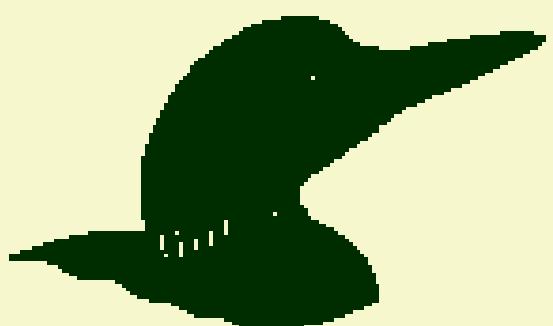


Many Point Scout Camp

2003
Leader's Guide





MANY POINT
SCOUT CAMP

Buckskin
Camp



Many Point Lake

Family
Camp

Pioneer
Camp

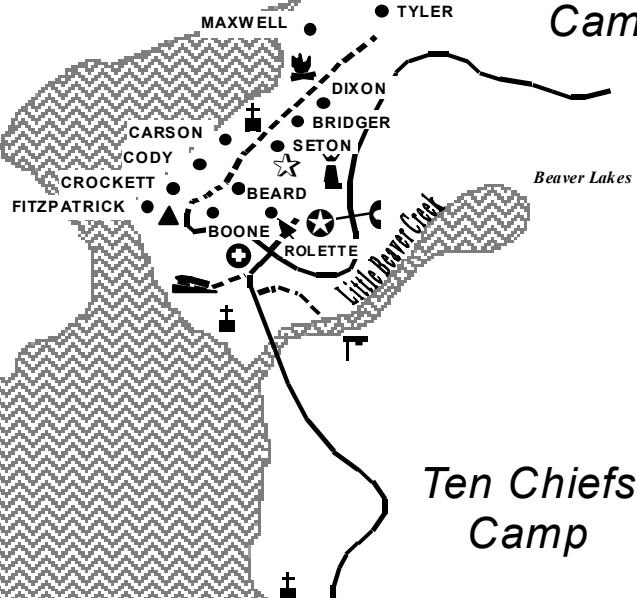
COOK

Otter
Tail
River

GRAND MARAIS
FOND DU LAC

FT. FRANCIS
FT. WILLIAM

Round Lake



Ten Chiefs
Camp

MASSASOIT
SAMOSET

BLACK HAWK
TASKALUSA
POWHATAN

TAMANEND
PONTIAC
SKENANDOAH
SEQUOYAH
ROMAN
NOSE

Flintlock
Adventure Base

HORSE CORRAL

GRAND PORTAGE
ELY
QUETICO
SUPERIOR
DULUTH
CHISHOLM
HIBBING
SAVANNA PORTAGE

ONE • MILE

LEGEND	
	Climbing Tower
	Dining Hall
	Project C.O.P.E.
	Camp H.Q.
	Administration
	Chapel
	Public Phone

Viking Council Boy Scouts of America
Many Point Scout Camp
41408 Many Point Scout Camp Road
Ponsford, MN 56575



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Meal Count Sheet	
2004 Campsite Reservation Form	
2004 Family Camp Reservation Form	

Photo copying and distribution of any of this material is not only allowed, it's encouraged!



Welcome to Many Point

A Great Summer Ahead



USE

Dear Scout Leaders,

Welcome to Many Point Scout Camp for 2003. I'm very excited about this summer.

Through your support of Many Point, we are able to continue to make the camp improvements and program additions that make Many Point the outstanding experience that you want for your Scout Troop or Venture Crew.

With the addition of a storm shelter in Family Camp this spring, we will complete our efforts to have enough shelter space for everyone in camp – 8 storm shelters total! We will begin the expansion to the dining hall that will make the eating environment – as great as the food. We have added more latrines, more campsite food storage containers (for “critter” control), made road improvements, and will be putting new roofs on two of camp’s classic original buildings.

The program will grow too with the construction of a 2nd Huck Finn raft to double the capacity of that popular program, the addition of a Yurt campsite in Frontier for troop overnights, and including GeoCaching in the GPS program.

We are making a quality commitment to you, as well, as we seek accreditation this summer by the American Camping Association. Fewer than 5% of the Boy Scout camps in the country are accredited by the ACA. What it will mean to you is the assurance of a safe facility, properly trained staff and a quality program.

I hope you are as excited as I am about the great experience ahead. This 2003 Leaders Guide is provided to give you the information you will need to get ready for *your* exciting Many Point experience. Feel free to give us a call if you would like any more information. See you at camp!

Sincerely yours,

Bob Gagner

Bob Gagner
Camping Director

HIS



Many Point Scout Camp

Your Tool for a Great Scouting Experience

The Goal

Many Point Scout Camp is your tool for a great Scouting experience. Many Point Scout Camp is here for your Scout troop to use to meet its goals of carrying out the Mission of Scouting through the outdoor program.

Many Point Scout Camp is here for **you!**

When Many Point was opened in 1946, it was the first Scout Camp in the country to be designed and built specifically for Scout troops. The basics of the Many Point "Idea" was that "...Scouts could be taught, and experience, the fundamentals and the mechanics of citizenship in a democratic society through the community life of a Scout troop in camp." This was faithful to the slated, ultimate purpose of Scouting, "...to produce men of character trained for citizenship."

Many Point, today, still holds on to the "Many Point Idea". We are here for the sole purpose of helping you, the Scout troop, to produce men of character trained for citizenship.

We will do this through offering exciting programs, having trained staff, serving great food and helping you as much as we can. But we should never lose track of the camp's main objective, to provide the troop the opportunity to develop their Scouts.

It is our goal that, after your Many Point experiences, your troop goes home a stronger troop, more able to spend the next 50 weeks producing men of character trained for citizenship – to return to Many Point to "...produce men..." and build a stronger troop – to go home for 50 weeks...

How Do You Do It?

It starts right now as you're planning for camp. Use the patrol method to have Scouts, by patrol, share their interests in the activities they would like to do at Many Point. Use the Patrol Leader's Council to summarize the

patrol's interests into a common troop list of the most popular programs. This reinforces the patrol method and gives them that opportunity

for "participating citizenship".

Give patrol leaders whatever coaching may be necessary to get them ready to lead and represent their patrol. Review the use of duty rosters, how to get and give information, and review with them as much as possible about your trip and camp plans so they can be a source of information to their patrol members.

At camp, work through your Senior Patrol Leader and Patrol Leader's Council to make and carry out plans. Activities planned and carried out by boy leaders, with appropriate counsel and guidance, are usually enjoyed by all troop members.

By using and reinforcing the patrol method, the scouts in your troop will learn responsibility, cooperation and leadership – big parts of citizenship – and your troop will go home stronger.

Camp's Support

So what can you expect from Many Point?

We will take care of some things so you can focus on working with your troop:

We will provide you with a campsite with water, picnic tables, flagpole, fire ring and a latrine.

We will take care of getting the food. Based on the subcamp you

are in, you will cook all, some or none of it.

We will have equipment available for you. You can use ours or bring your own.

We will have a supporting infrastructure that will provide trained health facility personnel, sanitation and administrative support.

We will have trained camp staff that will:

- Lead merit badge and First Class Adventure help sessions.
- Lead programs that require trained or certified instructors like rifle ranges, climbing towers, Project COPE or a whole list of aquatics activities.
- Coordinate camp-wide activities that help build a bigger camp community like campfires, competitions and religious services.
- Help you develop a schedule that coordinates your troop's use of the camp's facilities and activities.
- Help you out wherever and however they can.

Now What?

Sound good? You bet it is. It's important, it's meaningful and it's **FUN.**

Now for some of the fun. Read on in this Leader's Guide and see all of the exciting things you will be able to do at Many Point with your Scouts. This Guide will take you through, step by step, the things you can do to make it possible to "...develop men of character trained for citizenship."

Thank you for your willingness to be a leader at Many Point Scout Camp. We will do all that we can to make your experience successful.



Administration

Troop Leadership, Insurance, and Policies

Troop Leadership

The person in charge of your troop **must** be at least twenty-one (21) years of age; **there are no exceptions**. In addition, it is the policy of the Boy Scouts of America that, "trips and outings may never be led by only one adult. At least two adult leaders, one of whom must be 21 years or older, are required for all trips and outings." The result is more fun for the adults and a better program for the Scouts.

Leadership in camp will not be a problem if you approach it early. Sources of leadership include your regular Scoutmaster, troop committee members, parents, members of the sponsoring institution, and other responsible adults in your community. If you are having problems, now is the time to contact your District Camping Chairperson for assistance in locating good leaders.

Camper Insurance

It is **absolutely necessary** that your troop be covered by medical and accident insurance while at camp. A copy of your certificate of insurance and necessary information for processing a claim (policy number, certificate number or ID number, and the insurance billing information, including address and a "First Notice of Claim" form, if required) must be on file **before** your troop will be allowed to camp at Many Point. This allows the Many Point staff to arrange medical services quickly for any Scout, if needed.

Viking Council troops are covered under the council's sickness and accident insurance policy.

If your troop does not have insurance, please contact your local council. A national policy is available at a minimal fee.

Many Point Rules and Policies

Although the Scout Oath and Law are the only rules that a Scout camp should need, the following rules and policies have been established to ensure the safety of all Scouts.

Leaders are asked to cooperate in the observance of these simple rules and in the common sense operation of their troop.

For the safety and enjoyment of all troops in camp, troops unwilling to observe camp rules and policies will be asked to leave. Any questions or comments on these rules and policies can be addressed before camp by calling the Viking Council Scout Office at 763-545-4550.

1. Scouts will not be allowed to leave camp with someone other than their legal parent or guardian without the expressed approval of their Scoutmaster / Unit Leader. Scoutmasters should be advised not to allow Scouts to leave camp with someone other than their legal parent or guardian unless they have received prior approval from, or verify approval with, the legal parent or guardian.
2. Many Point's program is designed and intended for registered Boy Scouts and the adult volunteer leaders who will be working with them.

Other family members or guests may visit the troop campsite with the approval of the Scoutmaster but will not be allowed to camp with them or participate in the program.

3. No riding outside of a vehicle's enclosed passenger compartments. This means no rides on trunks, hoods, fenders, or the backs of trucks or trailers.
4. Seatbelts must be worn at all times.
5. The camp speed limit is 15 m.p.h. Individuals who violate this limit excessively and/or frequently will have their camp driving privileges revoked.

6. The camp aquatics policy follows those stated in *Safety Afloat* (No. 7368) and *Safe Swim Defense* (No. 7369). We will follow these for all waterfront usage.

A troop may have a troop waterfront and the use of Many Point's boats and canoes if they comply with the rules of *Safety Afloat* and *Safe Swim Defense*. These same policies apply for any personal watercraft beached at Many Point. Jet skis are not allowed.

7. When not in use, all fuels (L.P. gas, boat gas, etc.) must be kept locked at Camp Lodges.
8. The State of Minnesota requires

a parent's permission for a minor to use a firearm. A firearm's permission slip is included in this Guide.

... the following rules and policies have been established to ensure the safety of all Scouts at camp.

The unit leader is responsible to inform camp if any Scouts do not have their parent's approval.

9. Scouts are expected to be, and stay, in their campsite after the evening programs end.
10. Leaders are discouraged from smoking around Scouts.
11. The following will **not** be allowed at Many Point:

Fireworks

Pets

Alcoholic beverages or illegal drugs

Flames in tents (tents must be marked with this warning) or cabins

Personal firearms including rifles, hand guns, bows, and sling shots



Administration

Camp Policies, Mail and Phone

Buddy System

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

Mandatory Personal Mountain Bike Safety Policies

Hiking remains the encouraged method of transportation at Many Point. All program areas within a camp can be reached on foot. Those Scouts and leaders who choose to use their own personal mountain bikes to get to the more distant parts of Many Point, like the outpost programs in Flintlock, must agree to follow Many Point's bike safety policies. Failure to comply with these regulations will result in the loss of riding privileges.

Mountain Bike Safety Policies

Attend the bike safety orientation session and have your bike registered. The bikes of those attending the orientation will be visually identified. Bikes cannot be ridden at Many Point without this identification.

Only "big tire" bikes are allowed. Many Point's roads will not accommodate narrow tire bikes.

Industry approved helmets MUST be worn at all times.

Bike riders must follow all traffic regulations; Ride on the right side of the road. Stop for Stop signs. Obey one-way directional signs. Ride only on roads or approved trails. (To prevent erosion and for the safety of hikers, most trails



within a camp will not be approved). Do not exceed speed limits.

Bikes must be parked in designated areas or out of normal traffic paths.

Bikes must be ridden in a responsible manner.

Many Point wants to continue to try and accommodate the limited usage of personal mountain bikes by its campers. Many Point does provide a mountain biking program for older Scouts and uses

well-maintained bikes. Bringing personal bikes to the camp's program is not encouraged but will be allowed if the bike was purchased from a bike shop and the Scout is responsible for any parts and repairs.

We will continue to review if mountain bikes can be compatible with the camp environment. Thank you for your cooperation.

MAIL



All Mail Should Be Addressed As Follows:

Name
Site Name and Troop Number
Camp Name
Many Point Scout camp
41408 Many Point Scout Camp Road
Ponsford, MN 56575

For Example:

John Smith
Quetico Site – Troop 369
Voyageur Camp
Many Point Scout Camp
41408 Many Point Scout Camp Road
Ponsford, MN 56575

Rain, Snow, Sleet – But No Candy

The Ponsford, MN Postmaster asks that we inform parents that "non-flat" items should not be sent in letters to camp unless marked "Hand Cancel". The new postal sorting equipment cannot accommodate that package of M&M's. Parents should also know that it could take 3 days for mail to reach Many Point. So, write early.

PHONE



Many Point's two pay telephones are located near the Administration Building, over four miles from some of the troops campsites. Please ask parents not to call except in emergency situations. They should be prepared to give the individual's name, troop number, campsite and camp.

**THE PHONE NUMBER
FOR EMERGENCY USE ONLY, Is (218) 573-3257**

Scouts are strongly discouraged from making telephone calls. If it is necessary, the Scout must be accompanied by the troop's adult leader. All out-going calls must be collect or placed on a credit card.



Administration

Physicals

Physical Examinations

All Scouts and adult leaders at many Point **must** have a completed Boy Scout of America Physical Examination form on file at the Health Lodge. All campers staying at Many Points Family Camp Over 72 hours must also follow these same requirements. Leaders are asked to pass this information on to the families staying at Family Camp.

(Class 1) Section. All physical forms for minors MUST be signed by the parent or guardian. Adults MUST sign their own physical.

Because of new standards requirements, Many Point must keep all camp physicals after camp. It is recommended that troops submit copies of the forms. New forms will be required every year.

problems and valuable information needed in case of an emergency. It has helped make camp a safer experience.

Medical Services

Minor first aid can be handled by your troop with your troop's first aid kit. Camp staff help and additional supplies, if needed, are located in you camp. Other injuries or illnesses can be referred to the Health Lodge.

Although medical services are available 14 hours a day, please limit non-emergency visits to the Health Lodge to those times in the morning and evening designated for "sick call". In an emergency situation, please have a staff member in you camp help you contact the Health Lodge for assistance and relay relevant information.

Parents, or guardians, will be notified of a camper illness or injury if it requires a trip to town or overnight stay at the Health Lodge.

There is no charge for medical services performed in camp for Scouts and leaders, except for certain medical supplies.

All campers needing services performed in town at the hospital/clinic are required to handle payments through the troop or family insurance policy.

Family campers will receive medical treatment only on an emergency basis. Other disabilities will be referred to the hospital/clinic in town.

Adults over 40 years of age must have a physical examination each year and use the Personal Health and Medical Record Form Class 3 (No. 34412). **Scouts, children and adults under 40** use the Class 1 and Class 2 physical examination form (No. 34414). The Class 2 section is filled out and signed by a health care professional. If a Scout, child or adults under 40 has had a physical examination within the last 36 months they can use this form with an annual signed and dated update of the Health History

A copy of the physical forms are included with this Guide. Physical forms are also available at the Viking Council Office, 5300 Glenwood Avenue, Minneapolis, MN 55422 (phone 763-545-4550) or your local council office.

We strongly recommend that all physical forms be collected by the troop's adult leader two weeks prior to camp, to ensure that all Scouts have a properly completed form.

The camp physical has provided early detection of potential

VIKING COUNCIL
BOY SCOUTS OF AMERICA

PERSONAL HEALTH AND MEDICAL RECORD
CLASS I AND CLASS 2

CLASS 1 (update annually for all participants). Activity: 4th class Webelos Camp, overnight hike, or other program lasting less than 72 hours, with level of activity similar to that of home or school. Medical care is readily available. Current personal health and medical summary (history) is attested by parents to be accurate. This form is filled out by all participants and is on file for easy reference.

CLASS 2 (Needing a doctor's signature, is required once every 36 months for all participants under 40 years of age). Activity: 5th Grade Webelos Camp, Boy Scout Resident Camp, or any other activity such as backpacking, tour camping, or recreational sports involving events lasting longer than 72 consecutive hours, with level of activity similar to that at home or school. Medical care is readily available.

If your child has had a medical evaluation (physical examination) within the last 36 months, a copy of the results of this examination must be attached to this form. If a copy is not available, a physical examination (using the Class 2 section of this form) must be scheduled by a licensed medical practitioner. This medical evaluation (physical examination) also is required if your child is currently under medical care, takes a prescribed medication, requires a medically prescribed diet, or has a medical condition or illness that limits activity for a week or more, has ever lost consciousness during physical activity, or suffered a concussion from a head injury.

THIS FORM IS NOT TO BE USED BY ADULTS OVER 40. BY HIGH-RISK/ADVENTURE PARTICIPANTS
(USE FORM NO. 34412), OR FOR NATIONAL SCOUT JAMBOREE (USE FORM NSS-34412).

CLASS I PERSONAL HEALTH AND MEDICAL HISTORY
(Annually by all participants)

To be filled out by parent, guardian, or adult participant. Please PRINT in ink.

IDENTIFICATION
Name _____ Date of Birth _____ Age _____ Sex _____
Name of parent or guardian _____ Phone _____
Home address _____ City _____
State _____ Zip Code _____ Work Phone _____
If person named above is not available, in the event of an emergency, notify:
Name _____ Phone _____ Relationship _____
Name _____ Phone _____ Relationship _____
Name of personal physician _____ Phone _____
Personal health accident insurance carrier _____ Policy # _____
I give my permission for full participation in BSA programs, subject to limitations noted herein. In the event of illness or accident in the course of such activity, I request that measures be instituted without delay as judgment of medical personnel present.
In case of emergency, I understand every effort will be made to contact me (if an adult my spouse or next of kin). In the event I cannot be reached, I hereby give my permission to the physician selected by the adult leader in charge to secure proper treatment, including hospitalization, anesthesia, surgery, or injections of medication for my child (or for me, if an adult).
Date _____ Signature of parent/guardian or adult _____

Health Lodge

Regular Health Lodge
"sick call" hours are
held from 8:30 am to
9:30 am and
from 6:30 pm to 7:30 pm
Emergency medical help
is available at all times.



Administration

Medications and Food Service

Medications

Any Medications to be taken at camp must be listed on the camper's physical form.

All campers who use "rescue" drugs for such conditions as severe allergic reactions, blood sugar regulation or asthma are urged to carry the medication with them at all times. Wearing a fanny pack containing the drug, description of the problem and instructions for use is recommended.

Daily, or as needed, medication must be stored in a locked box at camp. Many Point will have lock boxes available for troops to borrow.

Medication must come to camp in its original prescription bottle including Scouts name, dosage and frequency.

Parents should talk to the adult leaders attending camp, in advance, about their willingness to assist with the Scout's medication. Parents should provide signed instructions for the leaders. The Health Lodge is available to support issuing medication if preferred or required.

Food Service Options

Many Point believes in providing food service options so your troop can pick the food service that best fits your goals. There are four food service options available for troops attending Many Point.

Dining Hall service, available only to troops camping in Buckskin, provides three homestyle meals each day.

Hot Stack/Patrol Cooking

food service is available only to troops camping in Ten Chiefs all breakfast and lunch food comes uncooked and packaged from the Commissary for each patrol to prepare in their

campsites. Supper meals come precooked from the Dinning Hall in a hot stack container and return it to the roadside stand. The option is a combination of the Patrol Cooking and Dinning Hall menus.

Patrol Cooking food service is available to troops camping in Ten Chiefs, Voyageur, or Pioneer. All food is received uncooked and packaged one meal at a time from the Commissary for each patrol to prepare in the campsite. For convenience, an effort has been made to design the Patrol Cooking menu with simple lunches.

Independent food service can be used by troops camping in Ten Chief's, Voyageur, or Pioneer. The troop is completely responsible for all its food and for meeting all State Health Department requirements regarding food storage and preparation.

Meal Counts

Troops will be asked at check-in to provide a daily count of the number of Scouts and leaders (by patrol) eating with their troop. Food deliveries and troop fee charges are based on these numbers.

Visitor Meals

Visitors can purchase a meal ticket at the Administration Building during normal business hours and eat in the Dining Hall. Advance notice is required. Meals are \$5.00 each.

Eating Utensils

Campers in Ten Chiefs and Voyageur should bring a reusable knife, fork, spoon, cup, plate, and bowl. No paper service is provided

with the Patrol Cooking or hot stack food services.

Stoves

A cast iron wood burning Sheepherder stove is available with each patrol campsite. LP-gas stoves are available for rent (see fee schedule) to troops using the Patrol Cooking food service with gas being provided as part of the rental. Advanced reservation (on the "pink card") for LP-gas stoves is recommended.

Eat it Up

In compliance with Minnesota Department of Health regulations and National Standards of the Boy Scouts of America, the storage of perishable foods in the campsites is not allowed. This includes all dairy products and meat. This regulation is intended to protect the health and safety of campers. The menus and deliveries are designed so as to not require long-term perishable food storage. Eat all food or dispose of it and let the Commissary know if you are receiving too much of any food item so waste can be avoided.

Limited ice may be available for non-perishable food use (i.e. Kool Aid) with some additional ice for purchase.

Food Storage Containers

Each campsite in Ten Chiefs and Voyageur will have a food storage container to protect any food from "critters". Containers are made of concrete block with a metal door. Troops are encouraged to bring a padlock for the door.

Troops should establish a system to collect all food (especially treats) from patrol boxes and each Scout each night to put in the food storage container.



Administration

Camp Fees

Many Point Camp Fees 2003

<u>Camp</u>	<u>Type of Service</u>	<u>Boy Fee/Week</u>
Voyageur	Patrol Cooking	Program / Food / Campsite..... \$160.00/Scout*
Ten Chiefs	Patrol Cooking & Evening Hot Stacks	Program / Food / Campsite..... \$160.00/Scout*
Buckskin	Dining Hall	Program / Food / Campsite..... \$160.00/Scout*
Pioneer or Frontier	Independent Troop	Campsite Only..... \$30.00/Person* Campsites / Food..... \$65.00/Person*
		\$7.00 per Scout
All Adult Leaders		\$60.00 per Leader

* Use of Many Point equipment (list on page 10)

All Adult Leaders.....

The boy and adult fee includes a Many Point patch and year segment for all campers.

Scouts unable to stay the full week will be charged at the prorated rate of \$32.00/day and leaders at \$12.00/day.

Payment Schedule:

April 15th A non-refundable deposit of \$10.00 per boy is due April 15th and as new Scouts sign up. Troops without a \$10.00 per boy deposit by April 15th may have their campsite reservation cancelled to allow other troops the opportunity for a campsite at Many Point.

June 1st The balance of the camp fees are due by June 1st. Fees paid after June 1st will be \$5.00 per boy additional. Webelos Scouts joining the troop after June 1st will not be charged the additional \$5.00.

Family Camp

Family Camp Cabins	\$160.00
Additional Night (with approval).....	\$25.00
Family Camp Tent / Trailer Site	\$80.00
Additional Night (with approval).....	\$15.00

A \$50.00 non-refundable deposit is due at the time of reservation. The balance of Family Camp fees is due on June 1st. **Family Camp fees not paid by June 1st may cause the cancellation of the reservation to allow other families the opportunity to attend Many Point. All Family Camp fees paid are non-refundable.**

Statement of Non-Discrimination

These camping opportunities are made available through the Viking Council, Boy Scouts of America. They meet the standards of the National Council, BSA 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.



Administration

Camp Charges

Cancellations

Troops are asked to help Many Point by providing their best attendance information possible. Food and program supply orders are based on the April 15th and June 1st fee payments.

Please keep camp informed of changes, up or down, in your attendance figures, by calling the Viking Council Office or camp (after mid-June).

The Reservation Information Update (pink card) is due at camp 3 weeks before your arrival. This gives us your best counts for food and equipment planning.

Troop accounts will be reviewed at check out time to determine any fees, or refunds, due.

\$10.00 per Scouts is non-refundable, if a Scout cancels.

Prorated fees for Scouts unable to stay the entire week are \$32.00 per day and \$12.00 per day for leaders.

Damages

Loss or damage of camp equipment or property will be charged to the troop at repair or replacement cost.

Optional Equipment Rental

LP-gas stoves...\$15.00 each / week.

Camping equipment is available to rent on a per piece basis. See page 10 for a listing.

Program Fees

The majority of the camp's programs and services are provided as a part of the camp fee. Some optional programs have an additional fee.

Ammunition

Shotgun - \$1 for three shots; includes shells and pigeons.

.22 Caliber - \$.25 for five rounds. Many Points program will provide free .22 ammunition for scheduled troop shots.

Scouts progressing towards completion of the rifle merit badge will be provided .22 ammunition during the class periods. Open shooting will require an ammunition ticket.

Scouts in the shotgun merit badge will have to purchase ammunition tickets.

Tickets for ammunition are purchases at the camp trading post.

Because of strict requirements for storage and accounting of ammunition at youth camps, we require that troops not bring their own ammunition.

Horse Rides

Orientation and Trail Ride...\$8.00
Overnight Ride.....\$16.00
Horsemanship merit badge \$25.00

Tickets for trail rides and the overnight ride are purchased at the camp trading post.

Mountain Bike Programs

Maintenance fee per ride...\$2.00

Cooking Merit Badge

The additional food items required for those working on the Cooking merit badge for the trail and backpacking meal requirement will be available in the trading post. This food is anticipated to be about \$10.00.

Special Ten Chiefs Note: The troop will need to select a "cooking merit badge patrol" for the evening meal that will receive patrol-cooking food in place of the regular hot stack meal.

Flintlock Programs

Though there are no additional charges for the Flintlock Adventure Programs (Project COPE, Kayaks, Huck Finn, Big Boat sailing, Sail boarding, Fishing, GPS, etc.) there is, however, a \$5.00 "no-show" charge. These programs are very popular and no shows mean a Scout who wanted to participate will probably miss out or a whole program may need to be cancelled because of minimum number requirements.

Here to Serve You

Trading Post

Scouts will find handicraft items, camp mementos, supplies and treats available. As a guideline, the average amount spent in the Trading Post last year was \$34.00. You may want to inform parents if the troop's meal plans while traveling and any troop program plans that may cost extra (like horse rides, shotgun or tours). Birthday cakes, ice cream and watermelons can be purchased, as available.

Troop adult leaders can change troop purchases to the troop's camp account. Scouts cannot be authorized to make troop charges.

Gasoline

Gas is available at camp, however we recommend filling up in local towns. Check your area lodge for location and times of camp gas sales.

Troop Charge Accounts

All costs at camp can be charged to troop's camp account by adult leaders. These charges must be paid at the time of check out. Troop charging is not allowed after Noon on Friday.



Administration Equipment

The following will be provided for those troops on the camp equipment plan:

THE EQUIPMENT PLAN PACKAGE INCLUDES:

- 9' x 7' Wall Tents and Poles
(2-Main Tents; no floors or netting)
- 12' x 16' Tarp (per patrol)
- Sheepherder Stove (per patrol) or Gas Burner Stove (extra charge for use)
- Cots for each troop member

- Patrol Box (per patrol)
- Troop Supply Tent

PATROL BOXES INCLUDE:

Legs, Bolts, Washers, Nuts	2 Handles
Chef's Trail Kit	6" Pot
1 Plastic Pitcher	Aluminum Griddle and Handle
10-1/2" Fry Pan	8" Pot
9" Fry Pan	2 – 12 Quart Dishwashing Pails
Measuring Cup	Pliers
5-1/4" Coffee Pot Lid	6-1/2" Lid
2 – Water Jugs	8" Lid
Coffee Pot	Nylon Dunking Bag

IN TROOP EQUIPMENT BOX

Camp Shovel
Scout Axe & Bushman Saw

AVAILABLE AT CAMP LODGE

Dutch Oven

Troops in Ten Chiefs and Voyageur Camps should bring their own eating utensils.

Troops in Buckskin Camp can receive a sheepherder stove and patrol box on request, if available.

A limited number of tent stakes will be available for check out. We recommend that Scouts make their own, or the troop brings stakes.

ADDITIONAL EQUIPMENT FOR RENT

If you need more equipment than what is provided for the equipment plan (one per patrol), you may rent additional equipment for the following fees per week:

Tarps	\$4.00	Patrol Boxes	\$10.00	Tents	\$4.00
Ice Chest	\$5.00	Cots	\$3.00	Sheepherder Stoves	\$10.00
LP Gas Stoves with Gas	\$15.00				

Recommended Troop Equipment to Bring to Camp

Twine and Rope	Extra Matches	Extra Paper Towels
First Aid Kit	Flags	Tent Stakes
Merit Badges Library	Troop Identifying Sign	File for Axes
Lanterns	Patrol Flags	Sharpening Stone
Pencils, Pens	Song Books	Tools
Clock	Lawn Chairs	Mosquito Netting for each person
Dishwashing Soap, Scouring Pads, etc.	Thumb Tacks	Fore Pails (#10 cans)

Troops bringing their own equipment must meet BSA National Standards requirements (i.e., 30 square feet of floor space, minimum, per camper in tents, marked with "No Flames in Tents").

Troop Lock Boxes

Troop Lock Boxes (12" x 12" x 12") are available in each camp's lodge for the storage of valuables. Troops need to bring their own locks or can buy one in the Camp's Trading Post. Portable lock boxes are available for troop use for keeping all Scouts' medication locked in the campsite. Troops in Ten Chiefs and Voyageur can bring a padlock to use on the campsite food storage container box.



Administration

Check-In, Independent Camping and C.I.T.s

CHECK IN PROCEDURES

All troops should enter camp by the north road (see the map "The Road to Many Point" on the inside back cover of this Guide) and will complete check-in at the Administration Building before proceeding to the campsite.

Camp staffs are not permitted to issue equipment to troops until the troop has checked-in at the Administration Building.

Check-in will begin on Sunday at 1:00 pm and will continue until 3:30 pm. If it is not possible for your unit to check-in during this time period, please contact the camp. Exceptions will be made only when changes are necessitated due to religious observances or exceptional circumstances (i.e., travel over 300 miles). A written request must be submitted for Saturday arrival and notification received for Monday arrivals. Many Point does not provide staff, program or food for troops checking in on Saturday. Early Family Camp arrival must follow the same procedures.

Troops and families check out on Saturday morning.

At check-in, the unit leader should have the following items:

- Completed physical examination forms for all Scouts and adults.
- Three copies of the camp roster (blank form accompanies this Guide).
- Certificate of insurance and claim information (if not in Viking Council).
- A check for paying any outstanding camper fees and to pay for charges made during the week at check out time.
- Meal count information for the week by patrol. If these items have been checked and organized prior to check-in, the process will be greatly facilitated and can be accomplished promptly.

After check-in, the troop can go to its campsite and begin setup.

Be forewarned that day one is busy. It will include:

- Campsite setup
- Swim qualifications (unless approved and conducted in advance)
- Supper
- Scoutmaster and S.P.L. orientation meetings
- Advancement Planning Sheet turn in
- Camp Program Planning Sheet turn in
- Adventure Request Form turn in
- Troop program scheduling
- Opening Campfire

Independent Camping at Many Point

As your troop grows in Scouting skills and troop maturity, it will seek that extra challenge! That challenge can be fulfilled as you participate in the experience of being an independent troop at Many Point.

Many Point offers this opportunity in the Pioneer area. You still have access to Many Point's medical facility, tested water, and if you desire, food service. From those basics, your troop can develop its own program. If you meet the requirements of the Safe Swim

Defense Plan and Safety Afloat, you may run your own waterfront program (merit badges, swims, etc.). Based upon availability, you may have camp boats and canoes at your beach. To conform to the requirements of the Boy Scouts we need a copy of the necessary water front certifications for our files.

Many Point's facilities can be the basis for a wonderful independent camping experience. Based upon availability, certain elements of the Many Point program may be an option that your troop may want to utilize.

Contact the Viking Council Office for more details.

Counselor In Training (C.I.T.) Program

Many Point prides itself on having one of the finest staffs anywhere and is continually searching for the best to join them. The five-week C.I.T. program, for Scouts at least 15 years old, gives Scouts the chance to learn the skills necessary, get some supervised practice and have a lot of fun living and working with the staff.

C.I.T.s spend the first week in a training base camp learning the skills necessary to support a troop and the Scouts at camp. The next four weeks are spent rotating through each of Many Point's program camps, working with the staff and practicing the skills learned in base camp.

Scout Leaders should encourage their older Scouts who show leadership and enjoy working with the younger Scouts in your troop, to apply for a Counselor In Training position.

Two five-week sessions are available. An application is included in this Guide.



Program Planning

Your Troop's Program

Many Point prides itself on the variety and diversity of programs it offers and the staff's ability to tailor a program to suit the needs of ***your*** troop.

In planning your troop's program, you should approach it in four phases: Advancement, Camp Activities, Adventure and Troop Programs. To help you, a separate Advancement Planning Sheet for your subcamp (Buckskin, Ten Chiefs or Voyageur), a Program Planning Worksheet and an Adventure Program Request Form have been provided. These tools will help you develop a well-rounded summer camp program for your troop.

1. Advancement

Your first step will be to help determine each Scout's advancement needs. Do this by reviewing your troop advancement records and identifying the projects, skills and merit badges each Scout needs in advancing to the next rank. Make a list of programs; special demonstrations and projects that will help your Scouts achieve their advancement goals.

For example, if a number of your Scouts need a hike for their advancement, include a troop or patrol hike on your program list.

Next, you need to help each Scout choose the 1st Class Adventure (for Tenderfoot to 1st)

1st
Class) and/or merit badges he will work on at summer camp (and before, if there are precamp requirements).

Additional information on merit badges and precamp requirements is included on

page 17.

Visit with each Scout to find out his personal interests. Then, using the Advancement Planning Worksheet for your subcamp, list each Scout's name and the instruction sessions, 1st Class Adventure and merit badges each would like to work on at camp.

1st Class Adventure

Scouts working on their advancement requirements for Tenderfoot through 1st Class can participate in Many Point's 1st Class Adventure program. Many of the outdoor requirements are covered in this daily 2-hour help session. Scouts work with the camp staff to learn the skills needed to pass the requirements.

Troop adult leaders are encouraged to attend to work with their requirements. The 1st Class Adventure session covers both the 2nd and 3rd advancement help

session periods on the
Advancement Planning Sheet.

Merit Badges

When helping Scouts choose their merit badges for summer camp, the leaders should consider the following:

~~the following:~~
Practice and project time will be needed over and above merit badge help sessions.

It is best if Scouts do not pick merit badges offered at the same time (check your camp's Advancement Planning Sheet for you camp).

Most Scouts will only be able to handle two or three merit badges successfully in one week. Experienced Scouts can often do many more.

Scouts should complete the precamp merit badge requirements before camp.

Written projects are usually difficult to do at camp.

- #### **1. Use the Advancement Planning Sheet to help Scouts select advancement.**



Program

2. Camp Activities

Camp Activities are programs that Many Point offers, like sailing, climbing, etc. with camp staff support. You will participate in the activity as a troop with as much troop leadership involvement (i.e. Senior Patrol Leader) as possible.

Your first step here is to share the program information in this Guide with the members of your troop. A summary of program activities is included on the Troop Program Planning Worksheet. Have Scouts tell their Patrol Leaders what they want to do at camp. Next, have the Patrol Leaders' Council meet and complete the Troop Program Planning Worksheet form included in this guide.

3. Adventure

Be sure that older Scouts have a chance to try some of the special activities for Older Scouts (those going into 8th grade) described in page 16. Older Scouts should list their interests on the Adventure Request Form.

4. Troop Programs

Your troop will want to have special programs just for your troop, run by your troop. These could be troop campfires in your campsite or other activities like hikes, skill demonstrations, Patrol Leaders' Council meetings or whatever the members of your troop want to do.

Scheduling the Program

The camp staff will help you finalize and schedule your troop's program when you arrive at camp. Come to camp with your:

1. **Advancement Planning Worksheet**
 2. **Camp Program Planning Worksheet** completed by your Patrol Leaders' Council
 3. **Adventure Request Form.**
These will be reviewed on Sunday and your program will be custom made to fit your troop.

	Camp Program Planning Sheet																																				
Fill Out and Bring to Camp																																					
Trip _____ Dates in Camp _____	Camp _____	Compute _____																																			
<p>There is a lot of time for the programs you plan at camp. Have your Scout, and their Parent Leader, contact, when between 6 and 12 activities that they would like to do at camp. Bring the leader to camp and the Scout will help you finalize your camp's program.</p>																																					
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2. Use the Camp Program Planning Sheet to help select troop activities.

Many Point Adventure Program Request Form			
It is important to read the program information on the back.			
Troop #	Council	Campsite	Dates at camp
Names	Project C.O.P.E.		
	Kayak Overnight		
	Kayak Day Program		
	Huck Finn Overnight		
	Huck Finn Day Program		
	Sailing Overnight		
	Sailing Day Program		
	Sailboard Program		
	Mountain Bike Overnight		
	Mountain Bike Day Rides		
	Itasca Mountain Bike Ride		
	GPS Program		
	Fishing Overnight		
	Fishing Day Program		

Horse Program Request (Open to any age)

Daily Horse Ride: Number of Scouts Interested _____ Number of leaders interested if space available _____ Total _____

Overnight Horse Ride: Number of Scouts Interested _____

3. Use the Adventure Request Form to help older Scouts select programs.



Activities

Many Point offers a wide variety of Camp Activities that your troop can participate in with the camp staff support. These activities sometimes have a limiting resource (equipment or facility) that requires that your troop be scheduled into that activity at a specific time. The camp staff will help you coordinate that scheduling.

Many of these activities are also available in the evenings for "open and merit badge practice time."

Here are some of the activities available:

Aquatics

Sailing – Your troop can use the fleet and ride the wind.

Canoeing – Use the camp's canoes and investigate the Many Point shoreline or what's on the other side.

Rowing – Head out and catch a fresh fish dinner.

Rubber Rafts – Row or paddle for a new adventure.

Voyageur Canoes – Check out these two 12-man canoes. They're a real test of teamwork.

Instructional Swim – Daily opportunities are available for all Scouts to sharpen their swimming skills. Includes a Snorkeling BSA course.

Snorkeling – Your troop can check out the Many Point underwater world with the camp's masks, fins and snorkels. Combine with canoeing and snorkel another part of Many Point.

Mile Swim – Once a week, Scouts can have the chance to "go the distance" and swim a mile. The Many Point segment can be worn for completion. To earn the BSA mile swim patch, practice laps are required during the week.

Open Swims – The beach is open most evenings.

Troop Swims – Your troop can have its own time at the beach.

Troop Beaches – Your troop can set up and run your own swim period at your campsite. Canoes and

rowboats may be available. Specific standards must be met.

Water Polo – Have a friendly troop water polo match.

Greased Watermelon – Try water polo with a greased watermelon. Extra program charge.

Shooting Sports

Archery – Your troop can take aim at the archery range and try to get into the "Bulls eye Club". Club members qualify to return and shoot on the

3-D animal target range.

Rifle – Troop shoots can be scheduled with the camp's .22 rifles.

Shotgun – Your troop can choose to hold a trap shoot.

Throwing Tomahawks – Scouts can try their hand at hitting a target with throwing tomahawks.

Slingshots – Take aim with "wrist-rocket" type slingshots.

Nature Programs

There is a lot of nature to explore at Many Point.

Nature Lodge – Each camp has a Nature Lodge to conduct nature merit badges and a wide variety of nature programs. Your troop can sign up for a nature program and pick from a list of activities like predator/prey, edible plants or nature's camouflage.

Night Skies – The mysteries and legends of the stars and planets come alive with staff help and an even better look obtained through our computer-operated telescopes.

Scoutcraft

Climbing Towers and Bouldering Walls

Your troop can get a "climb time" to try the wide variety of climbing routes on your camp's tower and horizontal practice wall. Routes range from beginner (big, frequent holds) to more challenging sides rated in the 5.9 range. The walls have over-verticals, ceilings and a rappel side. Successful ascent of the ceiling (without "hang dogging") qualifies a Scout to attend the lead climbing class. Leaders and

interested Scouts are encouraged to participate in the supervised belaying of the climbers.

Orienteering – Test your troop map reading skills as you see how fast you can find your way around the course.

Dutch Oven Cooking – See what you can cook up. Cake mixes, bisquick, etc. are available in the trading post. You get to be your own taste tester.

Utensil-less Cooking – It's amazing what you can cook and the clean up is a breeze.

Others include: Knots and lashing, Totin' Chip and Firem'n Chit, Fire Building and Camp Housekeeping.

Horseback Riding

Trail Rides – Get a "horse sense" riding orientation in the riding arena and then head out on the trails atop one of Many Point's string of horses. Troop rides are offered in the afternoons and evenings.

Overnight Rides – Mount up and ride off into the sunset and don't come back until sunrise. The overnight ride gives you more time to ride and get involved with the grooming and feeding of the horses. Precamp signup for this popular program is recommended.

Horsemanship Merit Badge – This badge is offered at the corral in the mornings.

The Ironman

A personal challenge for all campers (youth *and* adult). This triathlon starts with a 1/5-mile canoe race with a partner, goes into a 1/5-mile swim under close staff supervision, and finished with a 2 mile run. All finishers are winners and qualify for the coveted IRONMAN Segment!



Activities

100-Foot Fire Tower and History Center

A fun combination program is a trip to climb Many Point's 100' fire tower (an actual DNR fire tower purchased and moved to a great overlook spot by the camp's Administration Building) and a visit to Many Point's History Center.

Scouts get to see *all* of Many Point and more from the tower, even another fire tower on the horizon. A staffed program tells how fire towers were used and Scouts get to try their hand at "calling in a smoke".

The History Center provides a "walk through time" from the glacier age to the present. Who lived here, how they lived and why they lived here gives Scouts a great perspective on who preceded them. Life-size diagrams and model campsites show Scouts how Many Point and Scouting has changed over the past 50-plus years.

Ethics in Action

The Ethics in Action Program (previously known as DELTA) was "born" at Many Point in the late '80s and is now a National Boy Scout Program.

Ethic in Action is a values development program that encourages cooperation, trust, respect, caring and learning to make ethical decisions.

At Many Point your troop will participate in fun problem solving activities that will be followed by a reflection time to help get all the "deeper meaning" of the activity. The program includes using a problem solving model and trying a "community" good turn.

The Ethics in Action program at many Point will be lead by trained camp staff with the goal of equipping your troop with the ability to continue the programs at home in troop meetings and campouts.

A special adult leader training will be held to orient you to the programs elements and benefits.

Super Troop Award

The Many Point Super Troop Award gives a troop a set of standards to aim towards. The program is conducted within the troop with staff help if you would like. Qualifying troops receive a Super Troop ribbon. The requirements are included in this Guide.

Super Scout Award

The Many point Super Scout Award is designed to encourage a Scout, or leader, to learn a wide variety of camp skills and participate in a number of activities. Scouts can be signed off on the requirements by their adult leaders or the camp staff and may take more than one year to earn it. Qualifying Scouts can receive a special segment.

Back off the Moon

A program offered to troops is a hike or overnight to Back of the Moon Lake. This special, secluded place is about a five-mile hike from the main part of Many Point. It's not easy to get to but it will be worth the trip.

This program is designed for the Scouts and Leaders who would appreciate a place with solitude.

Log Adirondack shelters are on the site to provide overnight shelter.

Back in the 1940's, Back of the Moon was a secret retreat and place of "special renew" for Wint Hartman, Many Point's first Camping Director. The Many Point Staff Alumni Association has developed this site as a tribute to Wint Hartman's Vision.

Order of the Arrow

A calling out ceremony is conducted each week at camp to

recognize newly elected members to the Order of the Arrow.

Religious Programs

Chaplains at Many Point hold weekly vespers services in each camp, provide information on the religious emblems and chaplain's aid programs and can help your troop with special counseling situations.

Troop Program Guide

This special program for older Scouts will provide training that will allow the Scout to be involved in the leadership of the troop's camp activities (like climbing, rifle or archery), help teach merit badges or assist in the running of the camp's waterfront activities.

Interested Scouts, recommended by their Scoutmaster, will work through the camp's Program Director.

Special Activities

Nearby Sight Seeing

Itasca State Park and Tamarac Wildlife Refuge are within a half hour drive of camp. They can be visited before, during or after your stay at Many Point.

Day Hikes and Canoe Trips

Many Point can provide maps and instructions.

Adults?

Beyond the enjoyment of supporting, encouraging and participating in troop activities with your Scouts, there are some programs just for the adults.

Here are some examples:

- Ethics In Action Training on Tuesday and Wednesday Mornings.
- Leader's Recognition Dinner on Wednesday.
- Project COPE tour on Thursday morning.
- Flintlock Adventure Tour.



Adventure Programs for Older Scouts

Many Point's Adventure programs are based out of the Flintlock Camp and are open to all Scouts who will be in 8th grade next year.

The older Scout plays an important role in the operation of your troop. He is a source of leadership and a real help for the adult leaders.

To help keep the older Scouts coming back to camp and to help retain them in your troop, Many Point has put together several Adventure programs. Most of these programs do not interfere with merit badge work, allowing Scouts to continue to work on advancement as well as taking part in programs designed specifically for them.

It is the Scout's, or troop's, responsibility to get to Flintlock for these programs.

Mountain Bike Programs

Many Point is fortunate in having its very own fleet of mountain bikes for use by Scouts. One exciting way to experience Many Point is on mountain bikes with a group of friends. Two-hour time slots are available for staffed rides throughout the week. Daily rides include Many Point camp roads, logging roads, and single track trails.

Two other exciting mountain bike programs include overnight rides and the Friday Bike Challenge. On Friday, a group of Scouts accompanied by our staff will bike to a place like Itasca State Park or Tamarac Wildlife Refuge.

A \$2.00 maintenance fee is assessed per ride.

Huck Finn's Raft

Spend a day or night in the life of Huck Finn on his giant raft in the middle of Flintlock Bay. Huck can show you the secrets of cane pole fishing, Mississippi River water games, snorkeling, and swimming.

You are guaranteed an evening of fun and an unforgettable look at the stars with Huck as your guide.

Hick Finn Raft participants must be Swimmers (swim qualifications test).

Project C.O.P.E.

C.O.P.E. (Challenging Outdoor Personal Experience) is the most exciting, challenging program you will ever experience. In a series of group-oriented challenges, you will experience teamwork, problem solving and communication skills by overcoming challenges with your group. In addition to the simulating challenges, C.O.P.E. is a lot of fun.

The highlight of the program is the high course. The high course is a personal challenge up to forty feet off the ground, ending with a several hundred-foot zip line ride.

To maximize the group building process, visitors are not allowed while COPE is in session. An adult COPE tour will be scheduled each week.

Participants must wear long pants.

Kayak Programs

Scouts will be able to learn the skills and techniques necessary to tour Many Point by sea kayak.

Two programs are offered. There will be a day kayak program and then a longer, Kayak overnight where Scouts will pack their gear and food aboard and head off to a special campsite.

In both programs, Scouts will learn how to be safe and efficient and will try more than one style of kayak.

Participants must be Swimmers and bring a swimsuit, towel and change of cloths.

Big Boat Sailing

Older Scouts can learn, and enjoy, sailing 16 ft. to 26 ft. sailboats in this program. A special

overnight sailing trip is also available.

Participants must be Swimmers.

Sailboards

Try your hand at catching the wind and taking it for a ride. Many Point has several styles of sailboards to try, including great learner boards. You can qualify for a special sailboard patch by meeting National Boy Scout requirements. Participants must be Swimmers.

GPS Program

Modern technology becomes your tool in the wilderness to help you find your way or mark a trail for others.

With Global Positioning Units in hand, and satellites overhead, Scouts will find hidden markers and challenge other Scouts to find their marked positions.

Fishing Outpost

With a huge Minnesota lake right in front of us, fishing is a natural program at Many Point – and we add lots of extras.

Scouts will get the opportunity to seine for minnows, do casting target shooting and fish, with the opportunity to use fish finder technology.

Based on the cooperation of the fish, there could be fish eating as well.

The program will be fun but the location alone would be worth the trip. The fishing Outpost site is on the end of the longest point sticking out into Many Point Lake, over a quarter mile. So water and fish will be close at hand. If the perfect location wasn't enough, Scouts will get the chance to sleep in a yurt – a round 12th century Mongolian-style tent.



Merit Badges

MERIT BADGE	REQUIREMENTS TO DO BEFORE CAMP	REQUIREMENTS THAT REQUIRE EXTENSIVE PRACTICE OR TIME	RELATIVE SKILL DIFFICULTY**
Archery	None	3b, c, 4, Material Costs ~ \$2.00*	Difficult
Astronomy	None	1b, 2, 5, 8b	Moderate
Basketry <i>(offered with Leatherwork)</i>	None	Material Costs ~ \$12.00* (basket & stool)	Easier
Camping	9a	None	Moderate
Canoeing	None	5, 7	Difficult
Climbing <i>(going on 8th grade)</i>	None	None	Moderate
Cooking <i>(not available in Buckskin)</i>	7, 8b	\$10.00 Supplemental Food Fee	Moderate
Cycling at Flintlock <i>(going into 8th grade)</i>	6b, d, e, f	8, 9 \$2.00 bike fee	Difficult
Environmental Science	None	3, 5	Difficult
First Aid	2b	None	Moderate
Fish & Wildlife Management <i>(with Mammals)</i>	None	6a, c	Moderate
Fishing	None	Bring Fishing Pole	Easier
Forestry	None	1, 5	Moderate
Geology	None	None	Moderate
Hiking	None	5, 6	Difficult
Horsemanship <i>(at corral)</i>	None	\$25.00 fee	Difficult
Indian Lore	None	Material Costs ~ \$10.00*	Easier
Insect Study	7	3	Difficult
Leatherwork <i>(offered with Basketry)</i>	None	Material Costs ~ \$12.00* (leather kits)	Easier
Lifesaving	1a	7, 9, 10, 11	Difficult
Mammal Study <i>(with Fish & Wildlife)</i>	None	None	Easier
Nature	5	None	Moderate
Orienteering	None	7, 8, 9, 10	Moderate
Pioneering	None	4, 7	Difficult
Reptile Study	8	9	Moderate
Rifle Shooting <i>(going into 7th grade)</i>	None	2L, Ammunition ~ \$10.00 - \$20.00*	Difficult
Rowing	None	3, 4, 5	Difficult
Shotgun Shooting	None	2L, Ammunition ~ \$10.00 - \$25.00	Difficult
Small Boat Sailing	None	4, 5	Difficult
Soil & Water Conservation	None	7	Moderate
Swimming	3	None	Difficult
Weather	None	8	Moderate
Wilderness Survival	5	None	Moderate
Wood Carving	None	Material Costs ~ \$2.00	Moderate
BSA Lifeguard	4c, Must have earned Swimming, Lifesaving, Rowing, Canoeing & First Aid Merit Badges		

First Class Adventure will work on Tenderfoot 4a, b, 5, 11, 12a, b. Second Class 1a, b, 5, 6a, b, c, 7a, b, c.

First Class 1, 2, 6, 7a, b, c, 8a, b, c, d, 9a, b. Camp staff will instruct skills. Troop leaders must sign off their requirements. Troops are requested to send adult leaders to help with the First Class Adventure program, which makes it easy to sign off their Scouts' requirements.

* Material costs are approximate and depend on specific projects selected.

** Difficulty levels are subjective and are provided only as a guide.



Camp Program Planning Sheet

Fill Out and Bring to Camp

Troop _____ Dates in Camp _____ Camp _____ Campsite _____

Here is a list of some of the programs available at Many Point. Have your Scouts, and then Patrol Leaders' Council, select between 8 and 12 activities that they would like to do at camp. Bring this sheet to camp and the staff will help you finalize and schedule your troop's program.

Aquatics

- Sailing
- Canoeing
- Rowing
- Fishing (bring own equipment)
- Voyageur Canoe
- Snorkeling
- Canoe Snorkeling Trip
- Troop Swim
- Troop Beach
- Water Polo
- Greased Watermelon

Nature

- Nature Programs
- Nature Hike
- Edible Plants
- Night Skies

Scoutcraft

- Climbing Tower
- Orienteering
- Dutch Oven Cooking
- Utensil-less Cooking
- Knots and Lashing
- Totin' Chip
- Firem'n Chit
- Fire Building

Horseback Riding

- Orientation and Trail Ride (Activity at Flintlock)
- Overnight Ride (Precamp signup recommended)

Shooting Sports

- Archery
- .22 Rifle
- Shotgun
- Throwing Tomahawks
- Slingshots

Sports

- Volleyball

Special Programs

- Ethics in Action (DELTA)
- 100' Fire Tower
- History Center
- Super Troop Project
- Order of the Arrow Election

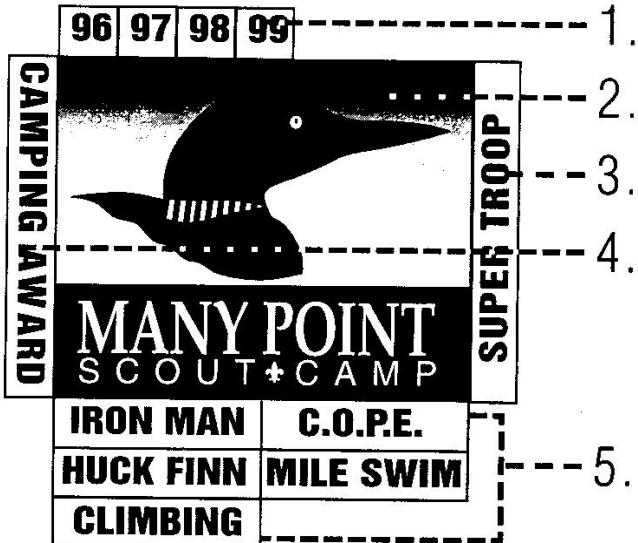
- Back of the Moon Hike
- Back of the Moon Overnight
- Yurt Overnight
- Trip to Itasca State Park
- Trip to Tamarac Wildlife Refuge

Other Ideas



Recognitions

The Many Point Patch System



DO NOT USE

The Many Point Scout Camp Recognition System.

The drawing above shows how Many Point's Recognition System is sewn on your uniform (right pocket), patch vest or blanket. Scouts and leaders add to the system each year. The parts of the system are described below.

1. **Year Segments** - one-year segments is worn for each year a youth or adult attends Many Point. One-year segment is given to all campers each year.
2. **Many Point Scout Camp** - The center of the Many Point Recognition system. The loon logo remains the same but a new background design 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.
3. **Super Troop Segment** - Worn by youth and adults who were in attendance at Many Point when their troop earned the Super Troop Award.
4. **Super Scout Segment** - Worn by youth and adults who complete the multi-area requirements of the Super Scout Award. This could be a multi-year project to earn.
5. **Camping Award Segment** - Worn by youth and adults who qualify for the National Camping Award. The National Camping Award recognizes a troop's year round camping.

5. **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.

C.O.P.E., Climbing, Etc. - A special 3" patch is available for participants in the C.O.P.E., climbing, and Family Camp programs at camp. Annual collector 6" "back patches" are available each year. Patches and year segments will be presented to troops at check out. Other segments and Many Point patches can be ordered through the trading post and received at check out.



Super Troop Award

Requirements

Super Troop Award Form

TROOP No. _____ COUNCIL _____ DISTRICT _____

The Many Point Super Troop award is designed as a tool to assist boy and adult troop leaders in building the quality and character of their troop and its individual members. The staff will be happy to assist troop leaders in using this tool, but the Super Troop award remains most valuable to the troop that uses 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 in attendance at camp are eligible to wear the Super Troop segment on their Many Point Patch.

To qualify, a troop must do all of the * items and seven of the others.

APPROVED

- _____ 1. * The troop demonstrates use of the patrol method. (Campsite arrangement, cooking, boy leadership).
- _____ 2. * The troop does an Ethics in Action good turn or conservation or camp project (from the camp's approved list or approved by Camp Director).
- _____ 3. * The troop conducts a campsite inspection and received a score of 60 or above (inspection sheet attached).
- _____ 4. * The troop conducts daily flag raising and lowering in their campsite or at the lodge.
- _____ 5. * All Scouts participate in instructional swim, or assist as lifeguard or lookout if qualified.
- _____ 6. * The troop displays reverence by saying grace at every meal and conducts or attends a religious service or vespers.
- _____ 7. * The troop conducts one or more Patrol Leaders' Council meeting per week.
- _____ 8. * Each Scout works on the 1st Class Adventure, a merit badge or coaches another Scout.
- _____ 9. * The troop and patrol campsites are visually identified. (Signs or Flags).
- _____ 10. * The Scouts are generally in Scout or camp uniform.
(Scout uniform for the evening flag lowering and meal is encouraged)
- _____ 11. * The troop conducts a special troop program.
(hike, canoe trip, pioneering project, etc.)
- _____ 12. * The troop conducts a troop campfire.
- _____ 13. * The troop participates in a camp-wide program.
- _____ 14. * 85% of the Scouts in the troop are in attendance at camp.
(_____ active; _____ at camp; _____ % attendance)
- _____ 15. * The troop participates in Ethics in Action.



Super Troop Award

Campsite Inspection Sheet

Super Troop Award Form

CAMPSITE INSPECTION SHEET

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

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

- | 1 | 2 | 3 | 1. | Troop and patrol site identified with signs or flags |
|---|---|---|-----|------------------------------------------------------------------------|
| 1 | 2 | 3 | 2. | American, troop and patrol flags displayed properly |
| 1 | 2 | 3 | 3. | Campsite well laid out (traffic patterns, safety, patrol method, etc.) |
| 1 | 2 | 3 | 4. | Tents and tarps properly pitched with correct knots |
| 1 | 2 | 3 | 5. | Campsite clean |
| 1 | 2 | 3 | 6. | Latrine cleaned daily |
| 1 | 2 | 3 | 7. | All equipment properly pitched with correct knots |
| 1 | 2 | 3 | 8. | Use of troop bulletin board. Troop program and fireguard plan posted |
| 1 | 2 | 3 | 9. | Patrol duty rosters posted |
| 1 | 2 | 3 | 10. | Clothesline used for airing and drying |
| 1 | 2 | 3 | 11. | Living space in tents neat; equipment and clothes properly stored |
| 1 | 2 | 3 | 12. | Troop first aid kit available. Scouts have knowledge of location |
| 1 | 2 | 3 | 13. | Fireguard plan followed |
| 1 | 2 | 3 | 14. | Safe troop site |
| 1 | 2 | 3 | 15. | Ax yard large enough and marked off |
| 1 | 2 | 3 | 16. | Wood tools properly stored (dry) |
| 1 | 2 | 3 | 17. | Wood fuel cut and properly stored |
| 1 | 2 | 3 | 18. | Proper storage of fuel other than wood |
| 1 | 2 | 3 | 19. | Safe cooking area (or good manners in dining hall) |
| 1 | 2 | 3 | 20. | Evidence of good sanitation (clean dishes, patrol boxes) |
| 1 | 2 | 3 | 21. | Proper food storage (no storage of perishable food allowed) |
| 1 | 2 | 3 | 22. | Proper garbage and waste disposal |
| 1 | 2 | 3 | 23. | Respect for camp facility (no ditching, tree marking, etc.) |
| 1 | 2 | 3 | 24. | All vehicles are parked in proper area (central parking areas) |

Comments:



Camp Songs

Ballad, Rouser and Grace

The Ballad of Many Point

by Mark Keller

Hear the loon's mournful call,
By the shores of Many Point.
Calling Scouters one and all
To the shores of Many Point.
Always there's a fire bright,
Burning through the deep black night,
Carrying Scouts' eternal light,
From the shores of Many Point.

Listen now as the fire glows,
By the shores of Many Point.
See what wonder the woodland holds,
By the shores of Many Point.
A Scout will come again and again,
Now he's a boy but he'll be a man,
Leading the country with a hand
That grew each summer at Many Point.

Listen to the tree top's song,
By the shores of Many Point.
They shelter Scouts the summer long.
By the shores of Many Point.
I thought I heard the old man say,
'The clouds may come, but they'll blow away,'
May this spirit forever stay
By the shores of Many Point.

Have you seen the lantern's flame,
By the shores of Many Point.
Guiding the paths of those who came
To the shores of Many Point
As darkness comes, the lanterns shine-
A heritage that's yours and mine.
May the brightness help us find
Our way back to Many Point.

The Many Point Rouser

Many Point Scout Camp
That's the Place to Be,
It's Where the Best of Scouting Goes
and That's the Place for Me,
You Hear the Loon a Calling
and the Little Beaver Roar,
And You'll Come Again the Legend says
Like All Good Scouts of Yore.

The Many Point Grace

For our camp
its lakes and trees.
For our food
and daily needs.
For the wonders
of Many Point.
We give you thanks
oh lord.



Come to Camp with the Many Point All-Star Troop

If you cannot go to summer camp with your own Scout troop, because of a family vacation, summer school, sports conflict, or whatever, you can come to camp with us-

The Many Point All-Star Troop!

The All-Star Troop will be offered in four different sessions this summer, so you can pick the time that is best for you.

Scouts just like you will be in the All-Star Troop. Scouts will be organized into patrols and do everything a regular Scout troop will do. Special attention will be given to each Scout's interests, especially advancement. The All-Star troop has a great full-time Scoutmaster and an Assistant Scoutmaster to help each Scout.

Don't miss out on summer camp this year, come to Many Point with the ALL STAR TROOP! The All-Star troop can also be used by Scouts wishing to stay an additional week beyond their own troop's stay at Many Point.

Return the registration below, with \$20.00, to reserve your spot. The balance is due by June 1st. The All-Star Troop fee is \$170.00 per week. This includes tents, cots, and troop equipment. The fee does not include transportation. The Scout office at your request can provide a list of the other Scouts attending the All-Star program for car-pooling. Check-in is between 1:00 and 3:00 p.m. on the Sunday their session opens. **A completed camp physical form is required.** For more information, call the Scout Office (763) 545-4550.

Many Point Scout Camp 2003

ALL-STAR TROOP RESERVATION

Name _____ Troop # _____ Phone # _____

Address _____ City _____ State _____ Zip _____

- Week: June 22 – June 28
 July 6 – July 12
 July 20 – July 26
 August 3 – August 9

Mail To: Viking Council
Boy Scouts of America
5300 Glenwood Avenue
Minneapolis, MN 55422

CODE: 121



Venturing at Many Point

Custom Make a Program

Many Point varied and flexible program opportunities can provide Venturing Crews with a fun and exciting adventure. Crews can put together a custom combination of camp adventure programs, camp crew programs, out of camp trips or just hanging in your campsite. It's all up to your crew.

Adventure Programs

The Adventure programs offered out of the Flintlock subcamp provide many options:

Project C.O.P.E.

This team-building program will pit your crew against physical challenges that will test your cooperation, leadership, perseverance, and problem solving abilities.

Many Point offers both low and high ropes course elements led by a trained staff facilitator.

Kayaking

Learn the basics and take a test drive in Many Point's fleet of kayaks. Trained staff will provide an orientation of kayaking skills including self-rescue.

Many Points kayaking program includes day kayak trips and an overnight.

Sail boarding

Catching the wind on a sailboard is easy with Many Point's "big foot" sailboards especially designed for learning the techniques. Many Point has many sizes and styles of sailboards for all abilities.

Big Boat Sailing

Many Point is a huge lake and there's no better way to see it than on board one of Many Point's bigger sailboats. Remember the sunscreen but don't get too relaxed as everyone takes a hand at crewing the boat.

The sailing program has day sails and overnights.

Fishing

Many Points diverse lake structure provides a great place for fishing. You can go out on a camp pontoon, rowboat or fish from shore. Walleye, northern, bass, crappie, sunfish and perch are your goal.

Many Point has day fishing or with the overnight you get to sleep in a Yurt – a 20 ft., 12th century, Mongolian-style round tent on a peninsula.

Mountain Bikes

The old hiking trails of Many Point now make great mountain biking trails. Many Point can provide the bikes, helmets and staff person to guide you through the Many Point backcountry.

The program includes day rides, an overnight and an 80-mile bike challenge to Irasca State park and back – in one day.

Huck Finn's Raft

Spend the day, or an overnight, on a 30 ft. by 40 ft. raft floating in the middle of the lake. Eat, sleep and play without a care in the world – just like Huck.

GPS GeoCaching

Go on a treasure hunt using handheld, satellite-supported global positioning units. Find the treasure, leave a treasure and a note for those to follow.

Horseback Riding

You can go for a day trail ride or head off overnight.

Crew Programs

Within your camp your crew can have a special crew time for the following program areas:

Climbing Tower

Rifle Range
Shot Gun Range
Archery Range
Sling Shot Range
Throwing Tomahawk Range
Canoeing
Snorkeling
Water Polo
Greased Watermelon Water Polo
Sailing (Sunfish Sailboats)
Volleyball
and much more

Ranger Program

While you're having all that fun, you can also be accomplishing some of your Ranger core requirements or electives;

Land Navigation
Leave No Trace
Mountain Biking
Equestrian
Lifesaver
Project C.O.P.E.
Shooting Sports
Watercraft

Here's How it Works

Your crew can sign up for any campsite at Many Point, any week. Ten Chief's, Voyageur, or Pioneer subcamps are recommended. Your crew will cook 2 or 3 meals a day in your campsite (Ten Chiefs offers an evening cooked hot stack meal). Gas stoves are available.

Your crew would fill out the Program Planning Sheet and Adventure Request Form and send to camp. The camp staff will work with you to design a great custom-made program for your crew.

Great opportunities and great support – Many Point has the adventure for you.



Many Point Family Camp

Family Camp is designed for the families of the adult leaders who are camping with the troop. Families stay in cabins or tent or trailer sites. The Family Camp staff provides a variety of program activities including crafts, nature studies and waterfront activities. Families participate in as many of these activities as they like, create their own, or just relax. Family Camp has its own trading post where souvenirs, treats and some grocery items are sold. Located in beautiful northern Minnesota, many families choose to take day trips to nearby Tamarack Wildlife Refuge, local attractions or Itasca State Park – the headquarters of the mighty Mississippi River!

For families whose troop is arriving on Saturday...please send a letter to the Camping Secretary at the Viking Council stating why you need to arrive on Saturday (for religious reasons or other), what time you plan to arrive on Saturday, and that you understand there is no staff on duty from noon Saturday until 1 p.m. on Sunday, the beach and lodge are closed, and that you will be responsible for all members of your family. This will become part of your file so that staff can plan accordingly. There will be an additional overnight charge.

In Family Camp...
We follow BSA aquatics policies. You must have a doctor signed physical.
There is no outside phone line.

The Cabin Facilities include:

Cabin Capacity – 6 people
Hot & Cold Water
Electric Stove / Small Oven
Small Refrigerator
Table / 4 Chairs
4 Bunks & Sofa Bed
Ceiling Lighting
Basic Service for 6:
Plates, cups, bowls, silver
Basic Pot, Skillet, Utensils
Electric Broom
Access to Bathhouses



The Tent / Trailer Sites have:

Electric Hoop-Up (15 amp)
NO Water / Sewer Hook-Up
Picnic Table
Fire Ring
Access to Bathhouse

The Bathhouses have:

Showers Flushing Toilets
Washer / Dryer (pay)

The Family Camp Lodge has:

A Small Trading Post
Games and Puzzles
Books

BAS Camp Rules:

NO Alcohol, Illegal Drugs
NO Smoking inside buildings
NO pets



...Gas up BEFORE Camp!

Things to bring to camp:

BSA physical signed by a doctor
Food for the week
Bedding or a sleeping bag
Pillows
Towels, dishtowels, pot holders
Flashlights and batteries
Matches and marshmallows for campfires
First Aid supplies and calamine lotion
Cleaning supplies and dish soap
Additional pots, pans, utensils, cups
Baking / Serving
Paper towels and napkins
Garbage Bags
Small plastic containers, foil, baggies
Clothes for warm and cool days
Jackets
Rain Gear
Footwear for the beach and hiking
Swimsuits and beach towels
Hat for the beach and hiking
Toiletry Items
Sunscreen and bug repellent
Bike helmet required if bring a bike
Sunglasses
Clothesline and clothespins
Camera / film / extra camera batteries
Fishing gear (no bait sold at camp)
Clock or watch
Fan / reading lamp / extension cords
Books / games / crafts
Beach toys
Mirror
Lawn chairs
Extra cash for crafts
Quarters for washer and dryer
Laundry soap
Nature guidebooks
Campfire songs, skits, stories
Cub/Boy Scout/Leader uniform
Cub/Boy Scout/Handbook

Many Point Family Camp Activities

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
8:30	1-5 PM check-in at the Lodge <i>Swim Qualifications 1-5 pm Your commissioner will visit with you shortly after your arrival to welcome you!</i>	Opening Ceremony	Opening Ceremony	Opening Ceremony	Opening Ceremony	Opening Ceremony	Check out by 11 AM Have a safe trip home!
8:45		Fishing Time	Fishing Time	Fishing Time	Fishing Time	Fire Tower & History Center	
9:30		Beach Orientation ~MANDATORY~	Family Craft	Trip to Tamarac National Wildlife Refuge	Canoe Trip to Hick Finn	8:30 Departure 9:30 Departure	Open Hours: <u>Trading Post</u> Sun. 1-5 PM M-F 8:45-11:30 AM Closed for Beach Orientation M-F 1-4 PM M-Th 7-8:45 PM Sat. 8:30-11AM
11:30		Lunch	Lunch	Lunch	Lunch	Lunch	
1:00		Family Craft	Nature Activity	Family Craft	Indian Lore & Craft	Family Craft Tye Dye	
2:30	<i>Splash with Staff Teen Water Games</i>	Splash with Staff Teen Water Games	Splash with Staff Adult & Teen Aqua Aerobics	Splash with Staff Teen Snorkeling	Splash with Staff Adult & Teen Aqua Aerobics	3:00 pm Beach Party	<u>Waterfront</u> Sun. 1-5 PM Mon. 10:00 AM Mandatory Orientation T-F 8:45-11:30 AM M-F 1-4 PM M-Th 7-8:45 PM
4:00		Swimming Lessons	Swimming Lessons	Swimming Lessons	Swimming Lessons		
4:30		Family Time	Family Time	Family Time	Family Time	Family Time	
5:30	Dinner	Dinner	Dinner	Dinner	Dinner	Dinner	
7:00	Opening Campfire	Vespers & International Staffer	Group Game Night	Scouting Skills	Pontoon Tours	Closing Campfire	<u>Lodge</u> Sun. 1-5 PM M-F 8:45-11:30 AM 1-4:30 PM 7-9 PM Sat. 8:30-11AM
8:45		Closing Ceremony	Closing Ceremony	Closing Ceremony	Closing Ceremony	Closing Ceremony	
10:00	Quiet Time	Quiet Time	Quiet Time	Quiet Time	Quiet Time	Quiet Time	

This is an example of a Family Camp Program. Some programs and features change annually.

Historic



Shooting Sports Permission Form

Use for Scouts without Shooting Sports Permission Signatures on Camp Physical.

Troop #: _____

Many Point Scout Camp Shooting Sports Permission Form

Scout Leaders: The State of Minnesota requires that we have parental permission for Scouts attending camp who wish to participate in the Shooting Sports Programs. Please have each boy's parent/guardian read the boxed paragraph below and explain to them that boys will *not* be allowed to participate in the Shooting Sports Program without their signature. Scouts whose parent or guardian have signed the Shooting Sports Permission box on the camp-printed youth physical from do not need to resign this form.

As the parent or legal guardian of the child listed below, I understand that by signing this form opposite my child's name I am giving permission for him to participate in the Shooting Sports safety education program at Many Point Scout Camp, which includes .22 rifle target shooting and shotgun shooting as part of the program.

BOY'S NAME

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____

PARENT / GUARDIAN SIGNATURE

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____

Historical Only

It is the Leader's responsibility to inform the camp if there are Scouts who do not have approval to shoot.

Please make copies if additional spaces are needed.



Personal Camping Gear Form

- Pack

Poncho OR raincoat and rain hat

Pair sneakers / pair moccasins

Clothes bag(s) containing:

 - Extra uniform parts
 - Change of underwear
 - Extra socks
 - Extra pants
 - Pajamas OR sweat suit
 - Extra handkerchiefs
 - Swim trunks

Eating kit containing:
(for Ten Chiefs and Voyageur)

 - Knife
 - Plate
 - Fork
 - Cup
 - Spoon
 - Bowl

Toilet kit containing:

 - Washcloth
 - Toothbrush
 - Metal Mirror
 - Comb
 - Toothpaste
 - Bath Towels
 - Soap in box
 - Hand towels
 - Washbasin, plastic
 - Fels Naptha soap
 - Laundry materials

Repair kit containing:

 - Needles
 - Shoelaces
 - Thread
 - Safety pins
 - Buttons

Flashlight

Bible, Testament or Prayer Book according to your faith

 - Batteries
 - Boy Scout Handbook
 - Scout knife
 - Mosquito repellent (non-aerosol)

Extras you may want to take:

 - Watch
 - Camera
 - Chipmunk proof – NO FOOD or CANDY
 - Prescription Medicine
 - Pen
 - Pencils
 - Film
 - Canteen
 - Songbook
 - Notebook
 - Wallet with money and identification
 - Musical Instrument
 - Drinking Cup
 - Air Pillow
 - Nylon Line
 - Postage Stamps

Make a check mark in each square as you lay out your equipment for camp.

Camp Mailing Address:

Name (Billy Johnson)
Campsite and Troop# (Quetico Troop 64)
Camp Name (Voyageur)
Many Point Scout Camp
41408 Many Point Scout Camp Road
Ponsford, MN 56575

Camp Emergency Phone Number”

(218) 573-3257

Many Point Scout Camp
Super Scout Award

To encourage Scouts to try different things, and to learn skills from a wide range of subjects, Many Point Scout Camp is offering the "Super Scout Award". Scouts, or leaders, who successfully complete the requirements will be allowed to wear the Super Scout Segment.

No time limit is set for earning the Super Scout Award and it is anticipated it could take more than one year at Many Point to earn. A Many Point staff member, or knowledgeable adult in the troop, will sign off completion of a requirement. It is the individual's, or troop's, responsibility to keep track of their progress.

Requirements:

Astronomy

_____ Attend the Night Skies program or identify the following:

- | | |
|----------------------------------------|-------------------------------------------------|
| <input type="checkbox"/> Big Dipper | <input type="checkbox"/> Cassiopeia |
| <input type="checkbox"/> Little Dipper | <input type="checkbox"/> 2 other constellations |
| <input type="checkbox"/> North Star | <input type="checkbox"/> Milky Way |

Climbing

_____ Climb and spot another Scout on the bouldering wall.

_____ Demonstrate your ability to tie a figure 8 knot with stopper knot.

_____ Attempt climbing 3 different routes on the climbing tower.

_____ Demonstrate the proper techniques of belaying and backup belaying.

Handicrafts

_____ Complete a handicrafts project at camp (i.e. leatherwork, basketry, wood carving, tie dye or project approved by the Handicrafts director).

Nature

_____ Identify a Loon by sight and sound. Explain what should be done to help protect it.

_____ Identify poison ivy and describe three ways to prevent being affected by it.

_____ Identify 3 edible plants.

_____ Identify 7 of the following trees and plants.

- | | | |
|---------------------------------------------|--------------------------------------|------------------------------------------------------|
| <input type="checkbox"/> White Pine | <input type="checkbox"/> Poplar | <input type="checkbox"/> Red Maple |
| <input type="checkbox"/> Red or Norway Pine | <input type="checkbox"/> Paper Birch | <input type="checkbox"/> Lady Slipper |
| <input type="checkbox"/> White Pine | <input type="checkbox"/> Green Ash | <input type="checkbox"/> Goldenrod |
| <input type="checkbox"/> Spruce | <input type="checkbox"/> White Oak | <input type="checkbox"/> Itch Weed (Stinging Nettle) |

Scoutcraft

_____ Demonstrate your ability to tie the following knots:

- | | | | |
|-------------------------------------------|--------------------------------------|------------------------------------------|----------------------------------|
| <input type="checkbox"/> Square Knot | <input type="checkbox"/> Clove Hitch | <input type="checkbox"/> Taut line Hitch | <input type="checkbox"/> Bowline |
| <input type="checkbox"/> Two half Hitches | <input type="checkbox"/> Sheet Bend | <input type="checkbox"/> Timber Hitch | |

_____ Show that you are properly using taut line hitches on your tent.

_____ Demonstrate your Scoutcraft ability by building a useful gadget using knots, lashing or dovetailing.

Shooting Sports

_____ Participate in each of the following and name three safety rules for each:

- | | | | |
|----------------------------------|-------------------------------------------|------------------------------------|--------------------------------------------|
| <input type="checkbox"/> Archery | <input type="checkbox"/> Rifle or Shotgun | <input type="checkbox"/> Slingshot | <input type="checkbox"/> Throwing Tomahawk |
|----------------------------------|-------------------------------------------|------------------------------------|--------------------------------------------|

Many Point Super Scout Award Requirements

Canoeing

- _____ Explain why to avoid paddling on the same side of the canoe as your buddy.
- _____ Show proper use of 3 canoeing strokes.
- _____ Complete an “out and back” course with a buddy.

Sailing

- _____ Share the three techniques used to prevent tipping a sailboat.
- _____ Describe how to tack into the wind.
- _____ Go sailing with a buddy.

Participation

- _____ Participate in snorkeling with a buddy.
- _____ Participate in 2 of the following:
 - Mile Swim
 - Ironman
 - Polar Bear Swim
 - Lead Climb Class
- _____ List all the Flintlock High Adventure Programs and identify which ones you would be interested in doing.
- _____ Identify the following locations from the Many point Fire Tower:
 - Square Knot
 - Clove Hitch
 - Taut line Hitch
 - Two half Hitches
 - Sheet Bend
 - Timber Hitch
 - Bowline
- _____ Name the 5 groups of people who have lived in the Many Point area (Identified in History Center).

Teamwork

- _____ Teach another Scout a skill.
- _____ Fulfill your responsibilities on your patrol duty roster.
- _____ Participate in an Ethics In Action activity and reflection with your patrol or troop.

Name _____ has completed the Super Scout Award on _____ Date _____

Signature of adult leader or staff member _____

Many Point Scout Camp

Dining Hall Menu

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Breakfast		French Toast Sausage Oatmeal Juice Milk	Biscuits & Gravy Oatmeal Fruit Milk	Baked Eggs Sweet Roll Oatmeal Juice Milk	Boiled Eggs Sweet Roll Hot Cereal Juice	Waffles Sausages Hot Cereal Applesauce Milk	Muffins Cold Cereal Fruit Milk
Lunch		Hamburger Chips Jello Drink Mix	Taco Salad Dessert Drink Mix	Chili Crackers Fruit Drink	Chicken Nuggets Chips Dessert Drink Mix	Pizza Vegetable Fruit Drink Mix	
Supper	French Bread Pizza Vegetable Cookies Drink Mix	BBQ Chicken Potatoes Vegetable Brownies Milk	Ham Tri-Tators Cole Slaw Pudding Milk	Scoutmaster Dinner (Scouts will be fed in their camps)	Pork Riblet Tri-Tator Vegetable Dessert Milk	Scalloped Potatoes with Ham Cole Slaw Dessert Milk	

Menu subject to change based on product availability



Adventure Awaits you at Flintlock

Many Point Scout Camp offers a large number of exciting programs for older Scouts and Venturers based out of the Flintlock Adventure Base. All programs require that the Scouts be at least entering the eighth grade, with the exception of the horse programs. All Scouts may participate in the horse programs. Here is a summary of the Flintlock programs.

HUCK FINN

Does a lazy evening testing the waters of Many Point Lake for fishing sound exciting? The 30' by 40' Huck Finn raft, floating in the middle of Flintlock Bay, offers swimming, a jumping platform, canoeing, fishing and games of skill and luck. Scouts cook and sleep on the raft being lulled asleep by the sounds of the lake under the great view of a billion stars.

Time: 4 pm to 7 am. The Scouts will return to Flintlock Lodge in the morning.

There are also daytime Huck Finn programs that start at 1 pm.

What to Bring: Sleeping bag, swimming suit, towel, change of dry cloths, rain gear, bug repellent. No radios, candy or pop will be allowed.

Requirements: Scouts must be swimmers

MOUNTAIN BIKING

Join experienced staff cyclist as you tour the terrain of Many Point on the camp's fleet of mountain bikes. Scouts will be given an orientation on how to ride safely and techniques for efficient riding before taking off on the scenic and challenging trails. Flintlock offers two-hour daily rides, a more challenging overnight trek and an ambitious 80-mile Itasca challenge.

Daily Ride: These 2-hour rides are held throughout the week and can be scheduled through your commissioner. All rides begin and end at the Flintlock Lodge.

Overnight Ride: This ride begins at Flintlock at 4 pm and returns the following morning by 7 am. The evening meal is part of the ride. The Scout should bring an extra set of clothes, sleeping bag, swimming suit, towel, rain gear, and bug repellent.

Itasca Challenge: This ride meets at Flintlock at 8:30 am on Friday morning, heads to Itasca State Park and returns before the campfire on Friday night. Scouts should bring rain gear, a small backpack and a couple of dollars for a treat during a stop. Weather conditions may warrant an alternate ride. **All Scouts planning to do the Itasca challenge must ride at least one other daily ride or overnight during the week.**

Clothing for bike rides: Comfortable shoes and shorts or jeans if desired

For all Mountain Bike activities, \$2 ticket must be purchased at the reading post before the ride. This fee is to offset the ongoing maintenance of the bikes.

KAYAKS

The Kayak Program gives Scouts an increasing level of challenge and a new experience. No prior knowledge is needed. Our staff will instruct the Scouts how to paddle and properly exit the kayak in case of a spill. All of the needed skills will be practiced near shore before they take the journey across the lake. This is a great opportunity to be introduced into the increasingly popular sport of kayaking.

Daily Kayaks: This three-hour period will provide instruction and give the Scouts a chance to paddle around Many Point Lake. Scouts will need to wear their swimsuits, and also bring a towel with them. Clothing not made of cotton is preferred (i.e. polypropylene or wool). Sunscreen, sunglasses, and something to hold them on with will be very helpful. The Scouts will meet at Flintlock Lodge and will return there.

Overnight Kayak: Scouts will travel to a secluded campsite on the other side of Many Point for this overnight. Their return in the morning is often through the mist rising off the lake. The Scouts will need all of the same things that are needed for the daily trips, in addition to a sleeping bag, a change of clothes, and garbage bags to keep clothes dry. The overnight starts at 4 pm at Flintlock Lodge. They will return to Flintlock by 7 am the next morning.

C.O.P.E.

COPE stands for Challenging Outdoor Personal Experience. Built around the ideals of Scouting, COPE will help Scouts develop into more effective leaders for their troop. Scouts will learn teamwork and cooperation through problem solving to overcome fun and challenging obstacles. Using COPE fundamentals and under staff supervision, Scouts will climb to the tree tops and zip line back to the ground in a spine tingling rush of excitement and personal accomplishment. The evening meal will be provided.

Time: COPE runs one day in one 8-hour time slot from 1 pm to 9 pm

Where to meet: North COPE meets at the Commissary and Scout COPE meets at Flintlock Lodge

What to wear: LONG PANTS, comfortable shoes (no sandals) and bug repellent

SAILING

The sailing program begins at Flintlock Lodge and will be using Many Point's "Big Boats". Scouts will receive staff instruction on the "rules of the road" and parts of the boat. After the instruction, Scouts get on board and catch the wind on Many Point Lake! There are both daily and overnight sails. Scouts must be Swimmers.

Daily Sails: Daily sails will leave Flintlock Lodge at 1 pm and will return back by 5 pm. The Scouts will need a swimsuit, towel, and sunscreen.

Overnight Sails: The overnight sail will meet at Flintlock Lodge at 4 pm and will return to Flintlock Lodge by 7 am the following morning. The Scouts will need a sleeping bag, change of clothes, swim trunks, towel, sunscreen, rain gear and bug repellent.

SAILBOARDS

Learning to ride the wind on a sailboard is a great accomplishment. Many Point has sailboards and instruction to give you the opportunity to learn this exciting sport. The program is for one hour on two days to give you the greatest chance to be successful. New special sailboards have a more stable board and smaller sail and rigging to make learning simple. A BSA Windsurfing patch is available for completing certain requirements.

FISHING OUTPOST

How does a night of fishing from the scenic of Many Point sound? How about going out on the lake in a pontoon or rowboat and trolling the depths looking for the "big one". Spend the evening in a "Yurt", a large Mongolian style tent, sharing exciting fishing stories with the other Scouts. Fishing equipment will be provided, but Scouts are welcome to bring their own equipment.

Time: 4 pm to 7 am. The Scouts will return to Flintlock Lodge. Day fishing trips are available.

What to Bring: Sleeping bag, swimsuit, towel, change of dry cloths, rain gear, and bug repellent. No radios, candy or poop will be allowed.

GLOBAL POSITIONING SYSTEM (GPS)

Does a lazy evening testing the waters of Many Point Lake for fishing sound exciting? The 30' by 40' Huck Finn raft, floating in the middle of Flintlock Bay, offers swimming, a jumping platform, canoeing, fishing and games of skill and luck. Scouts cook and sleep on the raft being lulled asleep by the sounds of the lake under the great view of a billion stars.

Time: 1 pm to 5 pm

What to Bring: wear jeans, bug repellent, and comfortable shoes for hiking

HORSES

Many Point Scout Camp has horses!! Kept on the hill at Horsefly Corral, these horses can be reserved for an hour-long daily ride or an overnight ride. Under the supervision of wranglers, Scouts of all ages will learn how to safely ride a horse.

Daily Rides: The ride programs will last approximately two hours, starting and ending at the Horsefly Corral. Scouts will learn riding techniques, and they will also learn about the horses. Tickets cost \$8.00, and should be purchased at the trading post in advance.

Overnight Rides: These rides meet at the Horsefly Corral at 5:30 pm and will return by 7:30 am the following morning. The longer time allows for grooming of horses and other fun games. An evening meal is provided. Scouts should bring a sleeping bag, extra set of clothes, bug repellent and rain gear. Tickets cost \$16 and should be purchased at the trading post in advance. The popular overnight ride can be reserved before camp.

Horseman Merit Badge: The merit badge is offered at the corral from 9:40 to 11:30 am.

All riders will be required to wear jeans or long pants and closed toe shoes when riding. No shorts are allowed. Failure to wear proper clothing or hoes will result in not being able to ride the horses.

Note to Scoutmasters and Senior Patrol Leaders

These older-Scout and Venturer activities in Flintlock can be signed up for on the Flintlock High Adventure Request Form. This request form is turned in on Sunday when you arrive at camp. The activities in Flintlock are very popular and some weeks fill up. Scouts should be aware that they may not get into everything they request, but that we try to accommodate everyone the best we can. Because the program has limited sizes, or need a specific number of participants to be held, Scouts should only request programs they seriously know they are going to attend. If a Scout signs up, but does not show up, it keeps other interested Scouts from participating or forces the cancellation of some programs (You can't do a trust fall in COPE with only half the "catchers"). To emphasize this, Many Point has a "no show" charge of \$5.00 per Scout that does not attend a confirmed program. Sorry adults, the Adventure programs are for youth only.

Camp Workership Program Application

Complete a separate application for each Scout

APPLICATION is Due May 15th or Before!!

The Camp Workership Program is designed to help Viking Council Scouts earn their way to Viking Council summer camps and is intended for those with genuine financial need that would otherwise be unable to raise all of their camp fees. To assist the committee in awarding this financial aid, please answer as completely as possible.

Scout's Name: _____ Unit #: _____

Address: _____ Phone #: _____

City: _____ State: _____ Zip: _____

Camp Attending: _____ Dates Attending: _____

Total Camp Fee: \$ _____

Sources of Income:

Unit's Fundraising \$ _____

Scout's Saving Plan \$ _____

Family's Support \$ _____

Other Sources \$ _____

Camp Workership Needed: \$ _____ divided by \$5.00 equals _____ hours.
(The Workership rate is \$5.00 per hour)

Organizations having work done: _____

What type of work will be done: _____

Contact person for organization: _____

Please provide any information that may help the volunteer committee. _____

ENDORSEMENTS:

Parent or Guardian _____

And Unit Leader Signature _____

Unit Leader Address _____

Send application to: Viking Council, Camping Department
5300 Glenwood Avenue, Minneapolis, MN 55422**Workership confirmations will be sent directly to the Unit Leader and also will be credited to your camp account.**

Camp Workership Program

Through a variety of means, Scouts and units save money for camp fees. Selling popcorn or other products, work projects, and personal savings plans all give Scouts a sense of "earning their way to camp". This positive process builds a Scout's self esteem and is vital to the overall goals of Scouting.

The Camp Workership Program is designed to assist Scouts with a genuine financial need that would otherwise be unable to raise all of their camp fees.

Here Is How It Works

1. The Unit Leader (or other designated volunteer) sets up work at any not-for-profit organization other than the Boy Scouts of America.
2. Individual Workership applications are sent to the Viking Council by the Unit Leader.
3. The Workership Committee reviews the applications and returns a Workership Approval to the Unit Leader. Scouts should **NOT** start the work project until the approval is received.
4. the Scout is "paid" a camp credit by the Viking Council, into their unit account at camp, at the rate of \$5.50 per hour.
5. the Scout must complete the work hours before attending camp.

Applications should be submitted early to allow time for the Scout to complete his work hours **before** attending camp. Due to the limited Workership funds available each year, **applications must be turned in no later than May 15th**.

EXAMPLES: Here are some ideas of what other Scout have done.

- Raked leaves at a Neighborhood Center
- Washed windows at a church
- Cared for animals at a Humane Society
- Cleaned the ground and parking lot at a school
- Ask your unit's chartered partner for ideas

(This form may be reproduced)

BE A COUNSELOR –IN- TRAINING



The Counselor in Training (C.I.T.) program at Many Point Scout Camp has been designed to develop future staff members for Many Point and to provide personal development for Scouts. In its long history, Many Point has continually been rated as one of the top camps in the nation. This outstanding record is due largely to the quality of its staff and the continued development of future staff members. You should be a part of this greatness.

As a C.I.T., you will spend 5 weeks living and working with the staff of Many Point. Through this close association you will learn first-hand the challenge and fun of being a Many Point Staff member.

During your program, you will also work on your CPR certification, BSA Lifeguard, and have the chance to earn merit badges.

It's fun, too. Along with putting on outstanding programs for troops, the staff knows how to have fun.

There are two sessions each summer, so you can pick the time that's best for you.

A fee will be charged to cover food costs (\$100 last year). Scholarships are available. All other costs for the program are covered by the camp.

The C.I.T. program is open to registered Scouts who will be at least 15 years old during the summer they are a C.I.T., but is limited to 20 Scouts per session. Interested Scouts should apply early.

Be a part of the fun, part of the greatness. Be a C.I.T.

For more information, call (763) 545-4550

To apply, cut off and return the portion below to:

Viking Council, BSA
5300 Glenwood Avenue
Minneapolis, MN 55422

COUNSELOR IN TRAINING APPLICATION

Many Point Scout Camp

NAME _____ TROOP# _____ AGE _____ BIRTH DATE _____

ADDRESS _____ CITY _____ ST _____ ZIP _____

PHONE # _____ CURRENT RANK _____ DATE _____

We need You!

at the

Many Point Work Party

May 30th, 31st, & June 1st, 2003



**MANY POINT
SCOUT CAMP**

Come help get Many point Scout Camp ready for this coming summer camp season. Food, lodging, fellowship and a special recognition are provided. Both skilled and general labor are needed. It's fun!!

Here are some of the types of projects that need to be done this year:

Carpentry

Build new tarp racks
Re-screen buildings
Build decks and stairs
Building siding
Family Camp cabin re-roofing

Landscape and trail projects

Install new benches in chapels
Landscaping around new buildings
Place erosion control fabric where needed
Clear dead and downed trees
Enlarge campsites and program areas

Electrical

Add outlets
Addition of G/Fs
Add power to new shelters

Plumbing

Add new water lines to sites and program areas
Latrine plumbing repairs

Painting

Stain new activity shelters
Paint new campsite food storage boxes
Stain new latrines
Stain Family Camp cabins
Stain Movillas
Paint picnic tables

Other

There are many more projects to do
Don't be afraid to ask or offer
(The full project list is 6 pages long)

To help us plan for food, lodging and project materials, please return this registration below by May 16th.

Many Point work party 2003

Name _____ Phone Numbers _____

Address _____ City _____ Zip _____

I am interested in helping the following areas and can provide the following tools or materials:

Send to Many Point Work Party, 5300 Glenwood Avenue Minneapolis, Minnesota 55422.

For more information, call (763) 545-4550.

Unit Swim Classification Procedures

Units can conduct their own swim qualifications before camp

The swim classification of individuals participating in a Boy Scouts of America activity is a key element in both 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. It may be more useful to conduct the swim classification prior to a unit going to summer camp.

All persons participating in BSA aquatics are classified according to 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 confined body of water with a maximum 12-foot dept and with shallow water footing or a pool or pier edge always within 25 feet of the swimmer.

The various components of each test evaluate the several skills essentials to the minimum level of swimming ability. Each step of the test is important and should be followed as listed below:

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 strokes, breast stroke, trudgen, or crawl; then swim 25 yards using an easy resting back stroke. Then 100 yards must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating.

Beginner's 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.

ADMINISTRATION OF SWIM CLASSIFICATION TEST

OPTION 1 (at camp):

The swim classification test is completed the first day of camp by Camp Aquatics personnel.

OPTION 2 (at unit level with council-approved aquatics people):

The swim classification test done at a unit level should be conducted by one of the following council-approved resource people: Aquatics Instructor, BSA; Aquatics Supervisor; BSA Lifeguard; 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.

SPECIAL NOTE:

When swim tests are conducted away from camp or at the point of activity, the Activity Director shall at all times reserve the authority to review all participants to ensure that standards have been maintained.

Unit Swim Classification Record

This is the individual's swim classification as of this date. Any change in status after this date (i.e., non-swimmer to beginner or beginner to swimmer) would require a reclassification test by the Camp Aquatics Director.

Special Note: When swim tests are conducted away from camp or at the point of activity, the Aquatics Director shall at all times reserve the authority to review or retest all participants to assure that standard have been maintained.

Unit Number _____

Date of Swim Test _____

	FULL Name (Please Print)	Swim Classification		
		Non-Swimmer	Beginner	Swimmer
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				

Name of Person Conducting Test

Certification: _____

Print Name

Signature

Unit Leader:

Print Name

Signature

Many Point Scout Camp

Saturday Arrival Request Form

Monday Arrival Notification Form

Many Points regular program week begins at 1 pm on Sunday. In limited circumstances, early arrival on Saturday will be approved. Early arrival would be approved for situations such as religious observances or extended travel required (over 300 miles).

In some cases, troops cannot arrive until Monday. Many Point will do all it can to help in your smooth transition into camp and program.

This form needs to be submitted 2 weeks in advance for approval of a Saturday arrival or to notify us of a Monday arrival. An approved copy will be returned indicating the camp's response.

Troop # _____ Council _____

Camp _____ Campsite _____

Requested arrival date _____

Anticipated time of arrival _____

Reason for early arrival:

In requesting early arrival at Many Point Scout Camp we understand and accept the following conditions:

- We will report to the Camp Administration Building upon arrival
- No food service is provided until Sunday evening
- No staff or program is available until Sunday after 1 pm
- Camp facilities (beaches, program areas, etc.) are not available
- Scouts cannot leave their campsite without the supervision of an adult
- We will submit our Reservation Information Update (pink card) in advance

Signature

Position

Phone #

Suggestions for Monday arrivals:

- Submit your Advancement Planning Sheet, Camp Program Planning Sheet, High Adventure Program Request Form, Meal Count Sheet and Reservation Information Update (pink card) in advance.
- Arrivals as early as possible on Monday and plan to get involved in advancement right away in the morning and then set up camp in the afternoon.

Contact Person: _____

Phone# _____

We have the following Family Camp reservations that will be arriving on the same day as the troop:

Approval _____

Date _____

(Camping Director's Signature Required)



2004 Campsite Reservation

Scout Troop # _____ **District** _____ **Council** _____ **Year** _____

Varsity Team# _____

Venture Crew # _____

CAMP SITE SELECTION:

Campsites reserved on a first come, first serve basis;
beginning May 1st of the preceding year.

First Choice: CAMP _____ CAMPSITE _____
Second Choice: CAMP _____ CAMPSITE _____
Third Choice: CAMP _____ CAMPSITE _____
Fourth Choice: CAMP _____ CAMPSITE _____

DATE SELECTION:

Check week(s) below.

Checkmark(s) below:				
()	Week 1	June 27	~	July 3
()	Week 2	July 4	~	July 10
()	Week 3	July 11	~	July 17
()	Week 4	July 18	~	July 24
()	Week 5	July 25	~	July 31
()	Week 6	August 1	~	August 7
()	Week 7	August 8	~	August 14
()	Week 8	August 15	~	August 21

ATTENDANCE:

Estimated Number of Scouts Number of Leaders

\$10.00 PER SCOUT NON REFUNDABLE ~ DUE APRIL 15th, BALANCE DUE JUNE 1ST, 2004.

RESERVATION FEE: Not valid unless deposit is received with reservation.

Please return ALL copies.

Please return ALL copies.

() \$50.00 deposit per week per site enclosed (non-refundable). Total \$_____
Paid By: _____ Cash _____ Check# _____ Date: _____ Received By: _____
_____ Charge to Troop Account at 2003 Summer Camp checkout. By: _____

SIGNED DATE

IMPORTANT! List below the contact person for camp information throughout the year. Please notify the Camping Department if the name or address should change. Viking Council BSA, Many Point Scout Camp, 5300 Glenwood Avenue, Minneapolis, MN 55422 (763) 545-4550

PLEASE PRINT NEATLY!

Name _____ Phone#(D) _____ (E) _____

Address _____ **City** _____ **ST** _____ **Zip** _____



FOR OFFICE USE ONLY

Confirmed for Troop # _____ Week # _____ Date: _____

Camp _____ Campsites(s)

Signed by: _____ Date: _____

CODE: 6121



2004

Family Camp Reservations

NAME _____

ADDRESS _____

CITY _____ **STATE** _____ **ZIP** _____

PHONE # **DAY** _____ **EVENING** _____

Pre-camp information on Family Camp will be sent to the above person. Please notify the Scout Service Center of any changes. Viking Council, 5300 Glenwood Avenue, Minneapolis, MN 55422. Phone: (763) 545-4550.

Unit # **Council**

CABIN SELECTION: First Choice # _____ Second Choice # _____

TRAILER/TENT SELECTION: First Choice # _____ Second Choice # _____

An alternate selection will be made if neither of your choices are available.

<u>DATE SELECTION:</u>	()	Week 1 June 27	~	July 3
	()	Week 2 July 4	~	July 10
	()	Week 3 July 11	~	July 17
	()	Week 4 July 18	~	July 24
	()	Week 5 July 25	~	July 31
	()	Week 6 August 1	~	August 7
	()	Week 7 August 8	~	August 14
	()	Week 8 August 15	~	August 21

RESERVATION FEE: () \$50.00 deposit per cabin per week (non-refundable).

Total amount paid \$

\$25.00 trailer/tent site deposit (non-refundable).

Total amount paid \$

Reservations not valid unless accompanied by proper deposit.

Balance of fees are due June 1, 2004 (All fees paid are non-refundable)

Cabins or sites not paid in full by June 1st will be made available to other Scouters.

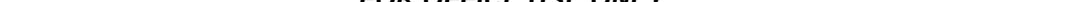
Paid By: **Cash** **Check#** **Date:**

Y _____ 2 _____ 3 _____ 4 _____

 Charge deposit to troop account at 2003 Summer Camp check out. _____ *staff initials*

staff initial

SIGNED _____ **DATE** _____

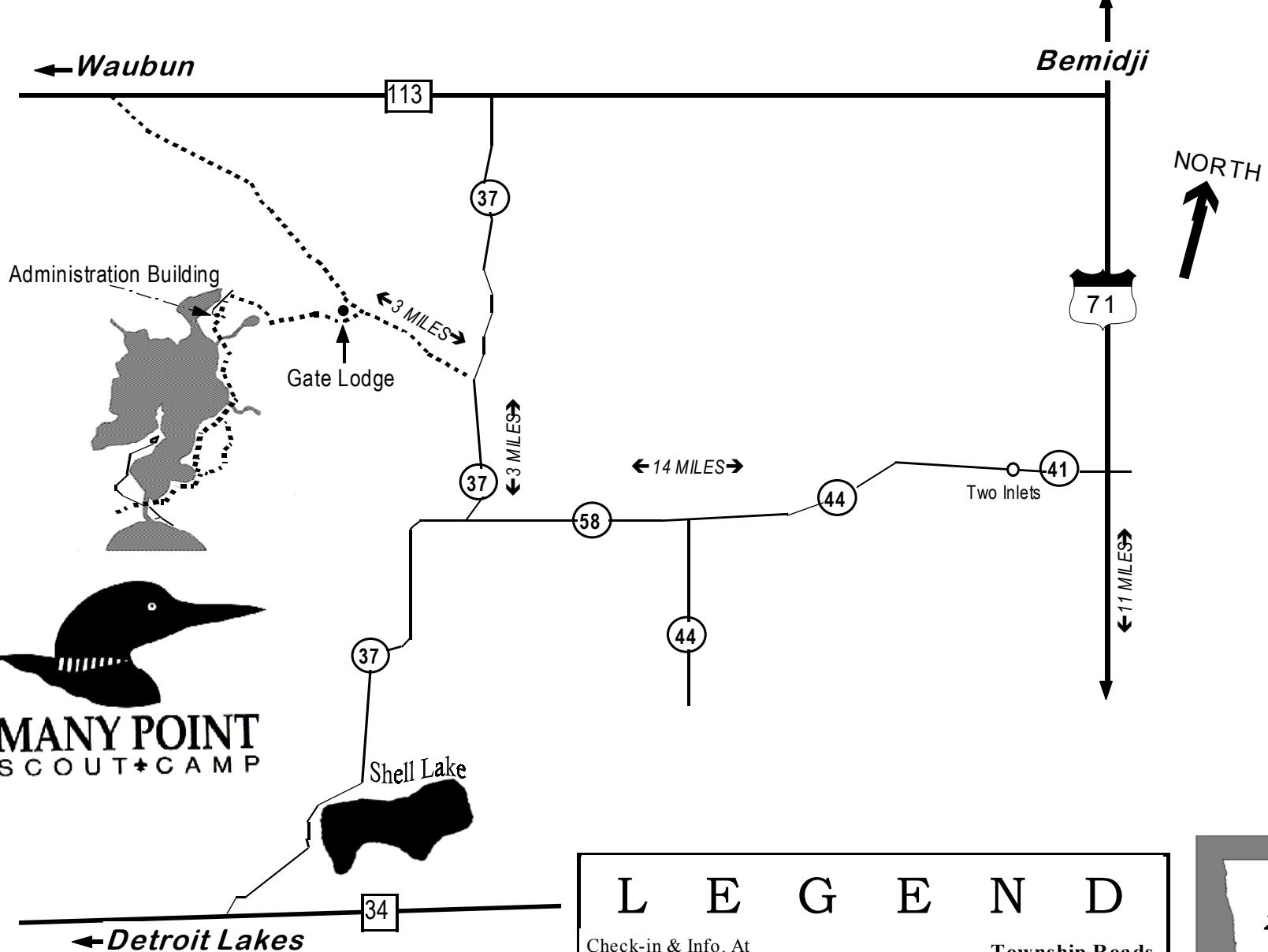
 
FOR OFFICE USE ONLY

CONFIRMED FOR: _____ **TROOP#** _____ **WEEK#** _____

CABIN # **TENT/TRAILER SITE #** **DATE:**



Notes for Many Point



Viking Council Boy Scouts of America
Many Point Scout Camp
 41408 Many Point Scout Camp Road
 Ponsford, MN 56575

L E G E N D	
Check-in & Info. At Administration Building. Family camp guests Check-in at Family Camp. Camp Emergency Phone Number 218-573-3257 Map NOT drawn to scale.	Township Roads
37	County Roads
71	U.S. Highways
34	State Roads





Time Line

Dates and Tasks to Remember

April 15

- \$10.00 non-refundable per Scout due
- Scouts select their advancement interests
- Scouts start precamp work on advancement requirements
- Scouts, in patrols, select camp activities

May 1

- 2004 Many Point Campsite and Family camp Reservations Open
- Horse Overnight Reservations Open for this summer (Pink Card)
- Patrol Leaders' Council selects camp activities
- Older Scouts select their Adventure Program interests

June 1

- Balance of camp fees due, \$5.00 per Scout additional of paid after this date
- Complete and turn in camp roster

Three Weeks Before Camp

- Reservation Information Update (Pink Card) Due at Many Point

Two Weeks Before Camp

- Collect physical examination forms and ensure they are properly completed and signed, check for Shooting Sports permission signatures or secure on Shooting Sports Permission Form
- Locate a copy of your troop's insurance certificate and claim information; bring to camp
- Check on final transportation arrangements
- Arrange for blank troop check to be prepared to take to camp to cover camp fees and troop charges
- Have the Advancement Planning Sheet completed
- Have the Camp Program Planning Sheet completed
- Have the Adventure Request Form completed

- Have a safe trip.

2004 Campsite Reservations

Troop campsite and Family Camp Reservations for Many Point's Camping season in 2004 will be open May 1, 2003.

Reservation forms are included in this Guide and are available at the Viking Council Service Center and at Many Point.

For more information contact:

Viking Council Boy Scouts of America
5300 Glenwood Avenue
Minneapolis, Minnesota 55422
(763) 545-4550

Many Point Scout Camp
41408 many Point Scout Camp Road
Ponsford, Minnesota 56575
(218) 573-3257 (after June 15)

manypoint.org