

Many Point Scout Camp

1999

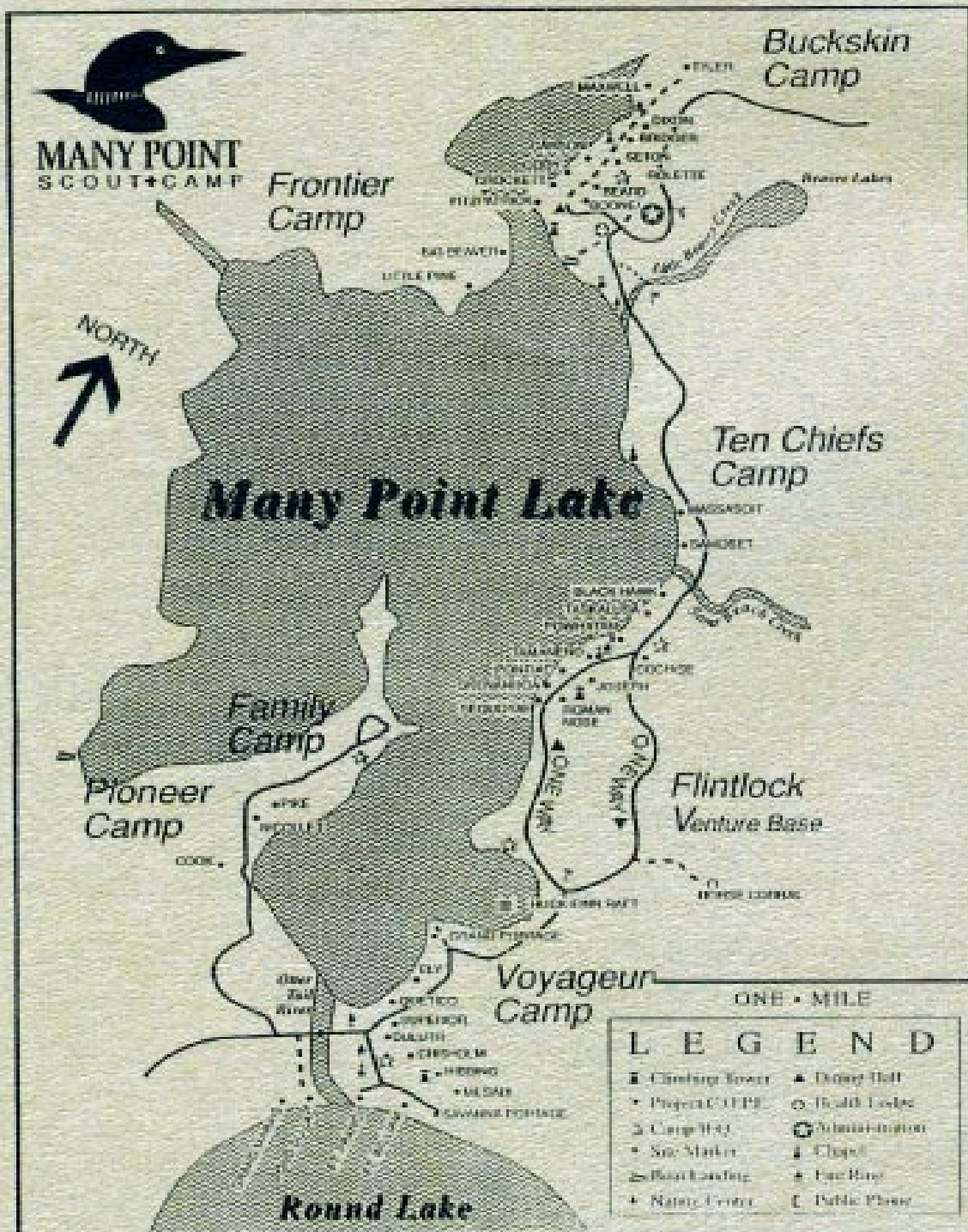
Leader's Guide





MANY POINT
SCOUT+CAMP

Map of Many Point Scout Camp



Boy Scouts of America

Many Point Scout Camp

Ponsford, Minnesota 56575



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- Personal Camping Gear Form
- All Star Troop Reservation
- Counselor In Training (CIT) Application
- 2000 Campsite Reservation Form
- 2000 Family Camp Reservation Form
- Youth Physical Form
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Included separate in the Many Point packet -

- Camp Program Planning Sheet
- High Adventure Request Form
- Buckskin Program and Advancement Guide
- Ten Chiefs Program and Advancement Guide
- Voyageur Program and Advancement Guide
- Camp Roster Form
- Viking Council Workership Application
- Many Point Work Party Flyer
- Reservation Update Card (Pink Card)
- 2000 Campsite Reservation Form
- 2000 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



Dear Scout Leaders,

Welcome to Many Point Scout Camp. I'm excited about the summer of 1999.

We've assembled an outstanding camp staff for you, including those returning veterans that give us such great stability. Last year's food was exceptional (you told us) so I'm proud to announce that "Granny and Crew" is back again this year - we'll be eating well again.

We've added some new and innovative programs to keep camp fresh and have firmed up some of our traditional programs with new equipment and techniques. Our merit badge and Basic Skills presentations have received a thorough review to make that important part of our program interesting and meaningful. The new Fishing Outpost located on *The Point*, with a Yurt, is sure to be a highlight for older Scouts.

We've completed our site development for Back of the Moon Lake for this summer - a place that was very special to Many Point, and its first Camping Director Wint Hartman, back in the 1940's. The History Center also gets some new displays from "old" Many Point.

I hope you are as excited as I am about the great experience ahead. This 1999 Leader's 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.

Sincerely yours,

Bob Gagner
Camping Director



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 stated, 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 experience, 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

***It's important,
it's meaningful
and it's FUN.***

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, flag pole, 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 Basic Skills 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 talk you through, step by step, the things you can do to make

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 results 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 at camp.

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 (612) 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 open 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.

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 on the youth physical form or can be done on the separate form included in this Guide.

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

9. Scouts are expected to be, and stay, in their campsite after the evening programs end.

10. The following will **not** be allowed at Many Point:

- Fireworks.
- Alcoholic beverages or illegal drugs.
- Flames in tents (tents must be marked with this warning) or cabins.
- Personal firearms including rifles, hand guns and bows.

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

Mandatory



Administration

Camp Policies, mail and phone

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 is not encouraged. 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 can not accommodate that package of M&M's. Parents should also know that it can 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 troop 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 Scouts of America physical examination form on file at the Health Lodge. All campers staying at Many Point's Family Camp over 72 hours must also follow these same requirements. Leaders are asked to pass this

examination form (No. 34414). If a Scout, child or adult under 40 has had a physical examination within the last 36 months they can use this form with an annual update of the Health History. All physical forms for minors **MUST** be signed by the parent or guardian. Adults **MUST** sign their own physical. Physical forms will be returned to the troop at check-out.

A copy of the physical forms are

troop's adult leader two weeks prior to camp, to ensure that all Scouts have a properly completed form.

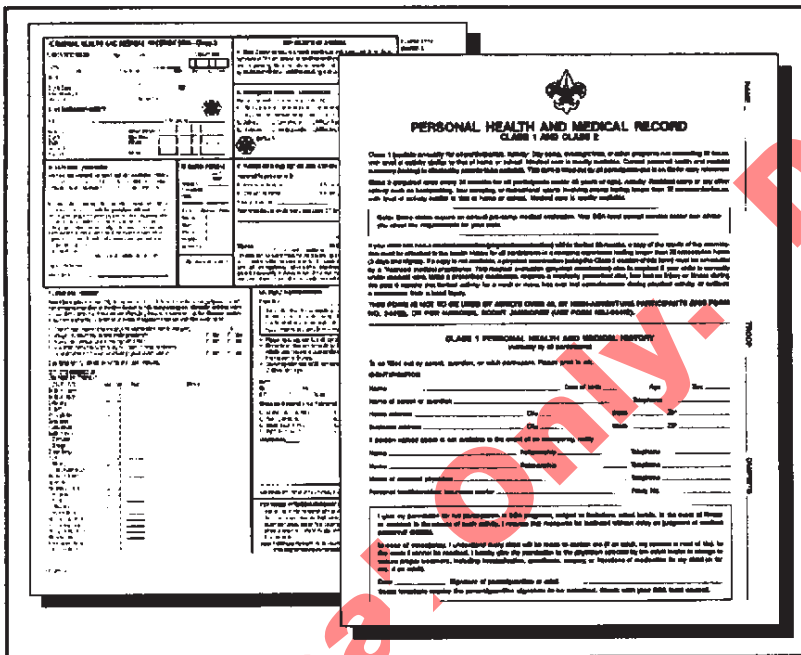
The camp physical has provided early detection of potential problems and valuable information needed in case of an emergency. It has helped make camp a safer experience.

Medical Services

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

Family campers will receive medical treatment only on an emergency basis. Other disabilities will be referred to the hospital/clinic in town. All campers needing services performed in town at the hospital/clinic are required to handle payments through the troop or family insurance policy.

Although medical services are available 24 hours a day, please limit non-emergency visits to those times in the morning and evening designated for sick call. In an emergency situation, please have a staff member in your camp call the Health Lodge and relay relevant information.



The two camp physical forms are included as a part of this Guide.

information on to the families staying at Family Camp.

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 2 physical

included with this Guide. Physical forms are also available at the Viking Council office, 5300 Glenwood Avenue, Minneapolis, Minnesota 55422 (phone (612) 545-4550) or your local council office.

We strongly recommend that all physical forms be collected by the

Health Lodge

Regular Health Lodge "sick call" hours are held from 8:30 a.m. to 9:30 a.m. and from 6:30 p.m. to 7:30 p.m.

Emergency medical help is available at all times.



Administration

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.

Hotstack/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 campsite. Supper meals come precooked from the Dining Hall in a hotstack container; you set the table and serve. After supper you clean the hotstack container and return it to the roadside stand. This option is a combination of the Patrol Cooking and Dining Hall menus.

Patrol Cooking food service is available to troops camping in Ten Chiefs, Voyageur, Pioneer or Frontier. 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 is available to troops camping in Ten Chiefs, Voyageur, Pioneer or Frontier. The troop is completely responsible for all its food and for meeting all State Health Department requirements regarding food storage and preparation. Many Point is not able to supply any type of food supplements or storage.

Meal Counts

Troops will be asked to provide daily counts 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.

Eating Utensils

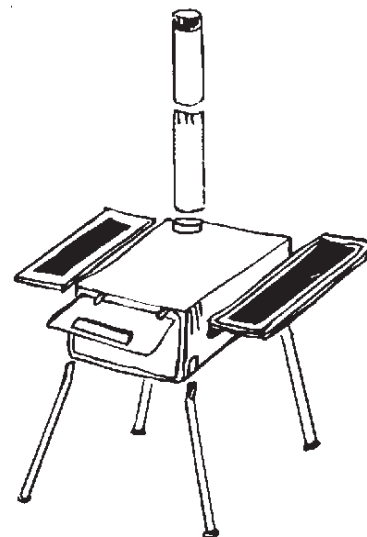
Campers in Ten Chiefs and Voyageur should bring a reusable knife, fork, spoon, cup, plate, and bowl. No paper service is provided with the Patrol Cooking or hotstack food services.

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.

Stoves

A cast iron wood burning Shepherdherd 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 reservations for LP-gas stoves is recommended.





Administration

Camp Fees

Many Point Camp Fees 1999

<u>Camp</u>	<u>Type of Service</u>	<u>Boy Fee/Week</u>
Voyageur	Patrol Cooking	Program / Food / Campsite..... \$130.00
Ten Chiefs	Patrol Cooking & Evening Hot Stacks	Program / Food / Campsite..... \$130.00
Buckskin	Dining Hall	Program / Food / Campsite..... \$130.00
Pioneer or Frontier	Independent Troop	Campsite Only..... \$30.00
		Campsite / Food..... \$65.00
Use of Many Point equipment.....		\$7.00 per boy
All Adult Leaders.....		\$50.00 per leader

The boy and adult fee includes a Many Point patch and year segment for all FIRST-year campers. Returning campers will receive a year segment.

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	\$130.00
Additional Night	\$25.00
Family Camp Tent / Trailer Site	\$65.00
Additional Night	\$15.00

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, B.S.A. 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 Scout is non-refundable, if a Scout cancels.

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 - \$.50 for ten rounds. Many Point's program will provide free .22 ammunition for scheduled troop shoots.

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 purchased 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.

Flintlock Programs

Though there are no additional charges for the Flintlock High Adventure Programs (Project COPE, Kayaks, Huck Finn, Big Boat Sailing, Sailboarding, Fishing and GPS) 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.

Bag Lunches

Since check-out time is 10 a.m. on

Saturday, lunch is not included in the camp plan. Bag Lunches for the trip home are available for a nominal fee. Make requests for bag lunches through your Commissioner on the Wednesday prior to your check-out.

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 by Scouts last year was \$28.75. You may want to inform parents of 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 ordered, as available.

Troop adult leaders can charge 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 the 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-Man Tents; no floors or netting)
- 12' X 16' Tarp (per patrol)
- Shepherd 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
- Dutch Oven (available at camp lodge)

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

Troops in Buckskin Camp can receive a shepherd 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.....\$8.00
Ice Chest.....\$5.00	Cots.....\$3.00	Shepherd 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 Badge 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 | Fire 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"x12"x12") 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.



Administration

Check-In, Family Camp and Independent

Check In Procedures

All troops should enter camp by the north road (See the map “The Road to Many Point” on inside of 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 p.m.

and will continue until 3:30 p.m. 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. Many Point does not provide staff, program or food for troops checking in on Saturday. Early Family Camp arrival must follow the same procedures.

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.
- A check for paying any outstanding camper fees (also bring a blank check to pay for charges made during the week at check-out time).

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
- High 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 both the Frontier and Pioneer areas. 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 it's 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 with the requirements of the

Family Camp

Many Point is for families too. Set apart from the troop campsites, Many Point's Family Camp sits on a beautiful peninsula that extends into Many Point Lake. Its cabins and trailer pads with hook-ups allow the rest of the family to enjoy all the conveniences while the Scouts are camping. A trained staff offers activities and other program help to make your visit as busy, or relaxed, as you wish.

Many Point's Family Camp is designed to be used by the families of the adult leaders attending camp. The Scout troop is responsible for those camping in the troop's name.

Sign up for Family Camp opens on May 1 the year before your planned stay. Troops camping at Many Point may reserve up to two cabins and two trailer/tent sites between May 1 and August 31. After August 31, troops camping at Many Point may reserve as many cabins or trailer sites as they will use. After January 1 of the year of planned use, any Scouting unit or Scouting family may reserve cabins or trailer/tent sites.

For more information contact the Council Office (612) 545-4550.

Boy Scouts we need a copy of the necessary waterfront 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.



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, High 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 a High 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, basic 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 Basic Skills (for Tenderfoot to 1st Class) or merit badges he will work on at summer camp (and before if there are pre-camp requirements). Additional information on merit badges and pre-camp requirements is included on page 17.

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

Basic Skills

Scouts working on their advancement requirements for Tenderfoot through 1st Class can participate in Many Point's Basic Skills programs.

The requirements are grouped by skill area and help sessions are scheduled at the same

time as the merit badge help sessions. Scouts work with the camp staff to learn the skills needed to pass the requirements. The Basic Skills sessions are listed on the Advancement Planning Sheet.

Scouts can attend all three of the Basic Skills sessions or just the ones they need and also work on a merit badge.

Merit Badges

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

Practice and project time will be needed over the 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 your camp).

Most Scouts will only be able to handle two or three merit badges

	9:00 A.M.				10:00 A.M.				11:00 A.M.				OTHER			
Activity	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Merit Badge	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scout Name																

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



Program

Planning as Easy as 1, 2, 3 and 4

successfully in one week.

Scouts should complete the pre-camp merit badge requirements before camp.

Written projects are usually difficult to do at camp.

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. High Adventure

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

4. Troop Programs

Each 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, and 3. High 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

Troop _____ Dates in Camp _____ Camp _____ Campsite _____

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

Aquatics	Nature
- Sailing	- Nature Program
- Canoeing	- Nature Hike
- Rowing	- Edible Plants
- Fishing	- Night Hikes
- Voyageur Canoes	
- Snowshoeing	Scoutcraft
- Canoe Smackie Trip	- Climbing Tower
- Troop Swim	- Orienteering
- Troop Beach	- Dutch Oven Cooking
- Water Polo	- Utensil-less Cooking
- Greatad Watermelon	- Knots and Lashing
	- Tents' Chp
Shooting Sports	- Fire'n'chit
- Archery	- Fire Building
- J3 Rifle	- Camp Housekeeping
- Shotgun	
Sports	Horseback Riding
- Volleyball	- Orientation and Trail Ride
	- Overnight Ride
	Special Programs
- Ethics in Action (DELTA)	- Back of the Moon Hike
- 100' Fire Tower	- Back of the Moon Overnight
- History Center	- Trip to Husca State Park
- Super Troop Project	- Trip to Tamara Wildlife Refuge
- Order of the Arrow Election	

Other Ideas: _____

2. Use the Camp Program Planning Sheet to help select troop activities.

Flinck High Adventure Programs
Request Form

Troop _____ Camp _____

Many Point has special programs just for the older Scouts at camp. These programs offer more challenge and variety to the traditional campfire and give these scouts more to look forward to each year.

This worksheet is to be used as a request form for the Flinck programs by the older Scouts in your troop. Print the request of the items to the program that you are interested in. This form will be turned in on Sunday morning at camp.

Some of these programs are very popular and have a limited number of spots each week. It is possible that not all requests can be accommodated. If a Scout has requested more than one program, you should put "top priority" behind the name for the program he is most interested in. If a Scout has participated in a requested program before, you should put "2nd year" or "3rd year" behind the name of that program. The Camp Committee will let you which programs you have been confirmed for Monday morning. Program times listed are approximate.

Because the programs have limited spots, to avoid a large number of cancellations to the High Adventure Request Form, please print, bring to camp, and give to the staff on Sunday. If a Scout does not list their name, he or she will not be considered for the program. You can't do a great job in COPE with only half the content!

To understand this, read the "no show" clause of the High Adventure Request Form and the general request form.

All High Adventure programs, except for the "no show" clause, are free to go to the High Adventure Request Form for the High Adventure Request Form.

All Flinck programs will meet in and return to the Flinck Lodge except where noted which will meet at the camp. There is no transportation provided by Flinck's to the Scout's camp.

English C.A.P.E. (Open for going into 8th grade)	Program time: 1 p.m. to 3 p.m.
English Program (Open for going into 8th grade AND a volunteer)	Program time: Afternoon
Swiss Cheese Program (Open for going into 8th grade AND a volunteer)	Program time: Afternoon
Black Flag Program (Open for going into 8th grade AND a volunteer)	Program time: 4 p.m. to 7 p.m.
Swiss Program (Open for going into 8th grade AND a volunteer)	Program time: Afternoon
Utah State Program (Open for going into 8th grade AND a volunteer)	Program time: 4 p.m. to 7 p.m.
Swiss Program (Open for going into 8th grade AND a volunteer)	Program time: Afternoon
Mountain Bike Program There is a 12 PD reservation fee for all riders. Pay in full at the meeting.	
Mountain Bike Program (Open for going into 8th grade)	Program time: Throughout the day
Mountain Bike Program (Open for going into 8th grade)	Program time: 4 p.m. to 7 p.m.
Mountain Bike Program (Open for going into 8th grade AND a volunteer) (Open for going into 8th grade at camp)	All day Friday
Mountain Bike Program There is an additional fee for the horse program. Pay in full at the meeting.	
Mountain Bike Program (Open for going into 8th grade)	Program time: Throughout the day
Mountain Bike Program (Open for going into 8th grade)	Program time: Early morning
Mountain Bike Program (Open for going into 8th grade)	Program time: 9:30 p.m. to 12 a.m.

Scoutmaster / Signatures: _____

3. Use the High 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 often have a limiting resource (equipment or facility) that require 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.

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 Snorkling B.S.A. course.

Snorkeling - Your troop can check out the Many Point underwater world with the camp’s masks, fins and snorkles. Combine with canoeing and snorkle 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 B.S.A. 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.

Shooting Sports

Archery - Your troop can take aim at the archery range and try to get into the “Bullseye 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 troop trap shoot.

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 telescopes.

Scoutcraft

Climbing Towers - Your troop can get a “climb time” to try the wide variety of climbing routes on your camp’s tower. Walls range from beginner (big, frequent holds) to more challenging routes rated in the 5.9 range. The walls have over-verticles, ceilings and a rappel side. Successful ascent of the ceiling (without “hangdogging”) 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 also get involved with the grooming and feeding of the horses. Precamp signup for this popular program is recommended.

Horsemanship Merit Badge - New to Many Point, this badge will be 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 finishes with a 2 mile run. All finishers are winners and qualify for the coveted IRONMAN segment!

100-Foot Fire Tower



Activities

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 diaramas 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.

Ethics 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 at the "deeper meaning" of the activity. The program includes using a problem solving model to help finish some stories with unresolved endings and also try 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.

Back of the Moon

A new 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 1940s, Back of the Moon was a secret retreat and place of "special renewal" for Wint Hartman, Many Point's first Camping Director. The Many Point Staff Alumni Association is developing 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 aide programs and can help your troop with special counseling situations.

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 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.

The program is five weeks long which includes a week of base camp training and then a week in four different program areas of Many Point.

For more information contact the Viking Council Scout Office (612) 545-4550 or talk to a staff member at camp.

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. Walk across the headwaters of the Mississippi or visit Native American burial mounds.

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 Monday and Tuesday mornings.

Leaders's Recognition Dinner on Wednesday.

Project COPE tour on Thursday morning.



High Adventure

Programs for Older Scouts

Many Point's High 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 High 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.

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 Itasca Challenge. On Friday a group of Scouts, accompanied by our staff, will bike to Itasca State Park to view the headwaters of the Mississippi and other landmarks. This all-day trip encompasses 80+ miles of camp roads and paved highways.

A \$2.00 maintenance fee is assessed per ride.

Huck Finn's Raft

Spend a day and 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.

Huck Finn Raft participants must be Swimmers (swim qualification 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 stimulating 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 swim suit, towel and change of clothes.

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. 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.

New in '99

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, make a lure, do casting target shooting and fish, fish, fish including the opportunity to use fishfinder 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 will be 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 that perfect location wasn't enough, Scouts will get the chance to sleep in a yurt - a round Mongolian-style tent.



Merit Badges

MERIT BADGE	REQUIREMENTS TO DO BEFORE CAMP	REQUIREMENTS THAT REQUIRE EXTENSIVE PRACTICE OR TIME	RELATIVE SKILL DIFFICULTY**
Archery		3b,c,4, Material Costs \$2.00*	◆
Astronomy		1b, 2,,5, 8b	■
Basketry		Material Costs \$10.00*	●
Camping	8a		■
Canoeing		3, 4, 5, 7	◆
Climbing (going into 8th grade)			◆
Cooking (Not available in Buckskin)		●	●
Environmental Science		3, 4	◆
First Aid	2b		■
Fish & Wildlife Management		6a, 7	■
Fishing			●
Forestry		1, 5	■
Geology			■
Hiking		3, 4	◆
Horsemanship		\$25.00 Fee	◆
Indian Lore		Material Costs \$5.00 - \$10.00*	●
Insect Study	7	3	◆
Leatherwork		Material Costs \$4.00 - \$6.00*	●
Lifesaving	1a CPR (14)	9, 10, 11, 14	◆
Mammal Study			●
Nature	5		■
Orienteering		7, 8, 9, 10	■
Pioneering		4, 7	◆
Reptile Study	8	9	■
Rifle Shooting		2L, Material Costs \$10.00 - \$20.00*	◆
Rowing		3, 4, 5	◆
Shotgun Shooting		2L, Material Costs \$10.00 - \$20.00*	◆
Small Boat Sailing		4, 5	◆
Soil & Water Conservation		7	■
Swimming			■
Weather		8	■
Wilderness Survival	5		■
Wood Carving		Material Costs \$2.00*	■

BSA Lifeguard Must have earned Swimming, Lifesaving, Rowing, Canoeing & First Aid Merit Badges

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

RELATIVE DIFFICULTY:

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

● **EASIER** ■ **MORE DIFFICULT** ◆ **MOST DIFFICULT**



Camp Program Planning

Fill Out and Bring to Camp Sheet

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 camp staff will help you finalize and schedule your troop's program.

Aquatics

- Sailing
- Canoeing
- Rowing
- Fishing
- Voyageur Canoes
- Snorkeling
- Canoe Snorkle Trip
- Troop Swim
- Troop Beach
- Water Polo
- Greased Watermelon

Shooting Sports

- Archery
- .22 rifle
- Shotgun

Sports

- Volleyball

Nature

- Nature Program
- 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
- Camp Housekeeping

Horseback Riding

- Orientation and Trail Ride
- Overnight Ride

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
- Trip to Itasca State Park
- Trip to Tamarac Wildlife Refuge

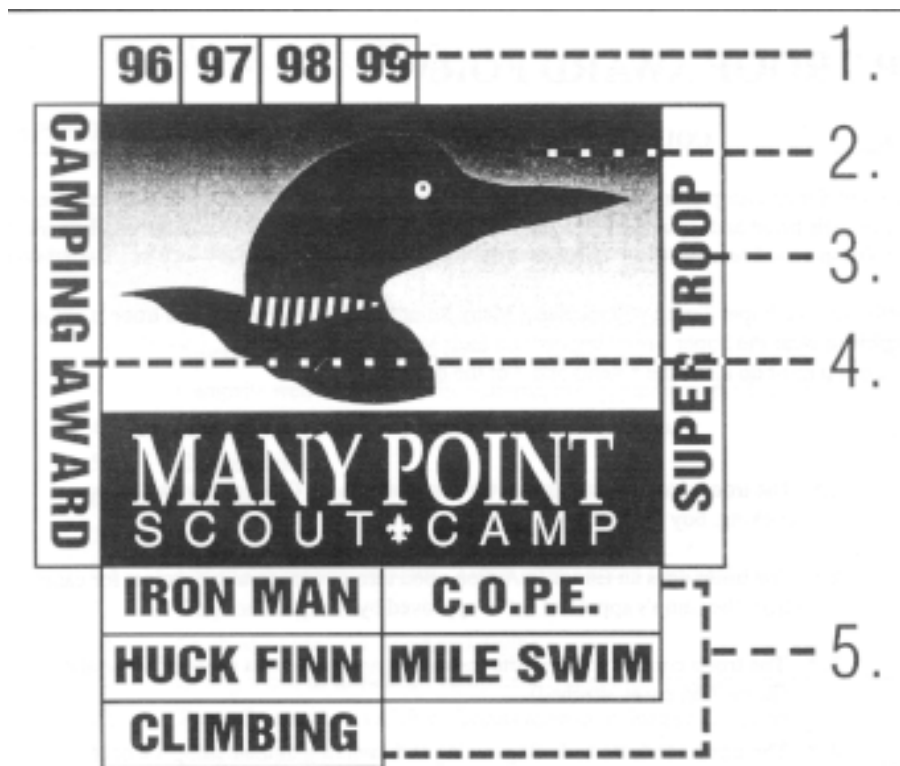
Other Ideas:



MANY POINT
SCOUT+CAMP

Recognitions

The Many Point Patch System



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 segment 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 their first year at Many Point to start their recognition program.

Additional loon patches are available for purchase each year by returning campers.

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. 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.

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.

First-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.

C.O.P.E., Climbing, Etc.



Super Troop Award Requirements

SUPER TROOP AWARD FORM

TROOP NO. _____ COUNCIL _____ DISTRICT _____

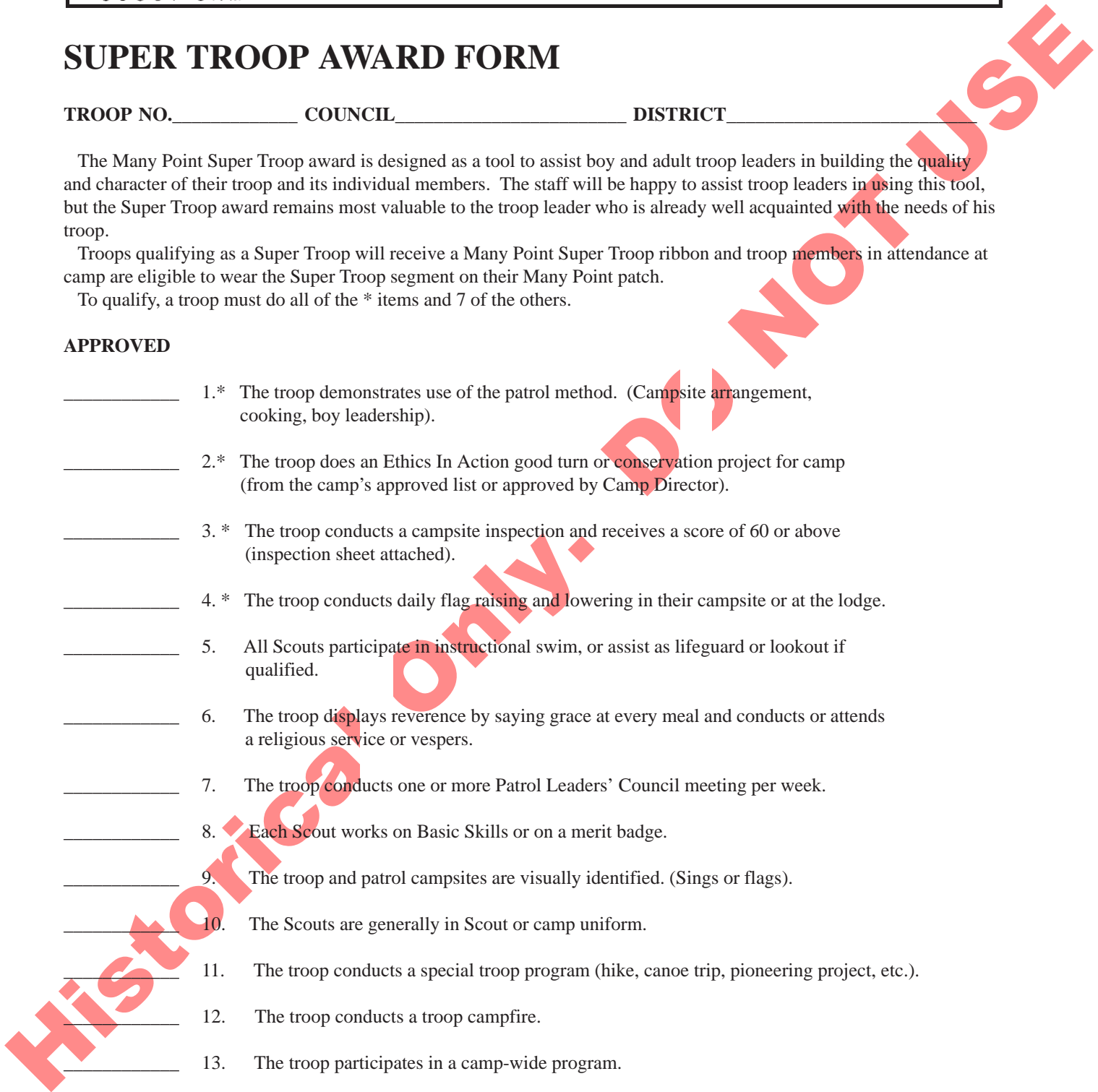
The Many Point Super Troop award is designed as a tool to assist boy and adult troop leaders in building the quality and character of their troop and its individual members. The staff will be happy to assist troop leaders in using this tool, but the Super Troop award remains most valuable to the troop leader who is already well acquainted with the needs of his troop.

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 7 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 project for camp (from the camp's approved list or approved by Camp Director).
- _____ 3.* The troop conducts a campsite inspection and receives 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 Basic Skills or on a merit badge.
- _____ 9. The troop and patrol campsites are visually identified. (Sings or flags).
- _____ 10. The Scouts are generally in Scout or camp uniform.
- _____ 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.



	<h1 style="margin: 0;">Super Troop Award</h1> <h2 style="margin: 0;">Campsite Inspection Sheet</h2>
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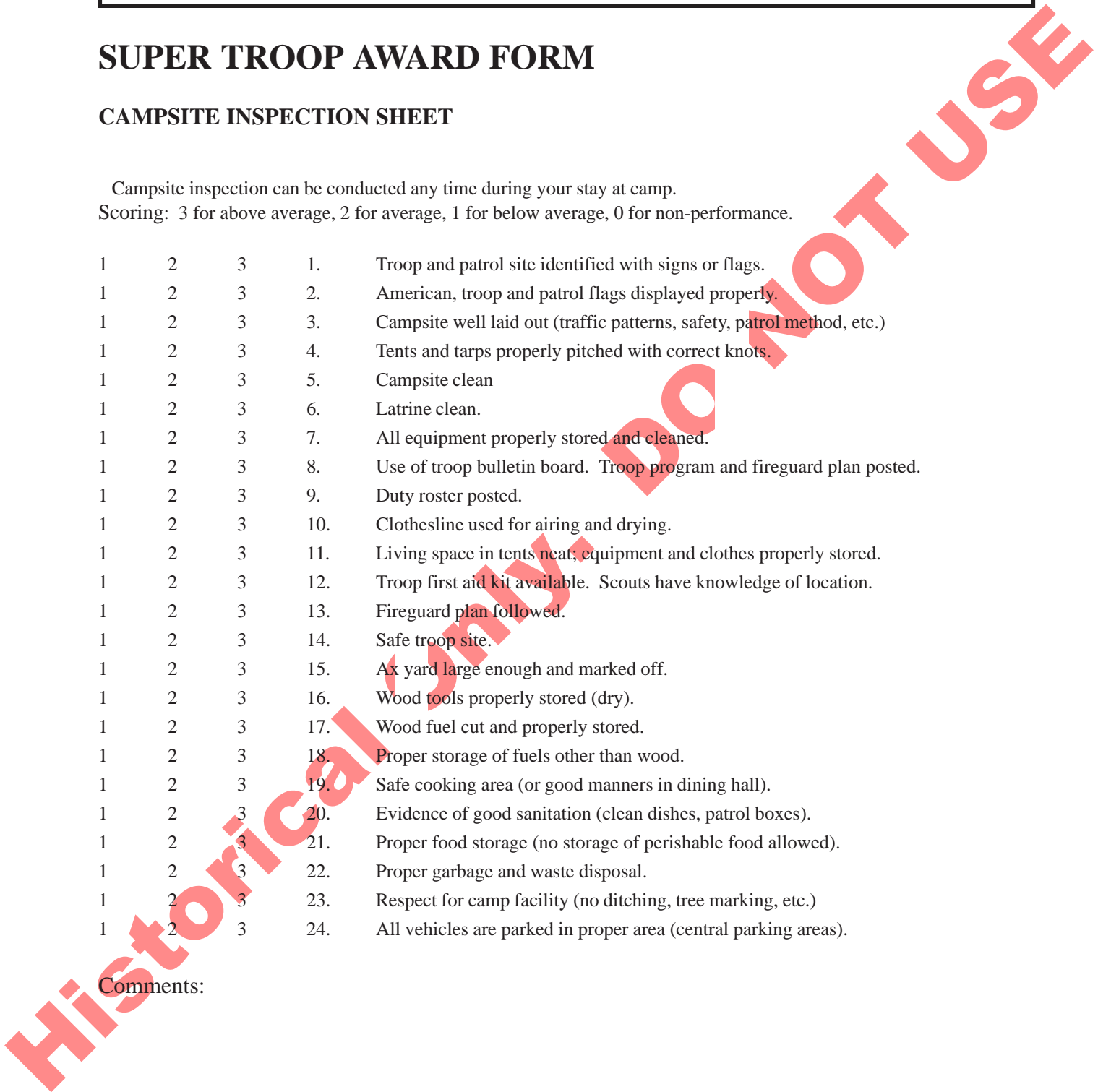
SUPER TROOP AWARD FORM

CAMPSITE INSPECTION SHEET

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 clean. |
| 1 | 2 | 3 | 7. | All equipment properly stored and cleaned. |
| 1 | 2 | 3 | 8. | Use of troop bulletin board. Troop program and fireguard plan posted. |
| 1 | 2 | 3 | 9. | Duty roster 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 fuels 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

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,
That'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.



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 who's parent or guardian have signed the Shooting Sports Permission box on the camp-printed youth physical form 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

PARENT/GUARDIAN SIGNATURE

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

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

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.



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 ~~\$140~~.00 per week. This includes tents, cots and troop equipment. The fee does not include transportation. Car pooling help, or Greyhound pick-up, is available. 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 (612) 545-4550.

Many Point Scout Camp
ALL-STAR TROOP RESERVATION

Name _____ Troop# _____ Phone# _____

Address _____ City _____ ST _____ Zip _____

- Week: () June 20-26
() July 4-10
() July 18-24
() August 8-14

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

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 it's 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 it's 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 (612) 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 _____ BIRTHDATE _____

ADDRESS _____ CITY _____ ST _____ ZIP _____

PHONE # _____ CURRENT RANK _____ DATE _____



MANY POINT
SCOUT+CAMP

2000 Campsite Reservation

Scout Troop # _____ District _____ Council _____
Varsity Team # _____
Venture Crew # _____

CAMPSITE SELECTION:		Campsites reserved on a first come, first serve basis; beginning May 1 st of the preceding year.	
FIRST CHOICE:	CAMP _____	CAMPSITE _____	
SECOND CHOICE:	CAMP _____	CAMPSITE _____	

DATE SELECTION: Check week(s) below.

- | | | | | |
|-----|--------|----------|---|-----------|
| () | Week 1 | June 18 | ~ | June 24 |
| () | Week 2 | June 25 | ~ | July 1 |
| () | Week 3 | July 2 | ~ | July 8 |
| () | Week 4 | July 9 | ~ | July 15 |
| () | Week 5 | July 16 | ~ | July 22 |
| () | Week 6 | July 23 | ~ | July 29 |
| () | Week 7 | July 30 | ~ | August 5 |
| () | Week 8 | August 6 | ~ | August 12 |

ATTENDANCE:

ESTIMATED NUMBER OF SCOUTS _____ NUMBER OF LEADERS _____

\$10.00 PER SCOUT, NON REFUNDABLE ~ DUE APRIL 1ST, BALANCE DUE JUNE 1ST, 2000.

RESERVATION FEE:	Not valid unless deposit is received with reservation. <u>Please return ALL copies.</u>
() \$50.00 deposit per week per site enclosed (non-refundable).	TOTAL \$ _____
Paid By: _____ Cash _____ Check # _____ Date: _____	Received By: _____
_____ Charge to Troop account at 1999 Summer Camp check-out.	By: _____
SIGNED _____	DATE _____

IMPORTANT! List below the contact person for camp information throughout the year. Please notify the Camping Department if this name or address should change. Viking Council BSA, Many Point Scout Camp, 5300 Glenwood Avenue, Minneapolis, MN 55422, (612) 545-4550.

NAME _____ PHONE # (H) _____ PHONE # (W) _____

ADDRESS _____ CITY _____ STATE _____ ZIP _____

SAVED AS:mpRESV99	FOR OFFICE USE ONLY		Code: 121
CONFIRMED FOR TROOP # _____	WEEK # _____	DATE: _____	
	CAMP _____	CAMPSITE(s) _____	
SIGNED BY: _____	DATE: _____		



MANY POINT
SCOUT+CAMP

2000 Family Camp Reservation

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

PHONE #: Home _____ Business _____

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 (612) 545-4550.

Unit # _____	Council _____
CABIN SELECTION:	First Choice # _____ Second Choice # _____
TRAILER/TENT SITE SELECTION:	First Choice # _____ Second Choice # _____
An alternate selection will be made if neither of your choices are available.	

DATE SELECTION:	()	Week 1	June 18	~	June 24
	()	Week 2	June 25	~	July 1
	()	Week 3	July 2	~	July 8
	()	Week 4	July 9	~	July 15
	()	Week 5	July 16	~	July 22
	()	Week 6	July 23	~	July 29
	()	Week 7	July 30	~	August 5
	()	Week 8	August 6	~	August 12

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.		

- All unpaid balances are due by June 1, 2000.

Paid By: _____ Cash _____ Check # _____ Date: _____ By: _____
_____ Charge to troop account at Summer Camp check-out. By: _____

SIGNED _____ DATE _____

SAVED AS: fc2000form	FOR OFFICE USE ONLY		Code: 124
CONFIRMED FOR: _____	TROOP # _____	WEEK # _____	
CABIN # _____	TRAILER/TENT SITE # _____	DATE: _____	



Time Line

Dates and Tasks to Remember

April 15

- _____ \$10.00 Per Scout due.
- _____ Scouts select their advancement interests.
- _____ Scouts start precamp work on requirements.
- _____ Scouts, in patrols, select camp activities.

May 1

- _____ 2000 Many Point Campsite and Family Camp Reservations Open.
- _____ Horse Overnight Reservations Open.
- _____ Patrol Leaders' Council select camp activities.
- _____ Older Scouts select their High Adventure interests.

June 1

- _____ Balance of camp fees due. \$5.00 per Scout additional, if 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 two blank troop checks 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 High Adventure Request Form completed.
- Have a safe trip.

2000 Camp Reservations

Troop campsite and Family Camp reservations for Many Point's camping season in 2000 will be open May 1, 1999.

A reservation form is 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 Ave.
Minneapolis MN 55422
(612) 545-4550

Many Point Scout Camp
41408 Many Point Scout Camp Road
Ponsford MN 56575
(218) 573-3257 (after June 10)