiefs, and Voyageur. However, some of Many Point's merit badges are offered only through older Scout programs or independent studies. Head to [www.ManyPoint.org/Program/Merit-Badges](http://www.ManyPoint.org/Program/Merit-Badges) to see a complete list.

### **Pass / Partial / Pre-work**

Many Point provides a list of our merit badges, and perceived difficulty, which requirements will take additional time while at camp (outside the scheduled time), and which ones have requirements that need to be done ahead of time. Make sure Scouts review the pre-requisites on our resources page. Most unit leaders email the link above and encourage Scouts to review the pre-requisites form.

### **Handling Flintlock Older Scout Adventure Base and Merit Badges:**

#### **How do Scouts sign up?**

Scouts sign up for Merit Badges and Flintlock activities through the Scouting Event registration. Simply select the Scout on the registration, click the "Update Information" button, and select their classes. See the Scouting Event How-To page for more information.

### **Capacities and Age Requirements.**

Many Point has capacities on merit badge classes as well as recommended ages for some classes. These both help us to keep class sizes to a manageable level. While we won't "ID" a Scout, we ask that your unit abide by the age recommendations.

## REGISTER FOR UNIT ACTIVITIES

To sign up for unit activities, the unit coordinator will go to [manypoint.org/Program/Unit-Activities](http://manypoint.org/Program/Unit-Activities). From there, click the "Submit your Unit Activity Interests" button. This will need to be completed at least two weeks before your visit to camp., Check out our list of available activities in the Program Catalog.

## YOUTH DEPOSITS DUE APRIL 15

Many Point requires a count of the total number of youth attending from your unit. Please keep us informed as Scouts are added or removed from your anticipated number. These numbers are utilized by Many Point when working with vendors for bulk purchasing. Consequently, the \$50 deposit is non-refundable and non-transferable.

## SCOUTS WHO CAN'T ATTEND WITH YOUR UNIT CAN STILL COME TO CAMP!

Many Point operates an "All-Star" program for Scouts that can't attend with their unit or would like to go an additional week. Many Point provides the adult leadership, and the conglomerate of individual Scouts form a unit for the week. Learn more at [www.ManyPoint.org/All-Star](http://www.ManyPoint.org/All-Star).

## SCOUTS BECOME CAMP STAFF THROUGH MANY POINT'S COUNSELOR IN TRAINING PROGRAM!

Many Point offers a Counselor in Training (CIT) program that runs for five weeks. We're very proud of our average staff retention of 5 years (top in the industry) and it all begins with our CIT program. CITs spend five weeks living and working among our staff, which gives them the chance to learn necessary life skills, get supervised practice, and have a lot of fun. Learn more in the program catalog and online.



# COMMITMENTS AND REGISTRATION

## VIEW YOUR REGISTRATION

When you originally booked a campsite, you received a confirmation email. This email includes a link to access your registration. If you can't find this email, you can access your registration through the event page.

## ADDING ADDITIONAL UNIT CONTACTS

One of the first things you should do when you log in is add additional unit contacts. Click on the "Update Information" button in the "Contact" section. You'll see fields to add email addresses for other troop contacts. These email addresses will receive general camp communication leading up to your week at camp

## BOOKMARK THE EVENT AND SHARE LINK

When you first log in and can view your registration, bookmark that page. In addition, go to the navigation bar in your internet browser, select the page address (URL) and copy this address. This web address (URL) is unique to your registration and can be shared with other trusted adults in your unit. Anyone with that link will be able to get into your registration, make changes, sign Scouts up for programs, and make payments. Only give this link to trusted adults; do not send it to every parent.

## CONFIRM PARTICIPANTS

Confirm Participants

When you first log in, you'll see a "Confirm Participants" button. When you are ready to submit youth deposits, update your camper numbers, click the button, and then proceed to pay \$50 deposit for each youth.

## PARENT PORTAL

If your unit wants parents to submit youth deposits and full payments on behalf of their Scouts, click the "Parent Portal" dropdown and select "Use Parent Portal" before clicking "Confirm Participants". This will allow you to book Scouts without paying the youth deposits up front.

## REPORTS

Under the "Reports" tab, there are many reports that you will find useful before, during, and after camp. Please explore these and watch the tutorial about them.

## SIGN UP FOR PROGRAMS

To sign a Scout up for programs, they must be on your roster and they must have their youth deposit paid. Watch the tutorial on program sign up to see what this looks like. Have each Scout complete the Individual Program Sign-Up Worksheet and collect them by the end of March.

Program sign up first opens up by age group in April. Each week, we change the program minimum ages to allow more Scouts to register. Registrations are first come, first served.

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

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

## REQUEST EQUIPMENT

Submit requests for tents, cots, and tarps through your registration. Click the "Update Information" button in the registration contact's record to put in your request.



# COMMITMENTS AND REGISTRATION

## DETERMINE CAMP EQUIPMENT NEEDED

### Many Point Campsite Equipment

Scout axes, bow saws, reflector and bulletin board are in each campsite. Dutch ovens and pie irons are available for use in each sub-camp.

### Equipment for Rent

If you need equipment, you may rent additional equipment for a small fee.

- Tarp \$4
- Canvas Tent \$8
- \*Nylon Tent \$10
- Cot \$3
- LP Stove \$40
- Propane \$30
- Shepherd Stove \$0
- Patrol Box \$10
- Hammocks \$5

*\*Many Point cots cannot be placed in a nylon tent without a ground cloth or tarp inside the tent to protect the floor. If you would like to use our cots in a Nylon Tent plan to bring your own tarp or ground cloth.*

### The Many Point Patrol Box includes:

- Legs, Nuts, Washers, Bolts
- Chef's Trail Kit
- Plastic Pitcher
- 10.5" Fry Pan
- 9" Fry Pan
- 6" Pot & Lid
- 8" Pot & Lid
- Pliers
- 2 Handles
- Coffee pot & Lid
- Aluminum Griddle
- 3 - 12qt dish tubs

Participants staying in Buckskin will use dining hall utensils. Everyone else should bring their own mess kits. Many Point has a small supply for emergency use.

**An extensive troop and personal gear list is provided at the end of this guide.**

## DETERMINE WHAT EQUIPMENT YOUR UNIT WILL BE BRINGING

### Camp Standards

If you're using your own cots and tents, the National Council of the BSA has determined that units must provide people with at least 30 square feet of ground space per person in a tent. Tents must be clearly labeled with "No Flame in Tent" somewhere on the outside of the tent.

### Recommended Troop Equipment

Bring these items for a fun week at Many Point! Bolded items are highly recommended by camp staff as a necessity for a great week.

- **Twine and Rope**
- Patrol Flags
- American Flag
- File for Axe
- Pens and Pencils
- Stationary for Scouts
- Camp Chairs
- **Medicine lock box**
- Extra Matches
- **Tent Stakes**
- Lanterns w/ Mantels
- Song Books
- Mosquito Netting
- Extra Paper Towels
- Merit Badge Library
- Cooler/ Ice Chest
- **First Aid Kit**
- Troop Identification Sign
- Sharpening Stone
- Battery Operated Clock
- Plastic Bags
- Padlock for Food Storage
- **Spare water bottles**





# COMMITMENTS AND REGISTRATION

## DETERMINE UNIT ARRIVAL TIME

The address for Many Point is:

**41408 Many Point Scout Camp Road, Ponsford, MN 56575.**

Many Point is roughly 230 miles from Base Camp in the Southern Twin Cities.

### Food

Arrive at Many Point between 1pm and 3pm on Sunday. Most units typically make three stops along the way: two 10-minute restroom breaks and a 30-minute lunch break. Wadena or Park Rapids are the recommended places to stop for lunch, as both offer multiple dining options within walking distance of each other.

## CAN'T ARRIVE ON SUNDAY?

For those traveling over 300 miles who wish to request early arrival or have other restrictions preventing arrival until Monday, a different arrival day can be requested through the Alternate Arrival Form, found on the "Planning For Camp" page.

In requesting an alternate arrival, our unit understands that for Saturday arrivals:

- The unit will report directly to the campsite upon arrival.
- No food service is provided until Sunday evening
- No staff or program is available until Sunday at 1pm.
- Camp facilities (beach, climbing) are not available
- Scouts must remain in campsite unless accompanied by an adult.
- Equipment requests must be submitted prior to arrival.

## OTHER CONSIDERATIONS

Some units will increase the cost beyond the fee from Many Point for things like eating on the road, gas compensation for drivers, and to supplement propane, etc. Units should determine what these costs are and how they'll be covered.

## COMMUNICATE OUR WORK PARTY OPPORTUNITY

### All Skill Levels Needed

The annual Many Point work party is always the weekend after Memorial Day. Many Point is very blessed to have a volunteer base of over 100 people attend each year. We invite adults, families, and units to join us.

Project types include brush clearing, painting, carpentry, plumbing, electrical, hauling, cleaning, and more. Food and lodging are provided.

To register, head to [www.ManyPoint.org/work-party](http://www.ManyPoint.org/work-party).

**"OUR TROOP UTILIZES THE MANY POINT WORK PARTY AS A GET-AWAY FOR JUST OUR ADULTS, AND SOME OF OUR OLDER SCOUTS. WE WORK DURING THE DAY, AND HAVE A CAMPFIRE AT NIGHT."**

**-SUE STONE, T3270**



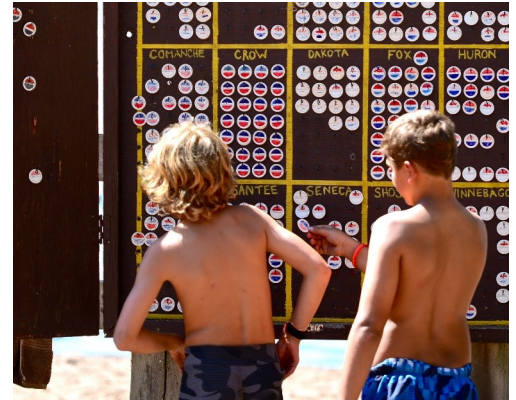
# COMMITMENTS AND REGISTRATION

## SWIM CLASSIFICATION PROCEDURES

### Swim Tests at Many Point

75% of units do their swim qualifications upon arrival to Many Point. This works great. Here are a few tips that will help your arrival day go smoothly:

1. Have your Scouts intentionally pack swimsuit and towel in an easily accessible location.
2. Head down to the beach right after parking in your campsite to beat the rush. The busy times at swim qualifications are from 3pm – 5pm.
  - a. Many Point has changing rooms at the beach, which makes changing a breeze!



### Units may conduct their own test before camp

The swim classification of individuals participating in a Scouting America activity is a key element in Safe Swim Defense and Safety Afloat. The swim classification tests should be renewed annually, preferably at the beginning of each outdoor season. Traditionally, the swim classification test has only been conducted at a long-term summer camp. However, there is no restriction that this be the only place the test is conducted. In fact, we recommend to conduct the swim classification prior to attending summer camp.



All persons participating in BSA aquatics are classified according to their swimming ability. The classification tests and test procedures have been developed and structured to demonstrate a skill level consistent with the circumstances in which the individual will be in the water. The Swimmer's Test demonstrates the minimum level of swimming ability for recreational and instructional activity in a confined body of water with a maximum 12-foot depth, and with shallow water footing or a pool or pier edge always within 25 feet of the swimmer.

## CONDUCTING YOUR OWN SWIM TESTS

**(at the unit level with council approved aquatics resources)**

The swim classification test done at a unit level should be conducted by a person with one of the following council-approved certifications: Aquatics Instructor, BSA; Aquatics Supervisor, certified lifeguard, swimming instructor; or swim coach. When the unit goes to a summer camp, each individual will be issued a buddy tag under the direction of the Camp Aquatics Director for use at the camp. Northern Star Scouting requires that swim classification tests be conducted within three months prior to the unit's arrival at camp. The signed form must be presented upon arrival in camp.

### **Special Note:**

For the safety of each participant, staff shall at all times reserve the authority to review or retest individuals or entire units at any point throughout the week.

### SWIMMER'S TEST:

Jump feet first into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: side stroke, breast stroke, trudgen, or crawl. Then swim 25 yards using an easy resting back stroke. The 100 yards must be swam continuously and include at least one sharp turn. After completing the swim, rest by floating.

### BEGINNERS TEST:

Jump feet first into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resume swimming as before, and return to starting place.



# COMMITMENTS AND REGISTRATION

## CAMPING WITH WILDLIFE

Many Point is home to many different animals native to the Midwest region. Raccoons, gophers, squirrels, bears, coyotes, turtles, and many others are commonly seen all throughout the summer. They all enrich the outdoor camping experience and will create memories of your week at Many Point. However, they are all wild animals. For your and their protection, we require adherence to our wildlife policies. It is mandatory that all troops, crews, visitors, and staff read and follow the information in the Black Bear Education Manual. It provides information on campsite precautions when camping with wildlife, how to act in an encounter with wildlife, and ways to ensure you have a safe week at camp.

### BEARS

Seeing a bear at camp can be very exciting, and it's important to be prepared for this encounter. Please review the information on bears in the Black Bear Manual.

**The training in the Black Bear Manual is mandatory. Groups will not be allowed past check-in until we have received a signed copy stating that you have completed the training.**

Many Point provides a "Bear Box" in each campsite for units to store smell-ables. Please note that while they will keep the large critters out, the "Bear Boxes" will not always keep the small critters, such as mice and insects, out.

### TICKS

The forests of Many Point are home to many animals including Ticks. It's important to know how to camp in areas that have ticks, as ticks are known carriers of various diseases. Make sure to review the Tick Borne Illness page, found on the Many Point website, with your Unit.

### MOSQUITOES

Wetlands and other bodies of water, which are a breeding ground for Mosquitoes, surround Many Point. Many Point does treat the areas of camp, but we would encourage units to bring mosquito netting as well as bug spray.

### OTHER ANIMALS

It's important to remember to Respect Wildlife, a key point in Leave no Trace. When you see an animal in the wild, do not chase after them, feed them, or try to lure them. This is for their safety as well as your own. It's important to remember you may be up for a week, but Many Point is home to these animals year round.



Scan the QR code above to see the Bear Manual for Northern Star Scouting or go to:

[manypoint.org/Resources](http://manypoint.org/Resources)

Each site has a concrete "Bear Box" in each campsite for units to store smell-ables. Each one comes with two 18 gallon totes inside for you to store any items inside. It is recommended that each Scout brings a small plastic tote (approx. 6"x5"x9") to store personal hygiene items and snacks. "Bear Boxes" are not mouse-proof



# COMMITMENTS AND REGISTRATION

## SEGMENTS

Segments can be ordered using the Segment order form due by Thursday morning.

## YEAR PATCHES

Every Scout and Adult who is a registered participant with a unit will receive this year's Many Point patch and year segment. Fill out the top of the Segment Order Form to receive these at checkout.

## PRE-ORDER WRISTBANDS

Rubber wristbands are available for pre-order in your Scouting Event Registration.



## TRADING POST AT CAMP

Many Point has five camp trading posts on the property. There is a trading post conveniently available in each sub camp.

We take cash, check, or card (Visa, MasterCard, Discover). Units may wish to set up a charge account. Only adult leaders can authorize and make purchases through charge accounts. These accounts can be setup at the Trading Post any time during the week. Charges to this account can be paid for at the Trading Post. If not paid for by noon on Friday, the account balance will be added to your final bill and is due during Check-Out at the Administration Building.

Scouts will spend \$50-\$100 in the trading post. Here are some example prices to share with parents:

- Hats \$20-\$25
- T-Shirt \$10-\$20
- Sweatshirt \$40-\$55
- Belts \$15-25
- Nalgene \$20
- Brandable Mug \$10
- Tie Dye Shirt \$15-19
- Pocket Knives \$10-\$20

## SNACK PACK

Order a Snack Pack and get a collectable slushy mug, slushy refills, candy, and ice cream treats. These can be requested and paid for in your Scouting Event Registration.





# THREE WEEKS PRIOR TO DEPARTURE

## BY MAIL:

Mail should be addressed as follows:

Name

Site Name & Troop Number

41408 Many Point Scout Camp Rd

Ponsford, MN 56575

## SHARE WITH PARENTS HOW TO CONTACT MANY POINT

**BY PHONE: 612-261-2465**

Emergency phone messages can be received at the number above. Callers should be prepared to leave details such as Scout's name, unit number, and campsite. Due to camp size, it may take up to several hours for a message to reach the recipient. Mobile coverages vary by carrier, but in general it is available. We strive for a wilderness atmosphere at camp, and encourage limited usage by leaders, and strongly discourage any use by Scouts. Dedicated outlets are available in your sub-camp lodge. While a Scout is trustworthy, usage is at your own risk.

## BY EMAIL

Many Point's summer email address is [ManyPoint@northernstar.org](mailto:ManyPoint@northernstar.org). It is monitored throughout the business day, and messages can be communicated to your unit or Scouts through this email. Due to the size of camp, it may take up to several hours for a message to reach the recipient.

Complimentary Wi-Fi is available in the sub-camp lodge for Adult Leaders to use. Wi-Fi is available while program is operating: 8:30-12:20, 2:00-5:00, 7:00-9:00. Private space is limited and is available only on a first come, first serve basis. You must contact us ahead of time for a private space. **Scouts should not be using the Wi-Fi.**

Example:

Johnny Scout

Fitzpatrick Troop 3141

Many Point Scout Camp

41408 Many Point Scout Camp Rd

Ponsford, MN 56575

**Remind parents to send mail early, it can take several days for mail to reach Many Point and can take an additional day for us to get the mail to your scout.**





# TWO WEEKS PRIOR TO DEPARTURE

## COLLECT PWC, ATV, & CAC RELEASE FORMS FOR SCOUTS PARTICIPATING IN THESE PROGRAMS!

Scouts participating in Water Sports Outpost need to have a signed Personal Water Craft (PWC) agreement before a Scout will be allowed to use a Jet Ski. Scouts that don't have this form can still participate in the program, they just won't be able to drive or ride a Jet Ski.

Scouts participating in the Character Adventure Challenge course need to have a signed release statement before they will be allowed to attend the program.

Scouts participating in Older Scout Adventure Blast or ATV Tier 1 need to have a signed All Terrain Vehicle (ATV) release waiver. Scouts can participate in Older Scout Adventure Blast without the slip, they just won't be able to participate in the ATV training course. Scouts also need to complete the American Safety Institute E-course before coming to camp.

Scouts participating in ATV Tier 2 will need to bring their ASI certification cards in addition to a signed ATV release waiver.

**Access the E-course at:** <https://cbt.svia.org/login/index.php>

### Where can I find these forms?

[www.ManyPoint.org/resources](http://www.ManyPoint.org/resources)

### Submitting the forms

Once you arrive at camp, Flintlock staff will collect these forms.



## CONTACT YOUR LOCAL OA CHAPTER

### Northern Star Council units

Many Point works directly with the Lodge and has your unit's names for call out ceremonies. We will confirm the names with you at camp.

### Non-Northern Star Council units

Please contact your local OA Chapter and email the names you'd like called out to camp.

Lodge rules prohibit Many Point staff from conducting elections.

Our OA call out ceremony is during closing campfire on Friday night.

## SEND THE PACKING LIST TO PARTICIPANTS

### What should Scouts pack

A fully comprehensive packing list is available on [www.ManyPoint.org/resources](http://www.ManyPoint.org/resources) and at the end of this packet.

### Share your best practices

We are aware many units have created their own packing lists based on decades of experience. Please share with us so we can continue to spread the knowledge and help other units prepare!



# TWO WEEKS PRIOR TO DEPARTURE

## CAMP ROSTER

Please take time to review information in your online unit roster and make sure it is accurate. Camp is continuously checking numbers as we're preparing for your arrival. There is always room for more Scouts. Please do not turn any Scout away from camp, no matter how late the registration. We can even accept new Scouts not on your roster when you arrive.

## PROGRAM SIGN UPS

Please take time to review submissions for all Scout programs. We encourage you to use the reports available through your Scouting Event registration to print reports to help your Scouts. The "Class Schedule" Report will give you one sheet per Scout showing what they are signed up for and when. It also lists any prerequisites or notes the badge or program. We recommend printing this report before you arrive at camp.

## MERIT BADGE PRE-WORK

Scouts should examine the list of pre-requisites and out of class requirements for their merit badges before they arrive to camp.

## FINALIZE SCOUTING EVENT INFORMATION

**Many Point closes online adjustments on Friday at noon two weeks before your week at camp. To make changes after this time, please call camp at 612-261-2465 or email us at [manypoint@northernstar.org](mailto:manypoint@northernstar.org)**

## GATHER DIETARY RESTRICTIONS

We can provide substitutes or alternative menus for participants with one of the following dietary meal plans:

- Peanuts or nut allergies
- Gluten Allergies
- Lactose intolerance
- Pork restrictions
- Vegetarian Preference

It's important to note that all meals for all meal plans are produced in one kitchen, and our standard menus contains gluten and lactose; we cannot guarantee no cross contact. will occur.

### What if my dietary restrictions are more complicated?

We are currently not able to provide alternative food for other or multiple restrictions. However, we will store and serve all food that is brought for participants who have additional dietary restrictions. Your fee will be discounted to compensate for providing your own food.

### Bringing your own food?

If a unit wishes to bring its own food and cook it in their campsite, they may do so. A \$45 discount will be given to each full-week individual for this option, and those staying less than a week will be pro-rated accordingly. To bring and cook their own food, individuals should select the "no food service" registrant type when confirming their estimated attendance or adding people to the roster.



# TWO WEEKS PRIOR TO DEPARTURE

## COLLECT SHOOTING SPORTS PERMISSION FORMS

The state of MN requires all youth under age 18 have signed permission to use a firearm. It is the unit's responsibility to ensure youth that do not have a signed permission form don't participate in shotgun and rifle programs. This form can be found on the Many Point website.

## COMPLETE MEAL COUNT SHEET

The meal count sheet is a form, available in this packet and on [www.ManyPoint.org/resources](http://www.ManyPoint.org/resources), is the unit's way of communicating food quantities and how you would like the food divided amongst the patrols.

### Meal Portion Explanation

Many Point takes pride in its food service and providing appropriate quantities of food. It all starts with our system of organizing food packs in groups of 6, 8, and 10.

Food products are ordered in packages that have appropriate servings for the 6, 8, 10 group sizes. For example, a patrol of 6 will get a 12 pack of eggs. A patrol of 10 will get a 20 pack of eggs for scrambled eggs. Many Point's processes minimize food handling and ensures safe, plentiful, and tasty food all week.

Another example. For a patrol of 14, request a crate for 8 and 6. What about a Patrol of 9? That works too – we'll send food for 10. You must make patrol sizes of 6, 8, or 10 people for food ordering purposes. If you want specific patrol groupings that equal more than the minimum number of meals, you will be charged for extra meals.

For example if you have a group of 27 and instead of 2 crates of 10 and 1 crate of 8, you would like 5 crates of 6, you would be charged for 3 extra people for every meal.

Utilizing the example on the website, please complete a meal count sheet communicating how much food to send for each meal, by Patrol. The food service team will use this number, and any number you communicate to us during your daily commissioner visit to determine final population counts for your unit's bill. If you need assistance filling out your meal count sheet please reach out.

Accuracy on this form is very important!

## Changing Meal Count Sheets

Your Commissioner will be checking in with you each day to make sure you're getting enough and/or not too much food. You can communicate your food number changes through your camp Commissioner during their morning visit with your unit.

### Submitting the form during check-in.

Administration staff will be collecting this upon your check in to camp.

## COLLECT PAYMENT METHOD FROM TREASURER

Typically, incidental charges will occur throughout your camp week. These charges may accrue from program kits, trading post tabs, unit shotgun programs, etc. Collecting a unit check or credit card ahead of time saves your unit time in reimbursing an Adult Leader after your camp week.

Payments made from your unit account and EFT payments are not available for payment at camp.

If the unit plans to also pay for your 2026 reservation while you are at camp, you will need a separate check.





# DEPARTING FOR CAMP

## WHAT TO EXPECT ON SUNDAY

### Arriving to your Sub-Camp

Once you have arrived to camp, you will be given directions to your campsite. Upon arrival to your campsite, the following things will happen (in this order):

- Your Commissioner will welcome you to Many Point
- Campsite orientation with Commissioner
- Begin discussing program schedule for the week
- Unit heads to beach for orientation and swim qualifications
- Buckskin units head to Dining Hall for Dining Hall orientation
- Campsite set up
- Dinner at 6:00 pm
- Camp Tours at 7:00 pm
- Adult Leader meeting at Sub Camp lodge at 7:00 PM
- Free Time after Tours are complete
- Opening Camp Fire at 9:30 PM

### Join our SMS Text Service

We encourage at least one of your leaders to join our "REMIND" SMS service. We will utilize REMIND for emergency notifications only.

### Itinerary

Summer Camp Coordinators have found it beneficial to notify parents of their children's safe arrival via social media or unit websites. The communication alleviates parental concerns and anxieties about their children's well-being while they are away at camp. Similarly, informing parents of their children's departure from camp can also be effectively communicated through these channels.

### Dietary Confirmation

Re-confirm any dietary restrictions when the parent is present and before loading into vehicles.

### Navigating to Camp

The check-in experience will be smoother if you enter through the main north entrance. Refer to the "Map to Many Point" for directions. Look for Many Point Loon signs guiding you to the north entrance.

Upon arrival, staff will greet you along the road and provide directions to your campsite. Use the "Map of Many Point" to locate your campsite.

### Fueling up!

Gas stations near the camp are limited. Please ensure you fill up your tank before departing from town, as Many Point does not have the facilities to refill your tank.

## What to expect on Monday through Friday

### General Daily Schedule

In general, Breakfast is at 7:30am, Lunch is at 12:30, and Dinner is at 6:00pm. Morning merit badges are from 8:30 – 12:20, unit activities happen between 2:00pm and 4:50 pm, . Free time is from 7pm until 9pm. Review your sub-camp schedule for specific information. Your Commissioner will meet you in your campsite during the first merit badge session each day. During this meeting, you will give feedback on how your week is going, see if you'd like to make any changes to your schedule for the rest of the week, and be given reminders about upcoming events each day.



# DAY OF ARRIVAL AT CAMP!

## WELCOME TO CAMP!

### 1: When arriving to camp

Upon arrival at Many Point, only one Adult Leader needs to stop at the Administration building. The remainder of your unit can proceed directly to the campsite. The Scoutmaster or Camp Coordinator should stop in, although any adult leader involved in the planning process can also check-in.

### 2: Greetings!

Once you enter the Administration Building, a staff member will welcome you! At this time you will receive name tags, wristbands, and parking passes. Once you have received those, you will move to the next staff member and verify your unit's roster! Make sure you know who ended up coming to camp with you, as well as when anyone coming later in the week will be at camp.

### 3: Document Confirmation

At this station, you will meet with the Flintlock staff and Food Service Director. At this station, we will collect all waivers that haven't been turned in already as well as verify any and all dietary restrictions. You will also receive your menu binder.

To expedite this step, please have the following forms ready:

- PWC release statements
- ATV release statements
- ASI E-course (For scouts participating in all ATV programs and OSAB)
- ASI Certification Cards
- Character Adventure Challenge Release Form
- Complete meal count sheet

### 4: Health Forms

At this final station you will turn in everyone's health forms. The health forms will be reviewed by the Many Point Health Lodge Director and then will be kept safely in the Health Lodge for the week. Parts B & C will be returned to you at the end of the week. Many Point is required to keep Part A of every Health Form.

## RADIO STATION TUNED IN

You will want to have your Adult Leaders tuned in to AM1610 on their car stereos. Many Point broadcasts a Sunday radio show that reminds Scouts about what to expect for the week.





# PREPARING FOR THE TRIP HOME

## 1. SATURDAY MORNING BREAKFAST

A cold breakfast will be delivered with your dinner on Friday night. Buckskin can pick up their breakfast Saturday morning in the Dining hall. You are welcome to take your breakfast on the road if you are looking to leave early.

## 2. CAMPSITE CHECK OUT

Your Commissioner will meet you at your campsite based on the time agreed upon. Your Commissioner will be reviewing your site to ensure Scouts have left it better than found.

Your Commissioner will give you our blue "Equipment Check List" that indicates that all borrowed equipment is accounted for and your campsite is clean. You must have this before heading to the Camp Administration Building.

## 3. CHECK OUT AT THE ADMINISTRATION BUILDING

Once you arrive to Administration, we will:

1. Return health forms (Parts B&C)
2. Give you any patches ordered.
3. Collect your feedback form
4. Review and pay your final bill.
5. Confirm your reservation for next summer.
6. Give you information about year-round camping opportunities

## 4. DEPART FOR HOME.

### SITE SWAP INTEREST?

Northern Star Council strategically provides unique experiences at both Many Point and Tomahawk. Units can partner with a unit from the other camp to "save your campsite and week" and be able to experience a different camp.

Please indicate on your feedback form if you'd like contact information on the other units that are also interested in swapping campsites. We will start sharing information about site swapping in the fall.

## SHARE PATCH RECOGNITION SYSTEM

Year Segments– One year segment is worn for each year a youth or adult attends Many Point. One year segment is given to all campers each year.

Many Point Scout Camp– the center of the Many Point recognition system. The Loon logo remains the same, but a new background is introduced each year. Scouts and adults receive the 3" Loon patch each year at Many Point. Most Scouts use their first year patch as the center of the system.

Super Troop Segment – worn by youth and adults who were in attendance at Many Point when their Troop earned the Super Troop award.

Activity Segments – Available for a variety of camp activities. Check at your Camp Trading Post or the Administration Building for a list of those segments available.

Special Patches – 3" patch is available for participants in a variety of special programs at camp. See the segment order form for a complete list.



# NORTH WIND & SNOW BASE

Northern Star Scouting has two amazing winter camp program bases. North Wind is located at Stearns Scout Camp near Annadale, MN and Snow Base is located at Tomahawk Scout Camp near Rice Lake, WI. Both program bases provide, lodging, gear, food, staff, and our core program tracks (Experience and Spearhead).



## SNOW BASE OFFERINGS

- Experience Program
- Spearhead Program
- Dog Sledding Program



## NORTH WIND OFFERINGS

- Experience Program
- Spearhead Program
- Ice Fishing Program
- Search & Rescue Program

## WHY GO WINTER CAMPING WITH US?

Scouts should camp each month, and we make it easy. All you need to do is sign up, we provide:

- Quality cold weather clothing
- Quality cold weather camping gear
- Staff guides to lead and train you
- Food and lodging

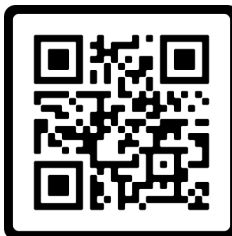
## REGISTRATION

Go to [Camp.NorthernStar.org](http://Camp.NorthernStar.org) to register. Registration opens on **October 1st at noon**. Registration is first come, first served. A \$25 non-refundable deposit is required per person to hold a spot in a program.



## SCHEDULE A PROMO PRESENTATION

One of our staff can come out and do a presentation for you. We can bring examples of the gear, show a video, describe the programs, and answer any questions. To request a presentation, scan the QR code to the right.



## DOG SLEDDING LOTTERY

On Sept 15th, a lottery for dog sledding spots will open. One week later, the lottery will close and the spots will be awarded. Any unfilled spots will be first-come, first-served on Oct. 1 alongside other programs registrations opening.



# HEADING HOME FROM CAMP

## CONTACTING MANY POINT AFTER YOUR STAY.

During the summer, our phones are staffed 24/7 from June through the end of August. We can be reached at 612-261-2465, or [ManyPoint@northernstar.org](mailto:ManyPoint@northernstar.org). During the school year, September through May, both of these are monitored from 8:30am – 5pm Monday through Friday and we do our best to return communications within 24 hours. If you don't happen to catch us, please leave a detailed message and we will get back to you.

## BILLING QUESTIONS:

If upon review of your unit bill after camp, your unit treasurer has noticed something to discuss, please have them log into your registration and pull an account summary report to ensure they're reviewing the most recent bill. If you have a change you'd like to request, please include Council, unit type, unit number, campsite, and sub-camp, and then any pertinent details on your concern in the email or voice message.

## MERIT BADGE QUESTIONS:

Please include Council, unit type, unit number, campsite, sub-camp, week, year, Scout name(s), and merit badge(s) that you are checking on. We will respond via email with our counselor records for each badge / Scout.

Many Point maintains records of merit badge rosters for three years at the council office. Records from four to eight years ago are kept at an offsite storage facility and may take us time to respond to these inquiries. After eight years, records are recycled.

## MERIT BADGE TRACKING

All merit badge completion information will be tracked in your reservation. Our system does not automatically update into Scoutbook. However, there is a Scoutbook report you can download in your camp registration in the reports tab. You can upload this report directly into your Scoutbook account after camp.

## LOST AND FOUND

Reach out via email to [manypoint@northernstar.org](mailto:manypoint@northernstar.org) with any lost and found item requests within two weeks of leaving camp. After two weeks, any items with no identifiable name or unit number will be donated to a local charity for those in need.

In the email, please include your Council, unit number, campsite, sub-camp, which week you attended, and as many details as possible about the item (size, color, brand, make, model, etc.). Our lost and found is sorted by week and then by item type (i.e. water bottle, clothing, electronic). You will be asked to pay for shipping if you are unable to pick it up at the Northern Star Council office

Any items with an identifiable name or unit number will be kept until November 1st., during which time we will be trying to track down the owner. After November 1st, all remaining lost and found is donated. Field Uniforms (Class A's) are returned to units upon finding them at camp.



# SUPER TROOP REQUIREMENTS

The Many Point Super Troop award serves as a tool to aid Scouts and adult troop leaders in enhancing the quality and character of their troop and its individual members. While the staff is available to assist troop leaders in utilizing this tool, the Super Troop award holds the most value for troops that use it as a guide for their own troop operation. Troops qualifying as a Super Troop will receive a Many Point Super Troop ribbon, and troop members attending camp are eligible to wear the Super Troop segment on their Many Point patch. To qualify, a troop must complete all of the starred (\*) items and at least 7 of the other requirements.

## Requirements

1. \*Demonstrate use of the patrol method
2. \*Do a conservation or camp project.
3. \*Conduct a campsite inspection and receive a score of 60 or above.
4. Conduct daily flag raisings and lowering at your campsite or the lodge
5. Practice Leave No Trace principles
6. Display reverence by saying grace at every meal and conduct or attend a religious service or vespers.
7. Conduct one or more Patrol Leaders Council Meetings per week.
8. Each Scout works on 1st Class Adventure, a merit badge, or coaches another Scout.
9. Learn about Many Point History on a visit to the History Center
10. Conduct a special troop program. (hike, canoe trip, etc.)
11. Conduct a Troop Campfire
12. Participate in Camp-Wide Programs
13. 85% of Scouts in the Troop are in attendance at camp
14. Participate in DELTA

## Campsite Inspection

The campsite inspection can be conducted by your unit any time during your stay at camp.

Scoring: 3 for above average, 2 for average, 1 for below average, 0 for non-performance.

- \_\_\_ Troop and patrol site identified with signs or flags
- \_\_\_ American, Unit, and patrol flags displayed properly
- \_\_\_ Campsite well laid out (traffic patterns, safety patrol method)
- \_\_\_ Tent and tarps properly pitched with correct knots.
- \_\_\_ Campsite is clean.
- \_\_\_ Latrine is cleaned daily.
- \_\_\_ All equipment properly stored and cleaned.
- \_\_\_ Use of Unit bulletin board (schedule and Fireguard Plan)
- \_\_\_ Patrol duty rosters posted
- \_\_\_ Clothesline used for airing and drying
- \_\_\_ Living space in tents neat. Equipment and clothes properly stored
- \_\_\_ Unit first aid kit available. Scouts have knowledge of location.
- \_\_\_ Fireguard plan followed
- \_\_\_ Safe troop Site
- \_\_\_ Axe Yard large enough and marked off
- \_\_\_ Wood tools properly stored
- \_\_\_ Wood fuel cut and properly stored (dry)
- \_\_\_ Proper storage of fuels other than wood
- \_\_\_ Safe cooking area (or good manners in Dining Hall)
- \_\_\_ Evidence of good sanitation (clean dishes, clean patrol boxes)
- \_\_\_ Proper food storage
- \_\_\_ Proper garbage and waste disposal
- \_\_\_ Respect for camp facility (no trenching, tree marking, etc.)
- \_\_\_ All vehicles are parked in proper area at all times

## Final Score



# 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' Chip
- 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



# UNIT PACKING LIST

## ADMINISTRATIVE

- Lockable box for medication
- First aid kit
- Pushpins for bulletin board
- Pens & pencils
- Extra paper for scouts
- Merit Badge book library
- Troop Checkbook

## FORMS

- Copies of BSA Health Forms
- Meal count form
- ATV Hold Harmless Forms
- ATV E-Course Certificates
- ASI Certification Cards
- PWC Hold Harmless Form
- Character Adventure Challenge Hold Harmless Form
- Shooting Sports Hold Harmless Forms
- Swim Test Form

## GEAR

- Ball of twine/rope
- U.S. flag
- Unit flag
- Axes & saws
- Sharpening tools
- Battery-operated clock
- Spare water bottles
- Patrol flags
- Extra Paper towels
- Props for campfire skits
- Tent Stakes
- Lanterns with mantels
- Matches

## COOKING EQUIPMENT

If camping in Ten Chiefs or Voyageur, you will need to bring the items below.

- 12 quart dish tubs (3)
- Soap & Sanitizer
- Sponge/Brush
- Scouring pads
- Mesh colander or window screen to strain food bits from sump water
- Medium & Large Frying Pan
- Medium & Large Pot with Lids
- Pitcher
- Pliers or handles
- Pot holders/oven mitt
- Cutting Boards (2)
- Griddle
- Coffee Pot with Lid
- Camp stove (two burner s
- Coolers/Ice chests
- Water containers
- Aluminum foil
- Cooking utensils
  - Can opener
  - Large Knife
  - Small knife
  - Whisk
  - Spatula
  - Spoon
  - Ladle
  - Metal tongs
  - Potato peeler

## CAMP PROVIDED EQUIPMENT

- Picnic Tables
- Handwashing station, which includes a spigot for refilling water bottles
- Bulletin Board
- Latrine
- Fire ring
- Bear Box for smell-ables (not mouse-proof)
- Fire Bucket (to fill with water)
- Sanitizer to clean latrines and surfaces
- Toilet paper

## Provided to Ten Chiefs and Voyageur Troops Only

- Plastic Garbage Bags
- Staple crate with basic condiments (ketchup, mustard, salt, pepper, peanut butter, jelly)
- Cereal
- Vegetable Oil
- Matches
- Sanitizer tablets

## Rentable Equipment

- Canvas Tent (\$8 each)
- \*Nylon Tent (\$10 each)
- Cot (\$3 each)
- Canvas Tarp (\$4 each)
- Propane Stove (\$40 each)
- Propane Tank (\$30 each)
- Patrol Box (\$10 each)
- Hammock (\$5 each)

*\*Many Point cots cannot be placed in a nylon tent without a ground cloth or tarp inside the tent to protect the floor. If you would like to use our cots in a Nylon Tent plan to bring your own tarp or ground cloth.*