



Many Point Scout Camp

Leader's Guide





**MANY POINT
SCOUT+CAMP**

*Buckskin
Camp*



Many Point Lake

*Ten Chiefs
Camp*

*Family
Camp*

*Pioneer
Camp*

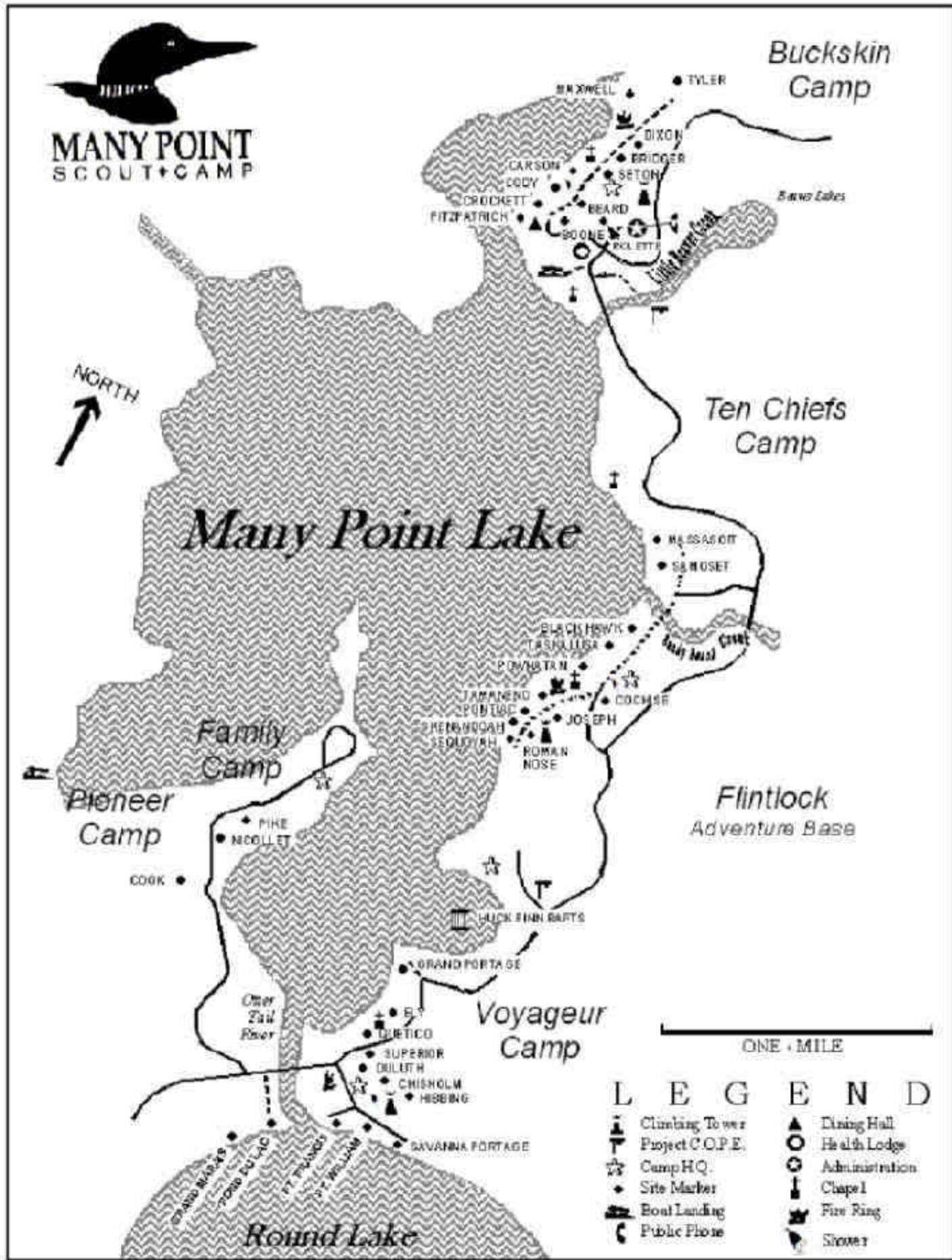
*Flintlock
Adventure Base*

*Voyageur
Camp*

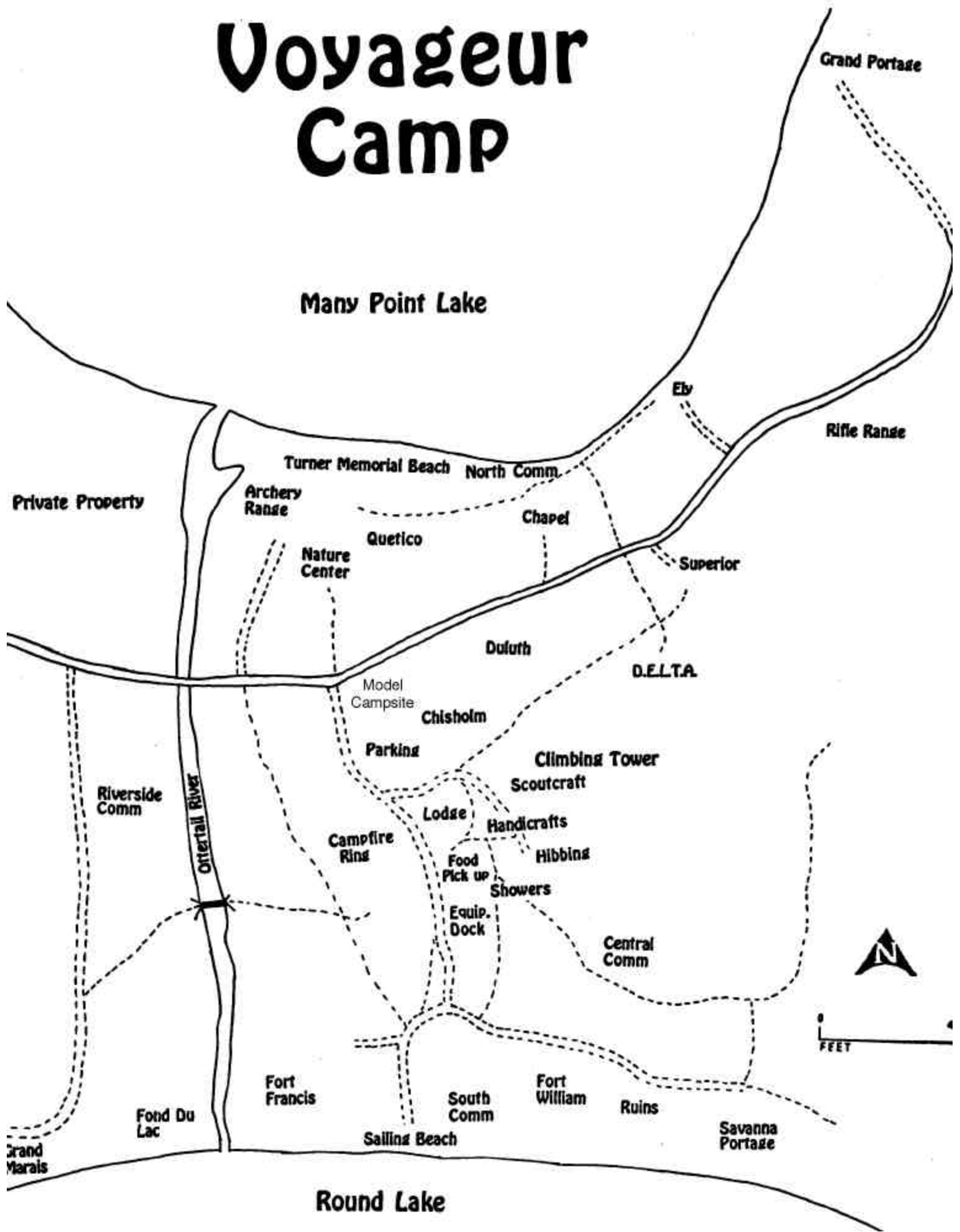
Round Lake

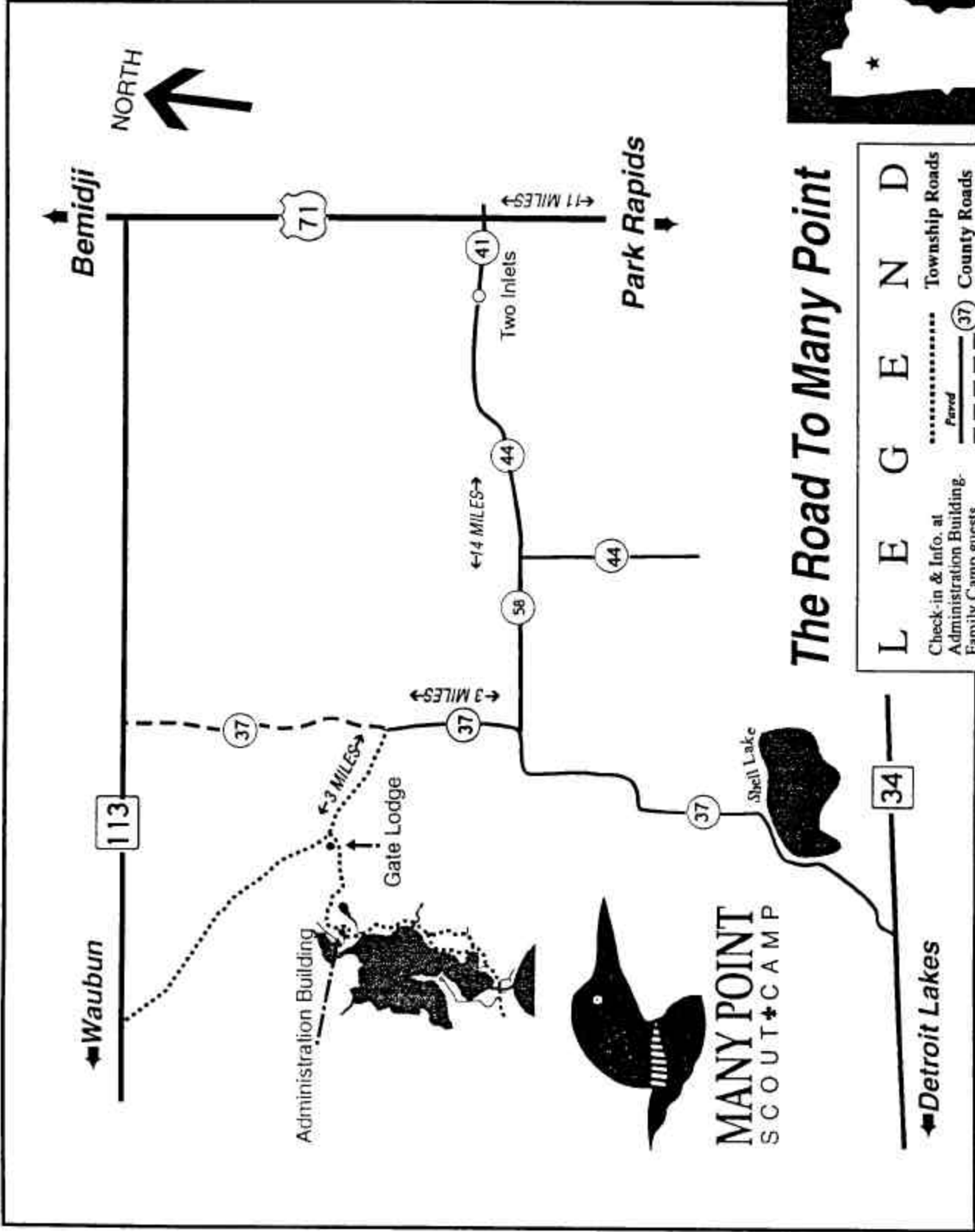
ONE MILE

L E G E N D			
	Climbing Tower		Dining Hall
	Project C.O.P.E.		Health Lodge
	Camp H.Q.		Administration
	Site Marker		Chapel
	Boat Landing		Fire Ring
	Public Phone		Shower



Voyageur Camp





The Road To Many Point



L E G E N D

..... Township Roads
 — Paved
 - - - - - Dirt
 (37) County Roads
 (71) U.S. Highways
 (34) State Roads

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



Boy Scouts of America
Many Point Scout Camp
 Ponsford, Minnesota 56575

← **Detroit Lakes**



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 A
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 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 troop’s adult leader must accompany the Scout. All out-going calls must be collect or placed on a credit card.



MANYPOINT Personal Camping Gear Check List

SCOUT+CAMP

Use this list to make sure you have everything you need for a great time at camp. Make one check mark when you have it - and one check mark when you pack it. All items should be marked with name.

- Pack or Sport bag
 - Sleeping bag
 - Foam pad or air mattress
 - Pillow
 - Scout Handbook
 - Flash light & extra batteries
 - Mess kits containing (Ten Chiefs & Voyageur)
 - Plate, bowl & cup.
 - Knife, fork & spoon
 - Toiletry kit containing
 - Tooth brush, tooth paste, comb,
 - soap in a box, wash cloth, hand towel, metal mirror (can all be put in ziplock bag)
 - Sun screen
 - Plastic ground cloth
 -
 - Mosquito repellent (non-aerosol)
 - Pens and pencils
 - Notebook
 - Pocket knife and sharpening stone
 - Water bottle
 - Camera & film or single use camera
 - Mosquito netting
 - Postage stamps for postcards
 - Prescription medicine (must be in original container and given to adult leader)
 - Big-tired bicycle if desired
- Bike helmet required!

Do Not Bring

- Electronic games Music players
- Fireworks of any kind
- Sheath knives
- Shooting sports equipment or ammo

Camp Emergency Phone Number:
218-573-3257

- Poncho or raincoat with hood
- Swim suit
- Towels
- Scout uniform
 - Travel to and from camp in Scout uniform. Wear to campfires and vespers
- Changes of underwear (6)
- Changes of socks (6) Pants
- (2)
- Shorts (2) T-shirts (4)
- Sunglasses
- Sweat shirt, fleece or sweater
- (2) Long sleeve button shirt if taking Swimming merit badge
- Light jacket
- Hat
- Pajamas
- Watch
- Shoes
- Extra footwear incase muddy or shoes get wet (water shoes)
- Bag for dirty clothes
- Wallet with money for travel meals, merit badge supplies and souvenirs (Check with leader for safe place) Avg - \$38 per scout spent.
- Day pack for carrying supplies
- Other items suggested by leaders

Remember

- Food is not allowed in tents
- Flames are not allowed in tents

Camp Address:

Scout's Name Campsite
and Troop # Many Point
Scout Camp
41408 Many Point Scout Camp Road
Ponsford MN 56575



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:

AQUITACS

- **Sailing.** Your troop can use the fleet of sunfish sailboats.
- **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 Raft.** 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.
- **25 ft. Aqua Trampolines.** New to each camp beach.

SHOOTING SPORTS

- **Archery.** Your troop can take aim at the archery range and try to get into the "Bull's Eye Club". Club members qualify to return and shoot on the 3D 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.
- **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 Loon Lore, Beaver Tales or Web of Life..
- **Night Skies.** The mysteries and legends of the stars and planets come alive with staff help.

SCOUT CRAFT

- **Climbing Towers & 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 oververticals, 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 Fire'n Chit, Fire Building and Camp Housekeeping.

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 finish with a 2 mile run. All finishers are winners and qualify for the coveted IRONMAN Segment!

YURT OVERNIGHTS

Troops can have the opportunity to use one of the three special Yurt campsites for a troop overnight. Each campsite is in a beautiful, secluded location right on the shoreline of Many Point Lake. The campsite is highlighted by a Yurt.

A Yurt is a 20ft. diameter, round tent used by the 12th century Mongolians. Its lattice side walls and roof beams make it possible to have this large of a tent without a center pole. Our modern version includes a dome skylight.

Troops could make this a special activity for the older Scouts or for the Patrol Leader's Council to do some troop planning.



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.

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 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 led 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 OF 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



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 segments are 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.

3. 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.

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 Segment

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

COPE, 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.



MANY POINT
SCOUT + CAMP

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 treetop'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.



MANY POINT
SCOUT + CAMP

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. 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.

Tree Houses

This new program will give Scouts the chance to experience living in a tree house village. The adventure begins with a journey across Many Point Lake to a secluded site high on a ridge above the lake. Three tree houses linked together will be the Scouts new home for this overnight. Scouts will sleep, cook, eat and play classic tree house games up in the trees. Extra features will include solar panel energy lighting. The tree house deck will provide the absolute best sunset view at Many Point.

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

What to Bring: Sleeping bag, rain gear, bug repellent. No radios, candy or pop will be allowed.

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



MANY POINT
SCOUT CAMP

Adventure Awaits you at Flintlock



...continued

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! Scouts must be Swimmers.

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.

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.

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 programs have 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.