

2010 Buckskin Merit Badge Schedule

Circle the Merit Badges you sign up to take. Keep this form as a reminder of your schedule.

NEW SCOUTS: Please note that shaded options are recommended as they are the easiest to finish.

7:50 Breakfast

Session I - 8:40 a.m.

Astronomy-C: Nature Center
 BSA Aquatics Sup.-C: (I, II and III) Ten Chiefs' Beach
 Camping-B: Model Campsite
 Environmental Science-C: Nature Center
 Fish and Wildlife & Mammals-B: Nature Center
 Indian Lore-B: Scoutcraft

Leatherwork & Basketry-A: Handicraft

Pioneering-B: (I & II) Scoutcraft
 Rowing-C: (and IV) Beach
 Shot Gun Shooting-C: (I & II) Range (Gr 8 & up)
 Weather-B: Nature Center
 Wilderness Survival-B: Scoutcraft

Session II - 9:40 a.m.

First Class Adventure*-A: (II & III) Skills Camp

Archery-C: (II & III) Range
 BSA Aquatics Sup.-C: (I, II and III) Ten Chiefs' Beach
 Canoeing-C: (II & III) Beach
 Climbing-C: (II & III) Climbing Tower (gr 8 & up)
 Environmental Science-C: Nature Center
 First Aid-B: (II & III) South Commissioner

Fishing-A: Beach

Nature-A: Nature Center
 Lifesaving-C: (II & III) Beach
 Pioneering-B: (I & II) Scoutcraft
 Sailing-B: (II & III) Beach
 Shot Gun Shooting-C: (I & II) Range (Gr 8 & up)
 Wilderness Survival-B: Scoutcraft
 Woodcarving-B: Handicrafts Lodge

Session III - 10:40 a.m.

First Class Adventure*-A: (II & III) Skills Camp

Archaeology-C: Nature Center
 Archery-C: (II & III) Range
 BSA Aquatics Sup.-C: (I, II and III) Ten Chiefs' Beach
 Camping-B: Model Campsite
 Canoeing-C: (II & III) Beach
 Climbing-C: (II & III) Climbing Tower (gr 8 & up)
 First Aid-B: (II & III) South Commissioner

Leatherwork & Basketry-A: Handicraft

Lifesaving-C: (II & III) Beach
 Orienteering-B: Scoutcraft
 Photography-B: Handicrafts
 Rifle Shooting-C: (III & IV) Range (Gr 7 & up)
 Sailing-B: (II & III) Beach
 Soil & Water Conservation / Tracking- B: Nature Center
 Photography-B: Handicrafts

12:00 Lunch

1:00 - 3:50 Troop Activities

Session IV - 4 p.m.

First Class Adventure: Aquatics-A: Beach
 Swimming - Beginners
 Swimming - Swimmer's Strokes
 Swimming - Learners

Emergency Preparedness (III & IV)-C: Handicrafts
 Radio-B: Lodge by Trading Post
 Rifle Shooting-C: (III & IV) Range (Gr 7 & up)
 Rowing-C: (cont'd from I) Beach
 Snorkeling BSA
 SPL Leadership Team - Lodge by Trading Post
 Swimming MB-B: Beach

Other Merit Badges to be Arranged:

Geology
 Hiking
 Insect Study
 Reptile & Amphibian Study

5:55 p.m. Dinner (must wear Class A's)

7:00 - 9:00 Open Activities/Free Time

***Requirements Taught In First Class Adventure:**

Tenderfoot: 4a,b, 5, 11, 12a,b

Second Class: 1a, b, 5, 6a, b, c, 7a, b, c

First Class: 1, 2, 6, 7a, b, c, 8a, b, c, d, 9a, b

CODE:

A = Easiest
 B = Moderate
 C = Difficult

Many Point 2010
Suggested Merit Badges

Every year I am asked by parents and scouts what are the best merit badges to take at camp if going for his eagle. Below is a list of suggested merit badges to be on a fast-track program. Remember, however, that everyone's trip to eagle is unique.

Also, scouts will be at Many Point for many years, so it is not necessary to push only eagle-required. It is fun to include others, like fishing, rifle, sailing, woodcarving and archery. Or to really challenge oneself with astronomy, rowing, orienteering, pioneering or wilderness survival.

First year: Rank advancements are the most important focus for first year scouts, and Many Point is a great place to learn the skill necessary for many Tenderfoot, Second Class and First Class requirements. For this reason the focus should not be on the number of merit badges he can complete, but the rank sign-offs.

Session I: I would recommend taking either Leatherworks and Basketry or Fish and Wildlife & Mammals. Each of these will earn the scout two non-eagle required merit badges. Neither is easy, taking time outside of class to complete, but can be completed with a little bit of time at the campsite.

FYI: Most first year scouts take Leatherworks and Basketry because they will bring home a basket, stool and leather project. There are two eagle-required merit badges offered during the first session, Camping (which requires 20 camping nights since becoming a scout and that requirement alone is usually not completed for a year or two) and Environmental Science (one of the more challenging for the scouts to complete, so usually taken second or third year).

Session II, III & IV: We highly recommend the scouts take First Class Adventures/Aquatics. This is the best program available for learning the scout skills necessary to advance through the scout ranks.

Second year: Usually one of the most productive years at camp, so we push the eagle-required merit badges.

Session I: Environmental Science. Please make sure the pre-requisites are completed prior to coming to camp.

Sessions II & III: First Aid. Required for many of the more advanced merit badges, so highly recommended at this time.

Session IV: Swimming merit badge. If you are not a strong swimmer you may want to practice a bit before coming to camp. Not an eagle-required if scout is earning hiking or cycling instead.

Third year: Another great year for merit badge advancement at Many Point.

Session I: Camping, as scouts usually have enough camping nights by now.

Session II: Lifesaving, but must have swimming and first aid to take this. Do not need to earn this if earning Emergency Preparedness.

Session III: Lifesaving continues or Emergency Preparedness (these are both eagle required, but only need one of the two).

Session IV: Emergency Preparedness continues.

Important Merit Badge Information

Many Point Scout Camp - 2010

PLEASE: Read the Merit Badge books for the ones you registered to take BEFORE going to camp.

Please complete the requirements listed below prior to camp. Bring the reports, drawings, etc. to camp to give to your counselor to avoid having to redo them. Merit Badge books can be purchased at the Scout Office, checked out of the troop library, or from the public library (Make sure the books have the most recent copyright date as requirements change.) Please be sure to complete all the requirements possible so you can have more free time for fun at camp! Plus, it's easier to write when you have a computer. Pam Johnson

Merit Badge	Requirements to do Prior to Camp	Misc.
Archaeology	None	Add'l Practice: 8, 9
Archery	None	Add'l Practice: 9; Material Cost: \$2.00*
Astronomy	6	
Basketry	None	Material Cost: \$18.00*
Camping	1, 2, 3, 4, 5, 7, 9a	**
Canoeing	3, may need practice for 8,9	
Climbing	None	
Emergency Preparedness	1, 2c, 6c, 7, 8b, 8c	Must already have First Aid MB
Environmental Science	1, 3e,f,4, 5, 7	**
First Aid	1, 2d	Bring personal first aid kit
Fish & Wildlife Mgt	None	**
Fishing	None	Bring fishing pole
Forestry	1, 5	
Geology	None	
Hiking	5, 6	
Indian Lore		Material Costs \$10.00*
Insect Study	4, 7	
Leatherwork	None	Material Cost: \$12.00*
Lifesaving	1a	Add'l practice: 7,9,10,11,12
Mammal Study	3, 4	**
Nature	4a2, 4d	
Orienteering		Add'l practice: 7, 8, 9, 10
Photography	4	
Pioneering	2, 5, 4, 7	Add'l time: 10
Radio		Add'l time 9b
Reptile Study	8, 9	
Rifle Shooting	1g, 1i, Gr 7 & up	Add'l time: 2l; Ammunition \$10-20*
Rowing	5a2	
Shotgun Shooting	None, Gr 8 & up	Add'l time: 2k; Ammunition \$10-25*
Small Boat Sailing	2	
Soil and Water conservation		At=dd'l time 7
Swimming	3	Bring clothes for 4.
Weather	8a	
Wilderness Survival	5	Add'l time: 8
Wood Carving	None	Material Cost: \$3.00*
BSA Lifeguard	24	Most everything

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

** These were not required by Many Point staff, but highly recommended, as they require time outside of class to complete. This is especially important for outdoor requirements that may require clear skies or to observe for an extended period of time, so please consider them a pre-requisite and complete prior to camp.

High Adventure Programs

Many Point Scout Camp

The following High Adventures are open to scouts going into grade 8 and above.

Project C.O.P.E. (Challenging Outdoor Personal Experience): Time to be assigned (one 8-hour time slot from 1 p.m. to 9 p.m.). Includes a series of group oriented challenges where scouts experience teamwork, problem solving & communication skills by overcoming challenges with your group. The highlight of this program is the forty-foot high course ending with a zip line ride.

Kayak Program: Time TBA. Will be a three hour session, either morning or afternoon. Scouts will be introduced to the increasingly popular sport of kayaking.

Overnight Kayak Program: Must be a swimmer. Includes afternoon and overnight. Earn Kayak BSA.

Huck Finn Outpost Day Program: Must be a swimmer. Experience an afternoon adventure on a raft.

Overnight Huck Finn Outpost: Must be a swimmer. Includes dinner & sleeping on a raft.

Big Boat Sailing Program: Must be a swimmer. Time TBA (either morning or afternoon).

Sailboard Program: Must be a swimmer. New sailboards have a more stable board to make learning simple.

Treehouse Overnight Program: A new program at Many Point will give scouts a chance to experience living in a treehouse village.

Challenge Outpost: A day-long program, Scouts will take on 'Survivor' type challenges in a quest to reach the end of a course. The end of the course includes a 14 foot giant inflatable climbing wall that stretches above the water.

International Target Sports Outpost: Scouts will test their accuracy with a unique set of projectiles, which could include black powder rifles, throwing spears, boomerangs and blow darts.

There is a \$5 charge for scouts who sign up for High Adventure and then choose not to attend.

Trek Possibilities

Although we will not know what is offered the week we are at camp, scouts going into 9th grade or older are able to participate in one or more the the following treks at Many Point. Please identify what you are interested in on your registration form.

Otter Tail River Kayak Trip: Scouts will kayak 11.5 miles on a wild stretch of the Otter tail River. This stretch of the river includes lengths of Class I and Class II rapids. This is a day trip.

Shell & Crow Wing River: Scouts will canoe 29.5 miles on two rivers just south of Park Rapids. This includes Class I boulder rapids. Bring your fishing gear, operates as a multiple day trip with two overnights.

Pine River Trip: Scouts canoe 7.6 miles, including over 2 miles of Class I rapids. This is a day trip.

Maplelag Mountain Bike Trip: The ski trails at Maplelag Resort are a summer haven for mountain biking enthusiasts. This is a day trip.

Paul Bunyan State Foreest Mountain Bike Trip: Biking through some of the best off-road trails in the area. This is a day trip.

Itasca Bike Trek: This is a 70 mile round trip trek from Many Point to the headwaters of the Mississippi River. This is a day trip and includes an ice cream pit stop.

Back of the Moon and North Country Trail Multi-Modal Trek: This is a hiking and biking overnight just east of Many Point.

TROOP 473

MANY POINT ACTIVITIES REGISTRATION FOR 2010

Name _____ Phone _____
Year attending Many Point (circle one): First Second Third Fourth Fifth Sixth Seventh

Merit Badge Registration

DIRECTIONS: Write the names of the Merit Badges you are signing up for in the appropriate time slots below. If a Merit Badge takes two or three hours, write the name of the Merit Badge on the first hour and repeat the name along with "Continued" in the appropriate line.

Session I _____

Session II _____

Session III _____

Session IV _____

Other: (Indicate Merit Badge(s)) _____

Partial Merit Badges you need to finish at/before camp: _____
(will need to bring card with you to camp to complete)

High Adventure Registration

DIRECTIONS: Indicate the activities you wish to attend by using the code below:

- A. Write Top Priority on the line that is next to the activity you are most interested in.
- B. Write a numeral (0, 1, 2, 3, etc.) to indicate the number of times you have previously attended the activity. For example, if you'd like to do COPE A& did it once before, write "1" on the line by COPE. If you've never done COPE & want to, put a zero).
- C. A line left blank indicates you are not interested in participating in that activity.

High Adventure Programs open to scouts GOING INTO GRADES 8-12. Follow above directions A-C.

Mark your first choice "priority" & use numerals 0-4, etc. to indicate times you have done the adventure.

- _____ Project C.O.P.E.
- _____ Challenge Outpost
- _____ Kayak Day Program
- _____ Overnight Kayak Program
- _____ Huck Finn Day Program
- _____ Overnight Huck Finn Program
- _____ Sailing Day Program
- _____ Sailboard Program
- _____ International Target Sports Outpost
- _____ Treehouse Overnight Program

Trek Possibilities at Many Point

DIRECTIONS: Indicate the activities you wish to attend (going into 9th grade and above only):

_____ Maximum Number of Treks you want to do during the week at Many Point
_____ Rank below in order you would like to participate.

- _____ Otter Tail River Kayak Trip - Day Trip
- _____ Shell and Crow Wing River Trip - Three days, two nights
- _____ Pine River Trip - Day Trip
- _____ Red Lake River Trip - Day Trip
- _____ Maplelag Mountain Bike Trip - Day Trip
- _____ Paul Bunyan State Forest Mountain Biking Trip - Day Trip
- _____ Itasca Bike Trek - Day Trip
- _____ Mack of the Moon and North Country Trail Multi-Modal Trek - Overnight Trip

REGISTRATIONS MUST BE TURNED INTO YOUR ASM AT THE APRIL 20TH TROOP MEETING.

MANY POINT PAYMENT

Payment Due: April 20th Camp Date: July 18-24th

Name _____ Phone _____

Parent Signature _____ Work Phone _____

e-mail address _____

Camp Fees: 235.00

Check one: Take from Scout Account. Check enclosed (Check # _____)

Adult Volunteers: Please check one or more of the ways you can volunteer.

I can drive to camp on Sunday, July 18th, 7:15 a.m. I have _____ passenger seatbelts.

I can drive home from camp on Sat., July 24th, 8:45 a.m. I have _____ passenger seatbelts.

I can stay in camp from _____ to _____.

Adults staying in camp: Please indicate which meals you will be eating at camp & on which day(s).

(Breakfast Lunch Dinner) on the following days: _____

_____ I can help but I am unable to confirm my schedule at this time.

Volunteers To Tow Trailers:

We will have two trailers going to camp with us, the troop trailer and a small gear trailer.

I can tow the Troop Trailer to Camp. I can tow the small gear trailer to Camp.

I can tow the Troop Trailer from Camp. I can tow the sm. gear trailer from Camp.

Registrations for Merit Badges: Older scouts sign up with their ASM no later than 5/4 Troop Meeting.

DEADLINE: April 20th. These reservation fees are non-refundable. Pay directly or mail to Pam Johnson,
Troop 473 Scoutmaster