



Established 1946

NORTHERN STAR SCOUTING



Program Catalog
2026



ABOUT MANY POINT

QUICK FACTS

- Established in 1946
- 1669 Acres
- 13 Miles of Shoreline
- 40 Campsites
- 50+ Merit Badges Available
- Specialty older Scout programs

3 CAMPS TO CHOOSE FROM:

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

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

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

2026 CAMP FEES

Youth Camper— \$415

Adult Leader— \$150



OLDER SCOUT PROGRAM

Many Point offers unique adventures for Scouts who are turning 13 by 8/31/26 or older. Older Scouts can come to camp as youth leaders, while also having new adventures every summer.

INNOVATIVE PROGRAM

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

PAYMENT TIMELINE

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

Any incidentals incurred at camp will be due upon checkout.



WHEN PROGRAM REGISTRATION OPENS

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

Registration is first come, first served.

Here is the Individual Program registration schedule:

- April 21st at 7pm: 16 & older
- April 28th at 7pm: 14 & older
- May 5th at 7pm: open to all

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



SCHEDULE

ADVANCEMENT TIME

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

UNIT ACTIVITIES

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

FREE TIME

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



Weekly Program Schedule

	SUN	MON	TUE	WED	THURS	FRI	SAT	
6:45 AM	Travel to Many Point		Polar Bear Swim					
7:30 AM		Breakfast						
8:15 AM		Assembly	Assembly	Assembly	Assembly	Assembly	Assembly	Check Out
8:30 AM		MB Session 1						
9:30 AM		MB Session 2						
10:30 AM		MB Session 3						
11:30 AM		MB Session 4						
12:30 PM	Lunch							
1:00 PM	Check in, Swim Qualifications, Campsite Setup							
2:00 PM		Unit Activity	Travel Home					
3:00 PM		Unit Activity						
4:00 PM		Unit Activity	Unit Activity	Unit Activity	Unit Activity	Iron Scout	Unit Activity	
5:00 PM		Campsite Troop Time						
6:00 PM	Dinner							
7:00 PM—9:00 PM	Camp Tours, Free Time, SM Meeting	Free Time						
9:00 PM	Opening Campfire					Closing Campfire		



MERIT BADGES

Many Point offers a quality assortment of merit badges and advancement opportunities appropriate for its environment. Using the table called "Advancement Schedule", have Scouts select the merit badge and advancement opportunities they would like to work towards accomplishing during the week. Boxes that are shaded take two sessions. New merit badges for 2026 not offered in 2025 include Multisport, Plumbing, Soil and Water Conservation, Artificial Intelligence, Signs, Signals, and Codes, Citizenship in Society, Citizenship in the World, Family Life, Geology, and Fire Safety.

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

MERIT BADGE PREREQUISITES

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

OLDER SCOUT PROGRAMS & MERIT BADGES

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

AGE REQUIREMENTS & CLASS CAPACITIES

To help manage class sizes, some merit badges have an age requirement. In 2026, in order to provide scouts with the best instruction, we have added class capacities. See pages 24-27 for capacities and age requirements.

PROGRAM REGISTRATION

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

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

EAGLES NEST

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

INDEPENDENT STUDY MERIT BADGES

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



ADVANCEMENT SCHEDULE

Session 1	Session 2	Session 3	Session 4	Eagles Nest / Independent Study
Fire Safety	Archery		Emergency Preparedness	Family Life
Communication	Lifesaving		Swimming Lessons	Citizenship in Society
Sustainability	Small Boat Sailing		Swimming	Citizenship in the World
Weather	Climbing		Golf (Disc Golf)	Hiking
Artificial Intelligence	First Aid		Pulp & Paper/ Forestry	Geology
Wilderness Survival	Orienteering		Basketry	Scouting Heritage
Shotgun		Canoeing		Fingerprinting
First Class Adventure		Rifle		
Fishing/Fly Fishing		Camping	First Class Aquatics	
Wood Carving	Camping	Art	Snorkeling Award	
	Environmental Science	Archaeology/ American Indian Culture	Multisport	
	Pottery	Photography	Kayaking	
	Chess	Fish and Wildlife/ Mammal Study		
	Soil and Water Conservation	Leatherwork/ Textile		
		Plumbing		
		Signs, Signals, and Codes		

Prerequisites & Age Requirements

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



FIRST CLASS ADVENTURE & AQUATICS

A FUN SKILL FOCUSED PROGRAM!

The First Class Adventure program is an outdoor advancement program that focuses on Tenderfoot, Second Class and First Class requirements that can be done in a camp setting. Scouts will work with Many Point's engaging staff to become experienced at Scouting skills. After witnessing the Scout's advancement, unit leaders and Troop Guides can mark the advancement complete!

ADULT LEADER SUPPORT

At least one leader from each unit with Scouts enrolled in the First Class Adventure program **MUST** attend alongside the Scouts to help with instruction, organization, and skill testing.

SESSIONS OFFERED

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



REQUIREMENTS COVERED IN FIRST CLASS ADVENTURE

- Scout Rank: 1e, 4ab, 5
- Tenderfoot Rank: 1ac, 3d, 4b, 5abc, 7a, 8
- Second Class Rank: 1b, 2abcd, 3abcd, 4, 8a
- First Class Rank: 1b, 3abcd, 4b, 5a

REQUIREMENTS COVERED IN FIRST CLASS AQUATICS

- Second Class Rank: 5abcd
- First Class Rank: 5bcd, 6abcde

OTHER INFO

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



UNIT ACTIVITIES

WHAT IS A UNIT ACTIVITY?

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

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

For program descriptions, please visit manypoint.org/program

HOW DO I SIGN UP?

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

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

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

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

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



9 SQUARE



AQUA TRAMPOLINE



ARCHERY, TOMAHAWKS & SLINGSHOTS



BACK OF THE MOON HIKE



CAMPSITE FREE TIME



CANOEING



UNIT ACTIVITIES



CANOE SNORKEL



CHOPPED!



CLIMBING TOWER



DELTA



DISC GOLF



DR. DNA



FIREM'N CHIT & TOTIN' CHIP



FISHING



FLOAT FOR FLOATS



GAGA BALL



GPS & GEOCACHING



GREASED WATERMELON



UNIT ACTIVITIES



TROOP POTTERY



**HISTORY CENTER/
FIRE TOWER**



ITASCA STATE PARK



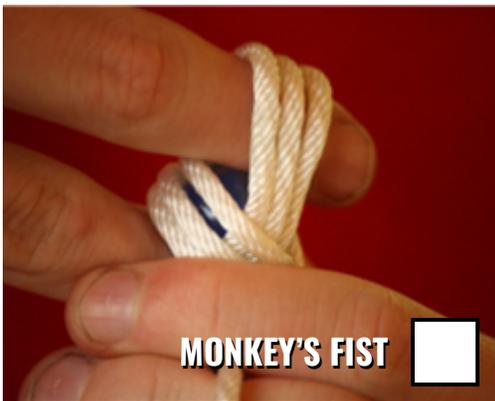
KNOTS & LASHES



WHAT'S COOKING?



LOON LORE



MONKEY'S FIST



ECOSYSTEM IN A JAR



ORIENTEERING



SHOWERHOUSE TIME



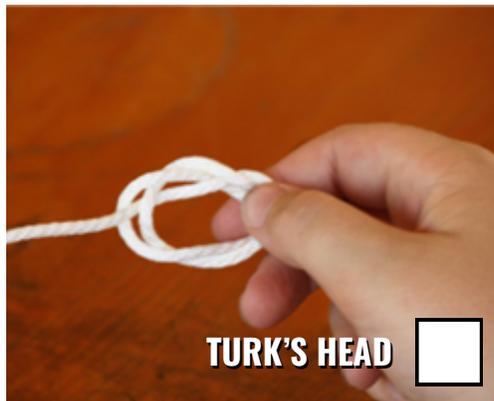
TRADING POST TIME



SAILING



UNIT ACTIVITIES





ALL-STAR CAMPER PROGRAM

GET MORE CAMP, HAVE MORE FUN!

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

WHAT IS THE ALL-STAR TROOP?

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

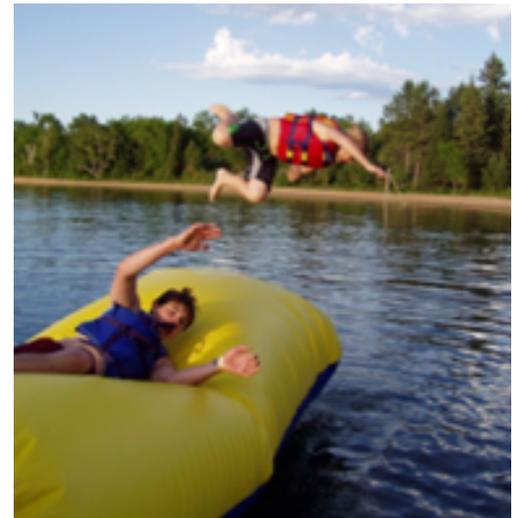
The All-Star Troop stays in Buckskin and utilizes the dining hall. The campsite is near the Nature Center and Beach.

ALL STAR IS AVAILABLE 5 WEEKS IN 2026!

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

In 2026 they are:

- June 21st- June 27th
- July 5th - July 11th
- July 19th - July 25th
- August 2nd- August 8th
- August 9th - August 15th



SIGN UP FOR ALL-STAR!

Go to the Many Point website, click on [Registration](#) in the top header, then head to the All-Star page.

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

WHO ARE THE ADULT LEADERS?

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



OLDER SCOUT PROGRAMS

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

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

TIER 1

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

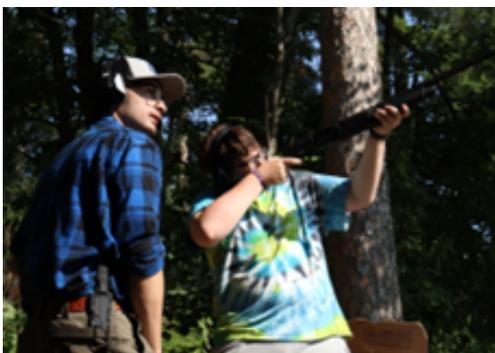
TIER 2

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

5-STAND — TIER 1

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

- **\$35 per Scout**
- **Offered Mon, Tues, Thurs, Fri**
- **Must be at least 13 by 8/31/26**





ALL TERRAIN VEHICLES— TIER 1

ATV SAFETY TRAINING

Master the basics, learn advanced maneuvers, then conquer the wild! This program is all about your skills and decisions - which to strengthen and which to forget. As you drive throughout the session, you'll understand what it takes to control the vehicle in many different hands-on lessons all leading up to a ride on the trails to demonstrate you have what it takes!

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

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

ATV TRAIL RIDE

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

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

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





BIG BOAT SAILING — TIER 1

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

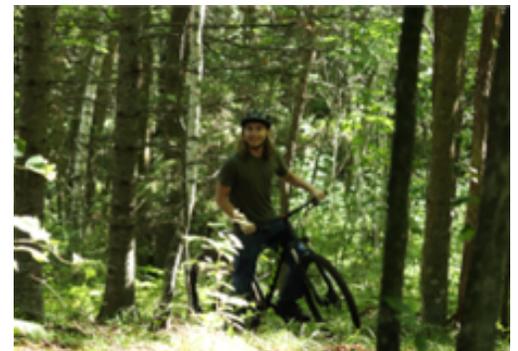
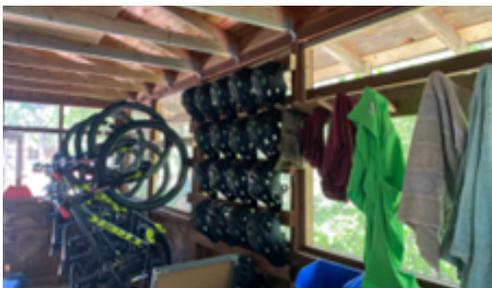
- Offered Mon, Wed, Fri
- Must be at least 13 by 8/31/26



BIKE TREK — TIER 1

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

- Offered Tues, Thurs, Fri
- Must be at least 13 by 8/31/26





CHARACTER ADVENTURE CHALLENGE — TIER 1

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

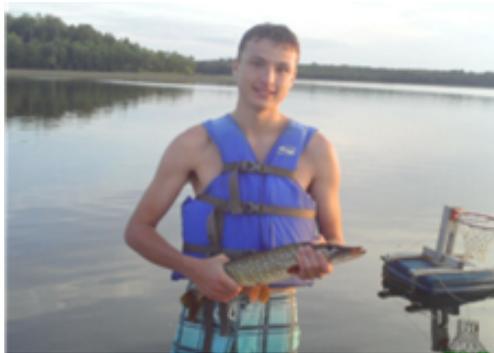
- \$60 per Scout
- Offered Wed only
- Must be at least 12 years old



FISHING OUTPOST OVERNIGHT — TIER 1

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

- Offered Tues, Wed, Thurs
- Must be at least 13 by 8/31/26





HUCK FINN OVERNIGHT — TIER 1

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

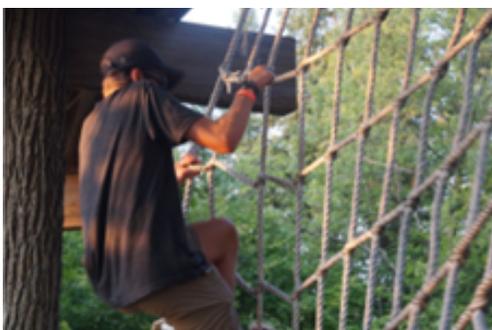
- Offered Mon, Tues, Thurs
- Must be at least 13 by 8/31/26



TREEHOUSE OVERNIGHT — TIER 1

As seen in Scouting Magazine, Scouts will spend the evening in one of two villages hovering in the trees above a 30ft bluff. Activities include cooking, spar pole climbing, yard games, and our new and improved throwables range.

- Offered Mon, Tues, Wed
- Must be at least 13 by 8/31/26





WATER SKIING — TIER 1

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

- **\$15 per Scout**
- **Offered Tues, Wed, Thurs**
- **Must be at least 13 by 8/31/26**

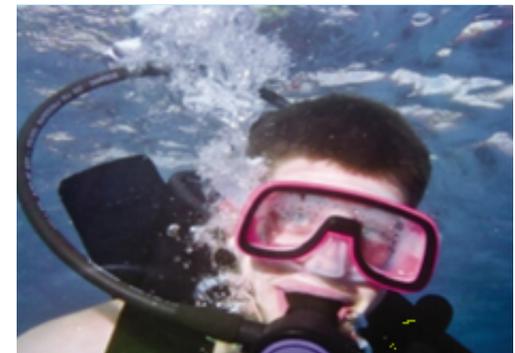


ALL THINGS SCUBA — TIER 2

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

Only offered July 5th-11th.

- **\$500 per Scout (in addition to the normal camp fee)**
- **Must be at least 14 years old**





MOUNTAIN BIKE OUTPOST — TIER 2

Scouts will spend every morning learning all about mountain biking! They'll have lots of time to improve their technique on our very own challenge course and will complete several rides around Many Point. This outpost will also give Scouts a chance to complete some of the requirements for the Cycling merit badge.

- **\$30 per Scout**
- **Must be at least 14 by 8/31/26**



OLDER SCOUT ADVENTURE BLAST — TIER 2

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

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





ROBOTICS OUTPOST — TIER 2

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

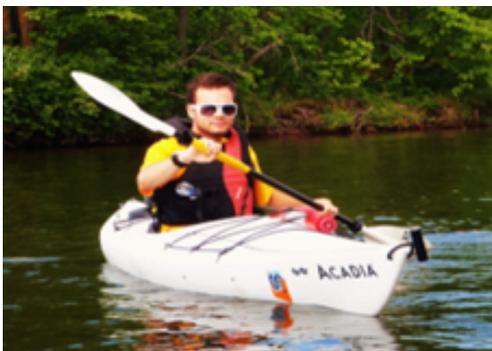


- **\$30 per Scout**
- **Must be at least 12 by 8/31/26**

WATER SPORTS OUTPOST — TIER 2

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

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





FAMILY CAMP

FUN FOR THE WHOLE FAMILY!

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

Reservations are available, and we encourage all Scout families to come and enjoy a week at Many Point.

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



COST

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

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

WHO CAN COME TO FAMILY CAMP?

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





ADULT LEADER OPPORTUNITIES

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

Programs

- **Adult Leader Climb:** The climbing tower is set aside for an adult climb on Friday mornings during first session (8:30-9:30 am).
- **Adult Leader Five Stand:** We've set aside a time for just adults to have a chance to try our next-level shotgun experience. (Mon, Wed, Fri 9:30-11:20 am)
- **Adult Leader "Merit Badge":** Be actively engaged with your troop and training to earn a special "adult leader merit badge" during your week at Camp.
- **Adult Leader Recognition Dinner:** As a symbol of our thanks, we provide you with a great dinner while we take care of your Scouts. (Wed 5-6 pm)
- **Adult Leader Sauna:** Want a moment of peace? The sauna will be reserved for adults one evening during your week.
- **DELTA training:** Learn how to run teambuilding activities for your unit!
- **Flintlock Adventure Tour:** See all of the great things your older Scouts will do at Flintlock Adventure Base!
- **Safe Swim Defense & Safety Afloat:** Learn all the procedures for your unit to safely operate your own beach or run a float trip (talk to the Aquatics Director).

Adult Leader Assistance

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

Wilderness First Aid

Offered Weeks 2, 4, 6, 8. Details can be found in the online registration.

INTRODUCTION TO OUTDOOR LEADERSHIP SKILLS (IOLS)

This hands-on program gives adult leaders a practical introduction to the patrol method of a Scout-led troop by teaching many of the practical outdoor skills they need to lead Scouts in the out-of-doors. In addition, the teaching methods, activities, and games model the variety of teaching used in effective and engaging Scouting programs.



- **Cost:** \$30 per adult
- **Location:** Many Point Training Center
- **Times Offered:** Tuesday- Thursday mornings from 8:30am- 11:45am
- **Sign up** through your unit's online registration, similar to how Scouts are signed up for merit badges.





EMPLOYMENT & COUNSELOR IN TRAINING

BE A STAFF MEMBER

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

Applications can be found online at manypoint.org/staff

As a Many Point staff member you will gain:

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



BE A COUNSELOR IN TRAINING

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

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

Cost

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

Who can be a C.I.T.?

C.I.T.s must be at least 15 years old and less than 18.

2026 Session dates

- Session 1: June 14 – July 18, 2026
- Session 2: July 12 – August 15, 2026

Apply online at manypoint.org/CIT

What if I can't attend the entire session?

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

Advancement Opportunities

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

Annual physical required

Be sure to schedule an annual physical, as the health form requires a doctor's signature. The health form can be found in the documents on the Many Point website.



ADVANCEMENT PROGRAM DETAILS

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

Badge/Activity	Minimum Age by 8/31/26	Difficulty Rating	Capacity	Cost	Pre-requisites/Extra Commitments/Notes
American Indian Culture MB	11	Easy	16	None	Only offered with Archaeology MB.
Archaeology MB	11	Easy	16	None	Only offered with American Indian Culture MB.
Archery MB	12	Difficult	18	\$5	Scouts may need to attend open range times to complete shooting requirements.
Art MB	11	Easy	30	None	
Artificial Intelligence	11	Easy	24	None	Scouts will need access to a cellular device during class.
Basketry MB	11	Easy	50	\$18	Scouts should plan on spending time working on their baskets outside of class time or go to handicrafts in the evenings. Units must send one adult to class to help.
Camping MB	12	Moderate	30	None	Complete reqs. 4b, 8c, 8d, 9a prior to camp.
Canoeing MB	12	Difficult	24	None	Must be Swimmer Level Must have req. 2 completed to attend MB.
Chess MB	11	Moderate	32	None	Scouts should plan on spending time playing games and teaching another Scout outside of class.
Citizenship in Society	13	Difficult	None	None	Eagles Nest- Complete reqs. 1, 7, and 8 before coming to camp.
Citizenship in the World	13	Difficult	None	None	Eagles Nest- Complete reqs. 2, 3, 4, and 7 before coming to camp.
Climbing MB	12	Difficult	12	None	
Communication MB	13	Moderate	24	None	Complete req. 5 prior to camp.
Emergency Preparedness MB	13	Difficult	24	None	Must be enrolled in or have earned First Aid MB. Bring Personal Emergency Service Pack described in req. 8b to camp.
Environmental Science MB	12	Moderate	30	None	Make sure to bring a notebook and pencil/pen to this merit badge.
Family Life	13	Difficult	None	None	Only offered as an Independent Study. Complete Reqs. 1-6 before coming to camp.
Fingerprinting MB	11	Easy	None	None	Only offered as an Independent Study



ADVANCEMENT PROGRAM DETAILS

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

Badge/Activity	Min. Age by 8/31/26	Difficulty Rating	Capacity	Cost	Pre-requisites/Extra Commitments/Notes
Fire Safety MB	12	Easy	24	None	Complete req. 5g before coming to camp.
First Aid MB	12	Moderate	24	None	Prepare a first aid kit as described in req. 2b1 and bring it to class.
First Class Adventure	11	Easy	75	None	Must have at least one adult attend class to assist.
First Class Aquatics	11	Easy	75	None	Must have at least one adult attend class to assist.
Fish & Wildlife Management MB	11	Moderate	30	None	Only offered with Mammal Study MB.
Fishing MB	12	Easy	24	\$5	Only offered with Fly Fishing MB. Plan extra time for fishing in the evenings or mornings. Scouts aged 16+ need a MN fishing license.
Fly Fishing MB	12	Moderate	24	\$5	Only offered with Fishing MB. Plan extra time for fishing in the evenings or mornings. Scouts aged 16+ need a MN fishing license.
Forestry MB	12	Moderate	16	None	Only offered with Pulp and Paper Merit Badge.
Geology MB	11	Moderate	None	None	Only offered as an Independent Study
Golf (Disc Golf) MB	11	Moderate	24	None	
Hiking MB	12	Difficult	None	None	Only offered as Independent Study. Only Possible if Scouts have at least one buddy and an adult leader willing to spend most of their time at camp hiking.
Kayaking MB	11	Moderate	24	None	Must have req. 2 complete to attend MB. Must be Swimmer Level.
Leatherwork MB	11	Easy	50	\$12	Only offered with Textiles MB. Units must send one adult to class to help.
Lifesaving MB	13	Difficult	12	None	Must have completed swimming MB and be able to swim 400 yards as described in req. 2b to attend class
Mammal Study MB	11	Easy	30	None	Only offered with Fish and Wildlife Management MB.
Motorboating MB	14	Moderate	24	\$60	Can only be earned in Watersports Outpost. Must be Swimmer Level
Multisport MB	12	Moderate	30	None	Must be Swimmer Level. Must have req. 5 completed to attend MB.



ADVANCEMENT PROGRAM DETAILS

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

Badge/Activity	Min. Age by 8/31/26	Difficulty Rating	Capacity	Cost	Pre-requisites/Extra Commitments/Notes
Orienteering MB	13	Moderate	24	None	
Photography MB	11	Moderate	30	None	Suggested that you bring a camera or smart phone. Will need time outside of class to take and organize photos. Must have req. 1b completed to attend MB.
Plumbing MB	13	Moderate	12	None	
Pottery MB	11	Moderate	16	None	Bring clothes you are okay getting clay on to class.
Pulp & Paper MB	12	Easy	16	None	Only offered with Forestry MB.
Rifle Shooting MB	12	Difficult	24	\$5	Scouts should plan on attending open range times to complete the shooting requirements.
Robotics MB	12	Difficult	14	\$30	Can only be earned in Robotics Outpost.
Scouting Heritage MB	11	Moderate	None	None	Offered Thursday evening at the History Center. Complete reqs. 5, 6 and 8 before camp and bring to class.
SCUBA MB	14	Difficult	6	\$500	Can only be earned in All Things SCUBA. Must be Swimmer Level. Must have req. 2 completed to earn MB.
Shotgun Shooting MB	13	Difficult	12	\$25	Scouts should plan on attending open range times to complete the shooting requirements.
Signs, Signals, and Codes MB	11	Easy	24	None	
Small Boat Sailing MB	12	Difficult	30	None	Must be Swimmer Level. Must have req. 2 completed before class.
Snorkeling Award	11	Easy	20	None	Must be Swimmer Level. Not a MB.
Soil and Water Conservation MB	11	Easy	24	None	
Sustainability MB	12	Moderate	24	None	
Swimming MB	11	Moderate	30	None	Must be Swimmer Level
Swimming Lessons	11	Easy	20	None	
Textile MB	11	Easy	50	None	Only offered with Leatherwork MB.
Weather MB	11	Moderate	24	None	Daily weather log entries required. Units should bring a weather radio or plan to use the weather app on a smart phone.
Wilderness Survival MB	11	Moderate	24	None	Scouts will need to construct and sleep in an improvised shelter for one night at their campsite.
Wood Carving MB	12	Moderate	24	\$5	Scouts should plan on spending time working on their carvings outside of class or go to handicrafts in the evenings.



OLDER SCOUT PROGRAM DETAILS

Badge/Activity	Min. Age by 8/31/26	Capacity	Days Offered	Cost	Pre-requisites/Extra Commitments/Notes
All Things SCUBA	14	6	All	\$500	Week-long adventure. You will get to pick between a morning or afternoon session. Scout must be a swimmer. Only offered week 3.
ATV Safety Training	14*	6	M-F	\$45	Single day program from 2pm - 5pm. Scouts must be at least 14 years of age on the day they ride. Must bring signed <u>ASI ATV Waiver</u> to camp and have completed the <u>Online ASI Training</u> to participate.
ATV Trail Ride	15*	6	T, W, TH	\$25	Single evening program from 7pm-9pm. Scouts must have previously completed the full ASI certification course, provide their certification card and bring signed <u>ASI ATV Waiver</u> to camp to participate.
Big Boat Sailing	13	12	M, W, F	None	Single day program from 2pm-5pm. Scout must be a swimmer.
Bike Trek	13	12	T, TH, F	None	Single day program from 2pm - 5pm. Bikes are provided.
Character Adventure Challenge	12	12	W	\$60	Single day offsite program from 1pm-5:30pm. Transportation provided. Must bring signed <u>Character Challenge Waiver</u> to camp to participate.
Fishing Outpost	13	16	T, W, TH	None	Single overnight program from 5:30pm - 7:30am. Scout must be a beginner or swimmer to participate. Fishing equipment is provided.
Five Stand	13	10	M, T, TH, F	\$35	Single day program from 2pm- 5pm. It is recommended Scouts have shot a shotgun previously.
Huck Finn	13	16	M, T, Th	None	Single overnight program from 5:30pm - 7:30am. Scout must be a swimmer to participate.
Mountain Bike Outpost	14	12	All	\$30	Week-long program from 9am-12pm. Bikes/helmets are provided.
Older Scout Adventure Blast	14*	12	All	\$60	Week-long program from 9am - 12pm. Must bring signed <u>ASI ATV Waiver</u> to camp and have completed the <u>Online ASI Training</u> .
Robotics Outpost	12	14	All	\$30	Week-long program from 9am - 12pm. Scouts will have the opportunity to work on Robotics MB.
Tree House	13	16	M, T, W	None	Single overnight program from 5:30pm - 7:30am.
Water Skiing	13	6	T, W, Th	\$15	Single evening program from 7pm-9pm. Scout must be a swimmer.
Watersports Outpost	14	24	All	\$60	Week-long program from 9am - 12pm. Scout must be a swimmer and bring a signed <u>PWC Waiver</u> and a completed MN Watercraft Operators Permit to camp to participate.

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



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