

MISSION OF THE BOY SCOUTS OF AMERICA

The mission of the Boy Scouts of America is to prepare young people to make ethical and moral choices over their lifetimes by instilling in them the values of the Scout Oath and Law.

A PICTURE OF THE FUTURE FOR SCOUTING'S SECOND CENTURY

In Scouting's second century, we are building the leaders of tomorrow. Scouting's dynamic and engaging journey beckons to America's young people. Our exciting programs and outdoor adventures inspire lives of leadership, character, and service. Relevant and adaptive, we are a trusted advocate for youth. Our adult volunteers and employees are widely admired for their leadership excellence. The Boy Scouts of America is strong and financially secure. True to our mission, Scouting reflects our nation in its ethnic diversity and shapes our nation by developing responsible citizens.

VISION STATEMENT – PHILMONT SCOUT RANCH

It is the vision of the Philmont Scout Ranch to continue to positively impact the lives of young people and their Scouting leaders through inspiring and effective delivery of the finest Scouting possible through backcountry adventures and training center experiences.

It is our further vision that these experiences will be expanded to help meet increasing demands. All future growth must be accomplished with minimal ecological impact on resources to insure the preservation of this great asset to serve future generations of Scouts.

PHILMONT SCOUT RANCH AND TRAINING CENTER *Delivering Wilderness and Educational Experiences That Last A Lifetime*

PHILMONT MAGIC

There is a magic spell at Philmont. Long ago the Indians felt it. Later Kit Carson, Lucien Maxwell, and other mountain men were captivated by Philmont Country. A century later, Mr. Waite Phillips found himself under its spell. Nearly half a century ago, his son, Elliott, and his cousins found it almost a necessity to return to Philmont during their high school and college summer vacations.

LOCATION AND TERRAIN

Philmont is a national High Adventure base, owned and operated by the Boy Scouts of America. Philmont is large, comprising 137,493 acres or about 215 square miles of rugged mountain wilderness in the Sangre de Cristo (Blood of Christ) range of the Rockies. Thirty-six staffed camps and eighty-four trail camps are operated by the ranch (four camps are in the national forest or on private land). Philmont has high mountains which dominate rough terrain with an elevation ranging from 6,500 to 12,441 feet. Philmont has established special use permits with several neighbors:

- US Forest Service - Valle Vidal Unit of the Carson National Forest
- Barker Wildlife Management Area, New Mexico Game and Fish Department
- Kimberlin's Ponil Ranch
- Rich Cabins/Greenwood Tract and Heck/Dean Place of the Vermejo Ranch
- Chase Ranch

Each neighbor has established specific use requirements. If your itinerary will pass through these lands, you will receive specific information during your orientation at Logistics. Each requires use of Leave No Trace techniques. These additional lands add about 112,500 acres for a total use areal of 250,000 acres

HISTORY

Philmont has a unique history of ancient Indians who chiseled writings into canyon wall...Spanish conquistadors who explored the Southwest long before the first colonists arrived on the Atlantic coast...the rugged breed of mountain men like Kit Carson who blazed trails across this land...the great land barons like Lucien Maxwell who built ranchos along the Santa Fe Trail, and miners, loggers, and cowboys. All these people left their mark on Philmont.

WILDLIFE

Philmont is abundant with wildlife-deer, elk, coyote, antelope, mountain lion, buffalo, beaver, wild turkey, bear, and others. Its hills and canyons teem with birds and its streams abound with fish. Its cool mountains harbor a wilderness of botany –trees, shrubs, flowers, and grasses.

BEAUTY

Philmont is rich in natural beauty, including the soaring Tooth of Time... sunrise from lofty Mount Waite Phillips... the blue water of Cimarroncito Reservoir... the panoramic sweep of the plains from Urraca Mesa... and sunlight filtering through aspen along the rippling Rayado.

PROGRAM

Philmont provides an unforgettable adventure in sky-high backpacking country along hundreds of miles of rugged, rocky trails. Program features combine the best of the old West-horseback riding, burro packing, gold panning, chuck wagon dinners, and interpretive history, with exciting challenges for today – rock climbing, burro racing, and .30-06 rifle shooting-in an unbeatable recipe for fast-moving fun and outdoors.

FELLOWSHIP

Philmont means camping with your own unit as well as meeting and sharing experiences with other crews from all over America and from other countries. This is an opportunity for fellowship and understanding unequalled anywhere in America.

STAFF


Philmont has the finest staff in America. Each man and woman on the large seasonal staff is carefully selected and trained. Scouting spirit, knowledge of camping skills, keen interest in their respective program specialties, and a love for Philmont make the staff dedicated to seeing that you have a rewarding and memorable experience.

When you come to Philmont, take advantage of these opportunities. It is one of the best investments you will make-the returns are great!

WHO MAY PARTICIPATE?

Philmont's rules for participation, in keeping with the policies of the Boy Scouts of America, are the same for everyone without regard to race, color, national origin, age, sex, or special needs. Participants must be registered members of the BSA who will be 14 years of age OR completed 8th Grade and be at least 13 years of age prior to participation. Some special programs allow for individual person registration and participation. A crew must have a majority of its members under age 21. Each participant must be capable of participating in the backpacking or horseback riding trek. Each participant must meet the health requirements as outlined in the Annual Health and Medical Record.

 Philmont horse brand

 Philmont cattle brand

PHILMONT PARTICIPANTS MUST BE 14 YEARS OF AGE OR COMPLETED THE EIGHTH (8TH) GRADE AND BE AT LEAST 13 YEARS OF AGE PRIOR TO PARTICIPATION.

PHOTO (TALENT) RELEASE INFORMATION – CHQ

All Philmont Scout Ranch participants are informed that photographs, films, video tapes, electronic representations and/or sound recordings may be made during their visit to Philmont Scout Ranch. These images may be used for training and promotion purposes for Philmont Scout Ranch and other projects approved by the Boy Scouts of America.

Each participants, by completing the Annual Health and Medical Record “Part A: Informed Consent, Release Agreement and Authorization”, will fulfill the necessary Photo (Talent Release) requirements for Philmont Scout Ranch. (For complete statement please refer to Part A of the Annual Health and Medical Record.)

AWARDS

Awards are presented to participants who successfully meet the challenge of their Philmont Cavalcade.

The Arrowhead Award

An individual camper award presented by your Adult Advisor when you have:

1. Attended the opening campfire—“The Philmont Story.”
2. Completed a Philmont-approved itinerary (except for medical reasons) with your crew.
3. Completed at least three hours of staff supervised conservation work or a camp improvement project on Philmont and took advantage of every opportunity to learn about and improve our ecology, and practiced the art of outdoor living in ways that minimize pollution of soil, water, and air.
4. Fulfilled the personal commitment to the Wilderness Pledge
5. LIVE THE SCOUT OATH AND LAW.

The “We All Made It” Plaque

An award presented by Philmont to each crew that:

1. Demonstrated good camping practices and Scouting spirit.
2. Followed an approved itinerary and camped only where scheduled
3. Fulfilled the commitment to the Wilderness Pledge

Wilderness Pledge Award

Under the guidance of your crew's Wilderness Pledge Guia, each participant can qualify for the Wilderness Pledge Award. The requirements are: 1) Participate in Wilderness Pledge training provided by your Horseman/Wrangler, 2) Adhere to the five principles of the Wilderness Pledge throughout your trek, paying careful attention to camping practices, 3) Participate in a discussion about each of the seven principles of Leave No Trace (discussion led by the Crew Wilderness Guia), and 4) Find examples of each of the seven Leave No Trace principles during the trek. Each participant may purchase a Wilderness Pledge Patch from the Tooth of Time Traders.

La Docena Adventurado Award

The “La Docena Adventurado” Award is presented to each crew that participates with the maximum number of participants: Backpacking Expeditions = 12 participants. Cavalcade Expeditions = 15 participants. A ribbon is presented to the Advisor during the arrival registration process.

Trail of Courage

Under the Guidance of the Horseman/Wrangler and Crew Leader, each participant may fulfill the requirements of the Trail of Courage – Right

Decisions/ Right Now Program. The Trail of Courage Pledge states: 1) I Pledge to become personally fit, 2) I Pledge to eat a nutritious diet, 3) I Pledge to exercise, 4) I Pledge to be tobacco free and not smoke or use smokeless products, 5) I Pledge to live free of drug and alcohol habits, 6) I Pledge to learn the seven cancer danger signs, 7) I Pledge to live the Scout Oath and Law.

At the conclusion of the trek, the Crew Leader can turn in the pledge card to CHQ Registration Safekeeping desk. You will receive a free Right Decisions/Right Now patch and pledge card for each person who signed the pledge.

The Philmont Gymkhana Patch

A patch awarded by Philmont to each participant after the gymkhana competition on the afternoon of your last day.

PHILMONT AWARDS ARE NOT FOR SALE. THEY CAN ONLY BE EARNED.

On the Trail at Philmont

A Cavalcade Horseman and Wrangler will be assigned to your crew and will be with you throughout your trek. They will serve as guides and help care for your horses. Paying close attention to their instructions will help keep your trek running smoothly and safely. Although Cavalcade crews will not be backpacking, good camping and cooking skills are absolutely necessary.

You are responsible for all campers in your crew and for seeing that everyone works together as a crew. A Philmont Cavalcade is a team effort-everyone working together and encouraging each other. A crew with an enthusiastic spirit can do far more than it ever dreamed possible. Keep your crew's morale high.

Horsemanship

We recommend that you and your crew practice horsemanship before your arrival. Horsemanship merit badge is preferred. Be aware that there is a great difference between 8 hours in the saddle at Philmont and one or two hours practice at your local stable. While on the trail, your Horseman and Wrangler will coach your crew on sitting up straight and balanced in the saddle. However, if a horse is sore while on the trail due to sloppy horsemanship, the rider may have to walk or even be removed from the trail. We strive to keep our horses sound and usable for seven Cavalcades through the summer and it is not fair to those who follow you if horses are brought in with saddle and cinch sores.

After instruction by your Philmont Horseman, each crew member will be responsible for saddling and un-saddling your personal horse. You will also receive instruction on packing a horse and tying a diamond hitch. Be aware that horses are large and powerful animals and that sudden accidents can happen. Be prepared to listen to the instructions given by your Horseman and Wrangler for your safety. You must assume that horses and horseback riding may have the

potential for injury. Your crew should come with a positive attitude, a willingness to learn, and a respect for horses.

Annual Health and Medical Record/Physical Evaluation

You must have a current Annual Health and Medical Record completed before departing for Philmont. Physical evaluations by a physician are valid to the end of the month 1 year from the date of examination. You are required to have had a tetanus shot or booster within 10 years. A current measles vaccination is highly recommended.

Participants MUST NOT exceed the maximum acceptance on the height/weight chart for Cavalcades at the time of their arrival at Philmont. Give your completed medical form to your Advisor to present to the Philmont Infirmary. A fee is charged for evaluations of campers who fail to get one at home or forget to bring their medical form. An additional charge is made for required tetanus shots when given by the camp physician. If an Inhaler has been used in the past three (3) years, you will need to bring one. If an allergy to bees or food, you will need to bring an Anakit, Epi-Pen or appropriate treatment.

Know Your Expedition Number!

Your expedition number is assigned by Philmont. It is determined by your expected arrival date. For example, if your crew is to arrive July 17, your expedition number will begin with 717, which signifies 7th month and 17th day. CV and CW designate your crew as a Southern itinerary; CX and CY designate a Northern itinerary (Example: 717-CV)

My expedition number is:

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Philmont Address and Mail

Your complete expedition number is essential for mail delivery at Philmont. Incoming mail may be picked up only by your expedition Advisor at the Philmont Mail Room when your crew arrives at Philmont and when you return to Camping Headquarters from the trail. But, you may *send* mail from any staffed camp.

Philmont address:

**Your Name, Expedition Number
47 Caballo Road
Cimarron, NM 87714**

Emergency Telephone Number at Philmont

(575) 376-2281

Telephone calls to you are restricted to extreme emergencies only. Since Philmont comprises 398 square miles of rugged mountain wilderness, it may

require several hours to transport you from some camps to return an emergency phone call. In those cases, it will speed contact when the caller has your full name and expedition number.

Physical Preparation

To enjoy a Philmont experience everyone who plans to attend must be physically prepared. At Philmont the horseback trails range from 6,500 to 11,000 ft. elevation. Time spent in the saddle will range from 3 to over 8 hours per day. Horseback riding is strenuous - some knee pain or soreness of your bottom may be normal - and requires that the rider be physically fit and not overweight. Riders must be able to mount unassisted and must be mentally and physically prepared to sustain eight hours in the saddle alert and balanced. It is highly recommended that everyone on a Philmont Cavalcade fulfill the requirements for Horsemanship Merit Badge.

You and your crew will be horseback 6 of the 8 days you are at Philmont. Each rider will be assigned a horse at the beginning and will ride that horse throughout the trek. Each horse will be expected to carry the rider plus loaded saddle bags. **FOR THESE REASONS IT IS A REQUIREMENT THAT EACH RIDER WEIGH NO MORE THAN 200 POUNDS.**

Adults must not exceed the maximum weight for their height. Youth participants are allowed an additional 20 pounds to the maximum weight for their height provided they are in good physical condition. Regardless of height, no Cavalcade participant, youth or adult, can exceed 200 pounds.

Furthermore, regardless of height/weight, all participants must be able to mount unassisted from the ground. **PARTICIPANTS WHO FAIL TO MOUNT UNASSISTED FROM THE GROUND WILL NOT BE ALLOWED TO PARTICIPATE.**

Height (inches)	Max Weight	Height (inches)	Max Weight	Height (inches)	Max Weight	Height (inches)	Max Weight
60	166	65	195	70	226	75	260
61	172	66	201	71	233	76	267
62	178	67	207	72	239	77	274
63	183	68	214	73	246	78	281
64	189	69	220	74	252	79 & over	295

Staff physicians at Philmont reserve the right to deny access to the trails to any adult or youth on the basis of the medical recheck at Philmont. All medical evaluation forms will be checked by Philmont medical staff. Areas of concern include, but are not limited to: heart disease, seizure disorder, sickle cell anemia and hemophilia. **Blood pressure without medication must be less than 140/90 for a participant to be permitted to hike at Philmont.** If there are any

doubts after the individual has had a physical examination, contact Philmont. A Philmont Cavalcade is just as challenging and strenuous as a regular trek.

On Cavalcade lay-over days, side hikes by the crew and participation in various programs can be expected. A program of regular aerobic exercise is highly recommended to become physically conditioned for Philmont. Plan to exercise for 30 to 60 minutes 3 to 5 times a week. Jogging, running uphill or up long flights of stairs, and hiking with a full pack are excellent preparation. How fast you run or how far you go is not nearly as important as regular exercise. Other aerobic exercises such as swimming, bicycling, stationery cycling and aerobic exercise classes can supplement your training. Start slowly and gradually increase the duration and intensity of your exercises. A sample conditioning program is included in the *2015 Council and Unit Planning Guide* you have received, as a guide for your own program. Please refer to the "Recommendations Regarding Chronic Illnesses" that was included in the same guide. If anyone has questions contact the family physician.

Harassment

Philmont and the Boy Scouts of America prohibit language or behavior that belittles or puts down members of the opposite sex, unwelcome advances or racial slurs, chastisement for religious or other beliefs or any other actions or comments that are derogatory of people. We need to lift people up for the good things they do and refrain from putting them down for mistakes or poor judgment.

PRACTICE THE PATROL METHOD WITH YOUR PHILMONT CREW

Your Philmont trek will provide you an opportunity to practice the many skills that you have learned while participating in your Boy Scout Troop, Venture Crew, Varsity Team or Explorer Post. This experience brings in focus the importance of the Patrol Method. Each crew is a small group of participants much like a patrol. The crew members are close in age and experience level, and working together helps each other develop a sense of pride and identity. The participants elect their Crew Leader, divide up the jobs to be done, and share in the satisfaction of accepting and fulfilling group responsibilities. Three members of the crew will have a leadership responsibility that lasts throughout the trek: Crew Leader, Chaplain Aide and Wilderness Pledge Guide. In addition, all members of the crew will serve in some leadership role each day, either as the primary or the assistant.

Examples of rotated leadership responsibilities for the crew include: navigator, cook, dishwasher, bear bags manager, water gatherer, and fire watchman (when fires are permitted). The camping methods practiced at Philmont Scout Ranch support the Patrol Method concept. Two examples of this include cooking and washing dishes as one group. Members of the crew will rotate through the trek and fulfill these important responsibilities. This allows crew members to practice servant leadership as they take on a task that will support the entire crew. Some of the current wilderness camping methods focus on the individual.

In support of the Boy Scouts of America, Philmont will focus on the crew and the accomplishments that they can achieve by working together as a team, the Patrol Method. The Horseman/Wrangler assigned to the crew will help the entire crew achieve the most from their Philmont Adventure!

SHARPEN YOUR CAMPING SKILLS

Time and effort spent in sharpening your camping skills will allow you more time to enjoy the natural beauties and program features of Philmont. The best way to practice and develop these skills is to participate in several outings with your crew. Use the Backpacking Merit Badge pamphlet or Venture Backpacking pamphlet to guide your preparation and training.

Organizing Your Crew

A well-organized crew gets its chores accomplished quickly and has more time to enjoy Philmont. Your crew should be organized before you arrive at Philmont. If your crew is a chartered unit, this should be easy. If your crew is a provisional council group, it is especially important to be organized.

Each crew should elect a Crew Leader several months prior to coming to Philmont. Your Crew Leader is responsible for organizing the crew, assigning duties, making decisions and recognizing the capabilities and limitations of each member. He or she leads by example and discusses ideas and alternatives with the entire crew to arrive at a consensus before taking action. This responsibility requires someone with leadership ability who is respected by everyone

Each crew should also select a Chaplain Aide, perhaps a member of the crew who has received a religious award in Scouting. The Chaplain Aide is responsible for assisting the crew in meeting their responsibility to the 12th point of the Scout Law, as well as working with the Crew Leader and Advisor to ensure the smooth operation of the crew.

Each crew will select a Wilderness Pledge Guia (Guide). This individual will help the crew understand the principles of the Philmont Wilderness Pledge and Leave No Trace. This person will help the crew focus on camping practices that will adhere to the wilderness ethics outlined in the two approaches. With more than 23,000 participants camping each summer at Philmont, it is important that each person do their share to insure that we protect Philmont and our neighbor's properties for generations to come.

The Adult Advisor assists if discipline is required. With the assistance of your Horseman/Wrangler, your Adult Advisor is responsible for ensuring the safety and well-being of each crew member. The Adult Advisor lets the Crew Leader lead the crew.

The entire crew and especially the Crew Leader and Adult Advisor need to effectively relate to everyone in the crew. Crew congeniality is important to crew harmony. Make it a point to say something positive to each member of your crew at least once a day. Tell each person what he or she did well. Good communication is crucial to your crew's success. Make sure that everyone

participates in determining the objectives for the crew each day. After the evening meal is an ideal time to accomplish this. Remember, when you are hot and tired, hungry and irritable, so is your crew.

Everyone is expected to control personal behavior, especially when the going is tough. The Crew Leader needs to continually monitor the crew's dynamics. A daily duty roster will help to organize your crew. Each crew member is assigned a responsibility for each day. Jobs should be rotated so that at least one experienced and one new crew member work together. Every job should be clearly defined. Your crew should have a list of all tasks for each job so that everyone knows what is expected. A form is provided to your Crew Leader upon arrival at Philmont.

Before departing for Philmont, your crew should select one member to serve as its reporter. The reporter should contact local news media and arrange to have one or two articles about your Philmont Expedition published. Helpful examples and a press release template may be found at PhilmontScoutRanch.org/PressRelease.

Side Hikes

Your crew may choose to side hike on your layover day to a nearby camp or feature. Proper hiking techniques are important and should be followed. Never split up-always hike as a crew unless there is an emergency. Since Cavalcades won't be hiking that much, a good stout pair of tennis shoes should be adequate. Be sure to carry and drink lots of water to prevent dehydration.

TIPS ON EQUIPMENT AND CLOTHING

Tents

Due to the terrain, wildlife, and sudden change in weather conditions, tents are a required shelter for a Philmont trek and therefore all crew members are required to sleep in a tent. Bivy sacks are not acceptable.

Cavalcade crews will be issued the new free-standing two person backpacking tent called "Thunder Ridge". It requires 6-8 stakes, weighs 5lbs. 13oz, and has a 5'6" x 7'6" footprint. Your Horseman/Wrangler will issue the tents and provide instruction in their use.

Philmont discourages the use of personal tents. A single person tent would be allowed for odd number crews.

Space for tents in most campsites is limited. Use of two-person tents minimizes the footprint and avoids encroaching on the "Bearmuda" Triangle. Two one-person tents take up nearly twice as much space as one 2-person tent. A 6' x 8' waterproof ground cloth must be used under each tent. These are not provided with the Philmont tents.

Map and Compass

Most trails on Philmont are marked at intersections, but they are not so well marked that you can put your map and compass away and forget them. Philmont trail signs often point to geographic features such as mountains, canyons, and streams. At the least, two (2) people share a map and compass. It's best if each camper has their own.

Learn and practice your map and compass skills. You will be able to know where you are at all times and where you are headed. Look at a map. Do you know what the symbols mean? What do the colors— black, brown, blue, green, white, and red—stand for? Brown contour lines are particularly significant. The contour lines on Philmont's sectional maps represent a 50 foot climb, the more lines you cross on an upward route, the tougher the climb. Steep descents are tough, too. You must be able to orient a map, understand symbols and scale (1:31,680 for Philmont sectional maps).

The BSA "Fieldbook" and the "Orienteering Merit Badge Pamphlet" are excellent resources. Philmont has introduced trail signs that indicate the UTM coordinates of the specific location. You will be trained by your Horseman/Wrangler in understanding how to find a UTM coordinate on the map.

Personal GPS and Emergency Locator Devices

If a member of your crew brings a personal GPS or Emergency Locator Device, they should know how to use and program them, and be very familiar with them prior to coming to Philmont. Philmont's sectional maps, available in advance from the Tooth of Time Traders, may be used to determine the UTM coordinates and elevations for camps and other locations; these locations should be loaded into the device(s) prior to coming to Philmont. To be correctly synchronized with these maps, GPS devices should be set for:

- Projection:UTM Zone 13
- Horizontal Datum: NAD83
- Ellipsoid:.....GRS80

Emergency Locator Devices have many capabilities for sending messages. These do not replace the procedures that crews are taught by their Horseman/Wrangler. Please check that the emergency message is programmed correctly as are any other messages the device will send. Every summer, erroneous messages are sent requesting emergency assistance. These create stress at home, if that is where the message is sent, and cause Philmont staff and local law enforcement to react to them as is done with any other emergency

Be Prepared for Extreme Weather

Be prepared for extreme weather variations at Philmont. Afternoon temperatures in low valleys can be hot (100 degrees or more), and night temperatures high in the mountains may drop to freezing.

Philmont can be extremely dry and then a sudden downpour will soak everything. Periods of rain lasting several days may occur. Fortunately, New Mexico's low humidity allows wet clothing and gear to dry quickly after the rain

stops. **Rain occurs most frequently in the afternoon and may last an hour, all night, or several days.** Small hail or sleet often accompanies rain. Mountain weather is unpredictable—anything can happen and often does. Snow is possible, even during the summer. Weather conditions vary from one area of the ranch to another depending upon elevation, terrain and irregular weather patterns. **You should be prepared for all of the above weather conditions.**

Clothing

During cold periods it is especially important to stay dry since wet clothing loses much of its insulative value (90 percent or more). Several light layers of clothing are better than one heavy layer since air trapped between layers of clothing provides a high degree of insulation. As the atmosphere warms you can remove one layer of clothing at a time for proper body heat management. Keep in mind that wool and synthetics insulate when wet. Down or cotton layers such as sweatshirts and sweatpants drain body heat when wet and dry very slowly.

The official BSA uniform is highly recommended for use when traveling to and from Philmont and wearing at base camp. On the trail, you must wear long sleeve shirts and long pants. When in camp or on side hikes, shorts and short sleeve shirts may be worn. A sweater or fleece jacket is necessary for cold mornings and evenings and possible down pours of rain or hail.

To be comfortable and dry during rain, a good quality rain suit is essential. Inexpensive vinyl rain suits or ponchos will not hold up under extended use. **A poncho is not adequate.** You should have a durable rain jacket and pants.

Glass and Aerosol Containers

No glass containers or aerosol cans should be carried on the trail. Glass breaks easily and aerosol cans are bulky and may erupt in packs.

Money

Camper's spend an average of \$100 at Philmont's trading posts. If major items such as jackets are desired, more money will be needed.

\$20-\$50 should cover most expenses on the trail. Money taken to the backcountry should be in small bills. These expenses may include:

- Shooting Programs: Three shots are free at Philmont's .30-06, shotgun, and muzzle loading programs, and five shots at the Cowboy Action Shooting program. Depending on availability, additional rounds may be purchased.
- Healthy trail snacks, root beer, repair items and replacement equipment, etc.
- Fuel for stoves.

Fishing Licenses

Fishing License for participants under eighteen years of age. These licenses may be purchased at the Tooth of Time Traders or at backcountry camps that offer fishing programs. The cost of the 10-day license is \$2.00.

All participants 18 years of age or older will be required to purchase a fishing license from New Mexico Game and Fish Department through a mandatory web based sales system that was launched in 2014. A special on-line kiosk at the Tooth of Time Traders will be available to help participants obtain their licenses. Fishing licenses for participants 18 years of age and over will not be available in the Philmont Backcountry.

Fees for nonresident fisherman will be as follows: one-day fishing - \$12, five-day fishing - \$24, and annual fishing - \$56. If you are purchasing a one-day or five-day fishing license, we would recommend that you do so after you arrive at Philmont. This will allow us to help align the actual fishing days with your itinerary before purchasing non-refundable licenses.

Annual fishing licenses may be purchased online at the New Mexico Department of Game and Fish, www.wildlife.state.nm.us. NMDGF requires each applicant to create an online profile with a user name and password. The system will assign the applicant a unique Customer Identification Number (CIN). You can speed up the process to obtain your license at Philmont by obtaining this information before your arrival.

Sleeping Bags

Your sleeping bag should be warm (suitable for temperatures down to 25 degrees), but less than 5 pounds. You can increase the R value (temperature rating) of your bag by using an insulated pad under your bag or wearing long underwear and a hat. When your sleeping bag is packed it should be no more than 20 inches long and 10 inches in diameter, and it should weigh 5 pounds or less. It must be stuffable and fit in the stuff sack each participant will use.

Crew Photographer

Although optional, a camera will record memorable experiences and beautiful scenes. Some crews select a crew photographer who takes shots for everyone. Another weight-saving scheme is for several crew members to share a camera and share photos once you return home. Digital photography can dramatically change your picture taking and sharing ability. Cold weather or prolonged use can deplete camera batteries. Be sure to bring replacement batteries or a small lightweight solar recharger.

Labels

Be sure to label all of your clothing and equipment with your name and expedition number so that in the event your belongings are lost and found, Security can identify and return to you.

CREW EQUIPMENT ISSUED AT PHILMONT

Each Cavalcade will have two or three pack horses. The pack horses plus your personal horse will carry all your personal and crew gear.

Philmont will provide all necessary horse gear including saddles, bridles, halters, saddle bags, stuff sacks (sample enclosed), slickers, and helmets. Crew camping equipment such as tents, pots, large spoon, pliers, camp suds, scrubby, matches, toilet paper, sump material, dining fly, bear bags, and bear rope will also be provided.

Trail meals will be provided by Philmont. If an individual in your crew is allergic to food products in the Trail Meal Menu or has a special diet, replacement food must be purchased at home and transported to Philmont. Further information about trail meals may be found on Pages 23-24 under 'Cooking'.

PHILMONT WILL SUPPLY STOVES AND FUEL BOTTLES FOR CAVALCADE CREWS.

CAVALCADE EQUIPMENT LIST

Following is a suggested Cavalcade Equipment List. Keep in mind that all personal gear must fit in the respective packing areas listed below. The stuff sacks are 21 1/4" x 11" and the saddle bags are approximately 3" x 12" x 12" per side. The stuff sacks are standard B.S.A. nylon bags as found in a Scout Supply Center. The list may look too extensive, but it should be remembered that Cavalcades are camping on the trail only 5 or 6 nights.

CREW STUFF SACK - 1

- ***Toiletries, medications, any other oops bag items, and mess kits should go in the crew stuff sack***
- Bowl or plate *
- Spoon *
- Cup – Advisor's coffee at staff camps *
- Any medication that does not need to be accessed during the day
- Toothpaste (S) *
- Tampons/pads *
- Weight-bearing carabineer *
- 50 ft. nylon rope *
- Sewing kit *
- Comb (S)*
- Shaving cream – no aerosol cans (optional) (S)
- Insect repellent (optional) (S) *
- Tent stakes - 8/tent & 8 for the dining fly (**After camp has been set up for the first time, tent stakes may be rolled up inside packed tents & the dining fly***) *

PERSONAL STUFF SACK – 1 per Person

- Sleeping bag in a compression sack *
- Sleeping clothes – to be worn in sleeping bag only (t-shirt & shorts)
- Socks
- Underwear
- 1 spare long-sleeved-shirt
- 1 spare long pants

- Clothes for sidehike
- Shoes for sidehike / to wear around camp
- Camp towel *

SADDLE BAGS – 1 per person

- 2 – 1 quart plastic water bottles w/tight fitting lids * (no camelbacks)

FEED BAG

- Food for the morning/lunch (provided)
- Medication taken during the day & emergency medication (**crew first aid kit will be easily accessible on outside of panyard bags on a pack horse***)
- Chapstick *
- Sunscreen – travel size (S) *
- Camera
- Philmont map (S) *

TIED TO YOUR SADDLE

- Slicker (provided)
- Warm jacket – wool or fleece *
- Rain jacket (optional) *
- Rain pants (optional) *

DIRECTLY IN PANYARD BAGS/ON PACK HORSES

- Crew first aid kit
- 2 – 2 ½ gal. collapsible water jugs *
- 2 Cook stoves
- 2 Fuel bottles
- Tents *
- Ground cloth for tents 5'x 7'

ON YOUR BODY WHILE HORESBACK

- Western riding boots (smooth-soled with a heel; no laced boots are allowed)
- Jeans (western-cut riding)
- Long-sleeve shirt (tucked in)
- Belt*
- Helmet (provided)

OTHER GEAR

- Uniform shirt & trousers (for travel)
- Alarm clock/watch alarm
- Flashlight/headlamp *
- Pocket knife (no sheath knives) (S) *
- Compass (S) *
- Camera
- Notepad/pencil/pen *
- Bandanna *
- Sunglasses *

- Money – (\$20 to \$50 in small bills)
- Compact sleeping pad (this must fit in your stuff sack with other gear) *

KEY FOR EQUIPMENT LIST

- * Available at Philmont Trading Post
- ** WESTERN RIDING BOOTS REQUIRED – Do not use lug-soled boot. Pull-on boots only; NO LACE-UPS ALLOWED!
- (BB) Packed in plastic bag to be placed in bear bag at night
- (S) Share with a buddy

Backpacking Stoves

Philmont will provide backpacking stoves to Cavalcade Crews. Backpacking stoves must be used with adult supervision and should never be used in or near tents because of fire danger. Bottles designed to carry fuel should be used. Isobutane/propane fuel stoves are also acceptable. The Philmont Trading Post (Tooth of Time Traders) carries fuel bottles and several brands of isobutane/propane canisters. White gas may be purchased at Outfitting Services in Camping Headquarters. White gas and canister fuel is also available on the trail at commissary camps where you pick up food. Check the o-rings on your fuel bottles to prevent leaks. If your stoves are without fuel lines to fuel bottles, a small funnel is recommended for easy transfer of liquid fuels.

One stove per four persons is generally best. Learn and follow these safety tips:

1. Keep fuel containers away from hot stoves and fires. Never use fuel to start a campfire.
2. Let hot stoves cool before changing cylinders or refilling.
3. Never fuel or operate a stove in a tent, building, or dining fly.
4. Place stove on a level, secure surface before operating.
5. When lighting a stove, keep fuel bottles and extra canisters well away, do not hover over stove, open fuel valve slowly, and light carefully. The pressure differential is greater at Philmont's high altitudes.
6. Refill stoves away from open flames. Recap all containers before lighting stoves.
7. Do not overload the stove.
8. Do not leave a lighted stove unattended.
9. Perform stove maintenance regularly, at home and at Philmont.
10. Store fuel in proper containers.

ARRIVING AT PHILMONT

In Cimarron, New Mexico, a small, historic town that Kit Carson and Buffalo Bill once knew, turn south off U.S. 64 on NM 21. Cimarron means “wild” or “untamed” in Spanish and echoes memories of a wild and woolly past. After crossing a small bridge over the Cimarron River, you will see a hotel to the left. The St. James Hotel boasts an exciting history. Jesse James, Wyatt Earp, Clay Allison, and other famous gunfighters stayed there. Twenty-six men were allegedly carried from the hotel—feet first!

Across the street is a building once known as Schwenk's Gambling Hall. Here Lucien Maxwell, a great land baron who owned 1,714,765 acres, including all of Philmont, bet on one of the Old West's most famous horse races. Maxwell's bet was a roulette table piled high with gold. The race is famous because Maxwell warned his jockey to win or he would be shot off his horse at the finish line. He won.

One block west of the St. James stands an old grist mill, built in 1864 and operated by Maxwell. Now a museum, Philmont campers are always welcome. Plan to visit this fascinating museum before or after your Philmont trek.

Just beyond Cimarron you will pass the Philmont boundary marker. The land west of the highway is the Buffalo Pasture of about 4,500 acres and where Philmont's 100 head buffalo herd lives.

Looking to your right, every mountain you see lies on Philmont. As you scan the horizon, you can just see the top of the famous "Tooth of Time".

Beyond the buffalo pasture, the group of buildings on the right are homes of ranch personnel. Farther back are the barns where Waite Phillips once kept polo horses. The administration offices and homes are next on your left. Warehouses for food and supplies, farm equipment, vehicles, and maintenance shops are located here.

Next on your left is the Villa Philmonte, the magnificent summer home of Waite Phillips built in 1927. Notice the Spanish-style architecture, high arches, and tile roof. Surrounding the Villa is the Philmont Training Center where Scouting families live in tent cities during weekly training conferences held throughout the summer.

Past the Villa on the left is the Philmont Museum and Seton Memorial Library where interesting collections are exhibited for you to see.

DAY ONE AT PHILMONT

Arrival Time at Philmont

The ideal time to arrive is just prior to lunch.

Welcome Center

At last you're here! Drive in beside the gateway to the unloading area at the Welcome Center where you will be greeted by a staff member with complete instructions for unloading. Please follow instructions carefully. The staff will guide you to your tents and provide instructions for obtaining lunch in the Camper Dining Hall.

Meet Your Horseman

A Horseman and Wrangler will be assigned to your crew for the initial processing through Camping Headquarters and will guide you through the steps

outlined in this *Cavalcade Guidebook to Adventure*. They will be spending the morning of your arrival day shoeing horses and checking tack. They will be available to meet your crew at **1:00 pm at the Welcome Center** on your arrival day to process you through Camping Headquarters and to prepare you for your circle ride the next day.

The Horseman's job is to lead your Cavalcade crew through your eight days and to care for the horses. He or she will give instructions on horsemanship and do everything possible to assure a safe trip. Please pay close attention to instructions and follow all suggestions for a safe experience.

Philmont Check-in

The following steps must be completed:

1. Start hydrating now!

2. Tent Assignment: You will receive tent assignments at the Welcome Center for your first night at Philmont. Your Wrangler will show your crew to their assigned tents.

3. Your Crew Photo: A trained Philmont photographer will take your crew photo. Each Philmont participant will receive one free crew photo. The BSA uniform or crew uniform is appropriate dress.

4. Your Advisor Meets the Registrar: Your contingent leader or Adult Advisor will meet the registrar in Camping Headquarters. Philmont requires that two persons in each crew be currently certified in Wilderness First Aid Basic and CPR. Current certifications will also need to be presented along with the Tour & Activity Plan. A large envelope will be provided to store extra money, credit cards and/or valuable documents in the safe while your crew is on the trail. At this time you will pay any outstanding fees and have the opportunity to order extra photos. Multi-crew groups can have their photo taken together with the option to purchase that photo.

5. Your Leaders Visit Logistics: Your Adult Advisor and Crew Leader will meet one of the itinerary planners at Logistics Services to finalize arrangements for your program, food pickups and bus transportation. Your Crew Leader should bring their Crew Leader Field Guide and an unmarked Philmont overall map to mark your route and campsites. You will be given a copy of your selected itinerary as a souvenir of your Philmont adventure.

6. Medical Recheck: A medical recheck will be given to all crew members. Your Wrangler will give you the procedures for this required recheck. You will need to bring your medical forms and any medication with you to the recheck (in original container). A participant whose weight exceeds the maximum allowable on the height/weight chart will not be allowed to participate and will be sent home at their own expense.

7. Laundry: Dirty clothing may be laundered at Philmont's self-service Laundromat. One or more crew members should be assigned to bring all the crew's dirty clothes to the laundry. All clothing should be marked with your names in indelible ink and any loose patches or insignia should be removed to

save time and confusion for everyone. Laundry soap and supplies are available from the Tooth of Time Traders or the Laundromat.

8. **Shakedown:** Your Horseman and Wrangler will meet the crew at the crew's tents to review all cavalcade gear. A packing list may be found on Pages 14-16. Gear left at Camping Headquarters must be stored in the crew locker or personal vehicles. After leaving Camping Headquarters there is **NO** opportunity to return excess baggage. If you have doubts about taking items, discuss them with your Horseman.

9. **Outfitting Services:** Outfitting Services is located in the Mabee Services Building. White gas purchase is handled at Outfitting Services.

The Philmont Mail Room is also located in the Mabee Services Building near Outfitting Services. Your adult Advisor or Crew Leader must plan to check for mail before leaving this area.

10. **Conservation Project, Emergency and Trail of Courage Information Boards:** Your Wrangler will describe these information boards in more detail at their designated sites in Base Camp.

11. **Tour Camping Headquarters – Tooth of Time Traders:** As time permits, your Wrangler can give you a tour of Camping Headquarters. Tours of the Villa Philmonte can be scheduled at the Philmont Museum. Your tour should include a visit to the Tooth of Time Traders where a complete supply of outdoor gear and equipment, Philmont items (patches, belts, buckles, wool jackets, maps, etc.) and other souvenirs are available. You will have another opportunity to visit the trading post when you return from the trail. You can preview items by visiting the online store at: ToothOfTimeTraders.com.

12. **Headquarters Dining Hall:** In Camping Headquarters, you will eat in the dining hall. The menus are well-balanced and nutritious.

13. **Advisor's Meeting/Crew Leader's Meeting/Chaplain Aide's Meeting/Wilderness Pledge "Guia" Meeting:** Separate meetings will take place for Advisors, Crew Leaders, Chaplain Aides, and Wilderness Pledge "Guias". Topics will include: current backcountry conditions as well as tips to improve your Expedition.

14. **Religious Services:** Chaplains of Jewish, Protestant, Catholic, and LDS faiths conduct services at Camping Headquarters beginning at 7 p.m. Your crew is encouraged to attend. The Tooth of Time Traders and Snack Bar will be closed at this time.

15. **Write Home – Call Home:** After supper is a good time to write home. Your parents will enjoy hearing from you. (Philmont postcards are available at the Tooth of Time Traders.) Phones are available in base camp.

16. **Opening Program:** Your first evening program at Philmont is a portrayal of the "Philmont Story", a historic narrative of the Southwest. Your Philmont adventure begins here. Warm clothing is recommended for this and all evening programs.

17. **A Good Night's Sleep:** Following the campfire, quietly return to your tent for a good night's sleep. Tomorrow you hit the trail! Be sure your crew adheres to the nightly quiet hours. Your actions can negatively impact others.

18. **Security, Lost-and-Found, Crew Lockers:** Philmont employs a Seasonal Security Staff to assist with lost and found, issue crew lockers, and provide security. Crew lockers are reserved for crews traveling by public transportation. Crews with vehicles will store belongings in their vehicles. The number of lockers is limited (max 2 lockers per crew). When you hit the trail, nothing can be left in your tent. Do not leave valuables in tents while in Base Camp – Philmont is not responsible for lost or stolen items

DAY TWO AT PHILMONT

Southern Itineraries (CV & CW Expedition Numbers)

After breakfast, follow your Horseman's instructions and report to Cattle Headquarters for horsemanship and saddling training. You will be matched with a mount which will be yours for the trek. After training, you will go on a circle ride which will start and end at Cattle Headquarters. You will again spend the night at Camping Headquarters.

Northern Itineraries (CX & CY Expedition Numbers)

After breakfast, check out of tent city and report to the Welcome Center for your bus ride to Ponil Camp. At Ponil, you will be given horsemanship and saddle training. You will be matched with a mount which will be yours for the trek. After training, you will go on a circle ride which will start and end at Ponil Camp. The night of day two will be spent at Ponil Camp.

DAY THREE AT PHILMONT

Those on Southern Itineraries will check out of tent city after breakfast and report to Cattle Headquarters with your gear where your pack horses will be waiting. After packing all personal and crew gear and saddling up, your Horseman will lead your crew to your first backcountry camp. Those on Northern Itineraries will report to the Ponil Corral, where the horseman will pack all gear and lead you to your first backcountry camp.

PRESERVING THE PHILMONT WILDERNESS

Philmont is a magnificent wilderness camping area with an immense network of trails and camps tied together by service roads designed for service and protection of both campers and land.

Since 1938, thousands of young people have enjoyed the great scenic beauty of Philmont's mountain terrain and experienced the unique and memorable programs of its staffed camps. However, in the past, a number of inconsiderate and impolite Scout campers, employing improper camping methods have marred certain areas of this magnificent land. Consequently, Philmont asks all campers and their Advisors to commit themselves to good Scout camping and genuine wilderness understanding.

Each camper and Advisor will be asked to sign the Philmont Wilderness Pledge, which declares that he or she will do everything possible to preserve the beauty and wonder of the Philmont wilderness and its facilities through good Scout camping. It is expected that Philmont campers will carry this pledge to all camping areas that they might visit throughout America.

WILDERNESS PLEDGE

The major areas of emphasis involved in the Philmont Wilderness Pledge are:

Litter and Graffiti

Each camper should make sure that all backcountry facilities, trails, campsites, and latrines are left neat and clean, including Camping Headquarters, shower and tent areas.

While litter can be picked up, graffiti often permanently defaces BSA property and detracts from the “Philmont experience”. Do not contribute to this problem.

Wildlife

Respect Philmont’s wildlife, including Cattle. Follow all guidelines regarding food handling and trash disposal. Never feed or harass wild animals.

Water

You are in a land where water is scarce and very precious. Conservation and wise use of water has been practiced since the first person entered this land. Use water properly; never bathe or do laundry or dishes in or near a spring or stream. Do not disturb or throw rocks in springs, or touch any solar pumps. They are easily damaged and the flow of water can be disrupted. Everyone needs water and you should leave each spring and stream as clean as you found it.

Trails

Pledge yourself to respect Philmont trails. Do not cut green boughs or trees, or mark on them. Do not cut across switchbacks, and do not alter or change trail signs.

Campsites

Each crew is responsible for leaving a neat and orderly campsite, whether it be in Camping Headquarters, staffed camps, or non-staffed camps. Your campsite should be left litter-free with its latrine and sump clean. Fires, if permitted, must be left **DEAD OUT** and then cleaned of debris before you leave. Do not trench tents; pitch them on high ground. You should respect the feeling of those crews camping near you and those that will come after you.

Philmont serves over 22,000 Scout, Venturing Crews, and Varsity Teams and their leaders each year. Consequently, some trails and camps are subjected to heavy use. Nevertheless, it is not the wear of so many pairs of boots that mars Philmont. It is the carelessness and thoughtlessness of inconsiderate campers. It is our sincere hope that through your commitment to the Philmont Wilderness Pledge, Philmont will always remain a beautiful and clean place to enjoy high adventure.

REPORT ARTIFACTS

Philmont is a natural outdoor biological, geological, archaeological, and historical laboratory and museum. Countless varieties of rock, plants, and animals are found here, as well as abundant evidence of past human habitation from prehistoric Indians (arrowheads, potshards, grinding stones, etc.) to old mining camps (bottles, cans, equipment, cabins, etc.). Specimens of plants and animals (including mule deer antlers, elk sheds, or animal skulls) or artifacts mentioned above, are to be observed and left where you discover them, not collected and removed from Philmont. Reports of discoveries are helpful in reconstructing Philmont’s archaeological and historical past. These should be put in writing and left at the Philmont Museum.

CAMPING AT PHILMONT- CAMPING INFORMATION

Camping is the major activity at Philmont. You will camp every day on your trek at Philmont — camps that vary from vast meadows to narrow valleys and lofty mountaintops. Elevations at some camps are less than 7,500 feet; others exceed 10,000 feet. Itinerary will include several different types of camps, such as starting, staffed, trail, low impact and dry camps.

Horsemen and Wranglers will help each Cavalcade crew learn the proper Philmont camping methods as they follow their itinerary. Camps visited by Cavalcades have special designated campsites for Cavalcade crews that allow the crew the opportunity to care for their horse string.

Staffed camps are supervised by a Camp Director and Program Counselors to present unique program features (Pages 36-43). All staffed camps have water supplies and two-way radio communications with the Philmont Logistics Services. Commissaries, trading posts, and showers are available at some staffed camps.

Some Cavalcade Itineraries will include a trail camp. Trail camps have water but no staff. Here you are completely on your own.

Cooking—Food Pickups

Trail meals packaged in durable, disposable poly bags will be issued. These lightweight trail meals have been carefully developed and checked for quality and quantity to satisfy the needs of energetic young people and leaders who hike and ride Philmont trails. Concentrated foods do not always look or taste the same as fresh, frozen, or canned foods, but when properly prepared they are appetizing and nourishing. Your crew may find it helpful to practice cooking freeze dried/dehydrated food before your trek begins.

Explicit cooking directions are indicated on each food packet for your convenience. Follow these instructions closely. Remember, make allowances for high-altitude cooking.

High-altitude cooking is different than at lower elevations—it takes longer. At 7,000 feet, which is low at Philmont, water boils at 199°F. At 9,000 feet, a typical Philmont elevation, it boils at 195°F and at 11,000 feet, a high Philmont elevation, it boils at only 191°F. Water at higher elevations is generally colder, requiring more time to boil. By keeping your pots and food and water covered, you can decrease the heat loss and reduce your cooking time. To overcome this loss of time due to high altitude and cold water, you should organize your meal preparation procedures well.

When planning your trek, your itinerary will show camps where you will pick up food. Normally, you will carry a 2 to 3 day supply – sometimes 4, depending on your itinerary.

Each camp commissary will issue you specific menus that depend on your arrival date. This plan enables your crew to eat a different menu each of your 7 days on the trail.

Philmont trail food is by necessity a high-carbohydrate, high-caloric diet. It is high in wheat, milk products, sugar and corn syrup, and artificial coloring/flavoring. If an individual in your crew is allergic to some food products in our menu or requires a special diet, suitable replacement food must be purchased at home and brought to Philmont to replace those items. **Philmont asks that food substitutions be made only for medical (including allergies) or religious reasons.** All food shipped to the backcountry is subject to inspection to insure the best delivery method. There is no fee reduction for individuals who bring their own food.

If replacement food is required, go to the Philmont website at www.PhilmontScoutRanch.org and find the menu and ingredients list. This list for 2015 will be available online May 1, 2015. Review the list and determine which items in each meal would cause a problem and replace with substitute food items. Keep in mind that Philmont participants need approximately 3,000 calories per day.

Philmont uses a 10 day menu throughout the summer. During the trail ride, Cavalcade crews will utilize 5 (south itineraries) or 6 (north itineraries) days of the daily menus. Contact Camping Registration at camping@philmontscoutranch.org to determine the daily menus that your crew will be issued for your specific Cavalcade dates.

On the day of your arrival at Philmont, your crew's Horseman, the Crew Leader, and individual(s) needing the substitute food should bring the food bags to Logistics. The Logistics staff will then group the meals to correspond with the crew's commissary pick-ups and will arrange for food to be delivered to appropriate backcountry commissaries.

Appropriate substitutions can be arranged for food served in the dining hall by speaking with the dining hall manager upon your arrival at Philmont.

If you have any questions regarding food substitutions, please contact Philmont by telephone at 575-376-2281 or email camping@philmontscoutranch.org.

Turkey Bags

A common food preparation inquiry amongst crews travelling to Philmont relates to the use of oven cooking bags, or as they are sometimes called, “turkey bags”. Though their use may be a common practice on camping or backpacking trips on the local level, Philmont asks that units DO NOT use this cooking method while on an expedition at Philmont. Horsemen will teach the proper cooking and cleaning procedures to the crew at the beginning of the trek using pots, camp suds, hot water, and Philmont sumps. This is an important skill for crew members to learn, and helps reinforce the Patrol Method on the trail by rotating this valuable position on the crew duty roster to all members of the crew.

Other concerns with the “turkey bags” are the environmental impact and the impact to bear and wildlife procedures. 22,000 participants in a summer would create over 50,000 bags that take up scarce refuse space in the backcountry and then have to be hauled to a landfill. Also, with 50,000 bags worth of food residue, the potential for increased odors that are carried in backpacks, hung in bear bags, or left in refuse containers, will certainly create an impact to Philmont bear and wildlife procedures. Your cooperation in this effort will help support Philmont's multiple sustainability initiatives and will make a positive and lasting impact on the environment.

Fire Points

Metal fire rings have been established at all camps. They are to contain the fires, reduce possibilities of forest fire, limit amounts of wood burned, establish campsites in the most desirable locations, eliminate unnecessary fire lays, and designate the place for all cooking. Do not scar the beauty of Philmont camps by creating unnecessary new fire lays or enlarging existing ones. Keep your fire small - it will be easier to extinguish. Conditions may ban the use of wood fires. Stoves are required.

The United States Forest Service points out that good outdoorsmen follow these practices when using fires:

1. Never build a fire against a tree, stump, root, or log, as it may be difficult to control or put out.
2. Avoid building a fire on a grassy area, as this destroys one of our most valuable assets. Grass will not grow for several years on a fire spot. (At Philmont always use established fire rings.)
3. Rake up flammable material before building a fire.
4. Never toss a match away. Put it in the fire or hold the match until it stops smoking, then break it between the thumb and fingers of one hand and step on it.
5. Never leave a fire unwatched, even for a few minutes, particularly on a windy day.

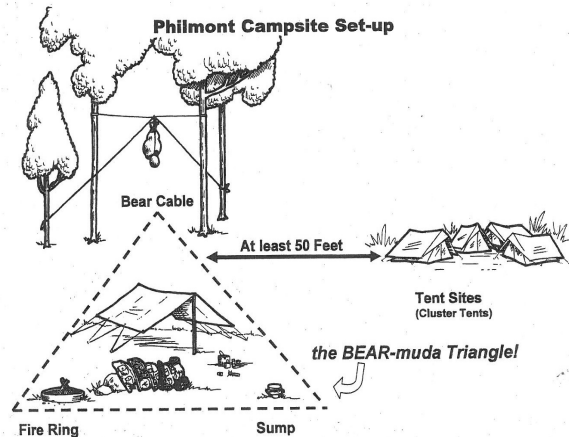
6. Never try to put a fire out by scattering it.
7. Put out your fire with sand, damp earth or, best of all, water. After the first soaking, stir the ashes with a stick and add more water, then feel it with your hands to make sure it is out.
8. Keep in mind the forest and wildlife resources and, possibly, human lives you are protecting by your care in handling fire.

Be alert for wildfires. If you see white smoke boiling up, you may have spotted a forest fire. Prairie fires spread quickly and their smoke is sweeping. If you spot a fire or think you have, report it to your Advisor, who will report it to the nearest camp director or staff member as soon as possible. Your crew should not attempt to fight wildfires and should quickly leave the area. Trained fire fighters will extinguish fires quickly once they are reported.

Bermuda Triangle

Your Horseman will teach your crew how to set-up your campsite using the "Bermuda" Triangle. This method concentrates all activities that might have a smell within a triangle formed by the fire ring, sump and bear cable. Tents are set up outside the triangle and backpacks, dining fly and cooking and dishwashing take place inside the triangle.

The tent area should be located at least 50 feet from the "Bermuda" Triangle.



SAFE AND HEALTHY CAMPING AND HIKING

Strict adherence to proper health and safety practices is crucial at Philmont. Campers are responsible to themselves for remaining strong and healthy. Failure to purify water or to rinse dishes thoroughly may affect everyone in the crew. Health and safety are a crew responsibility, as well as an individual one. Here are some wise trail practices that will help you and your crew be strong, safe, and healthy.

Keep Personally Clean

Good campers are clean. Personal cleanliness will make you feel better. Take pride in the personal appearance of yourself and your crew. Your appearance will be compared with that of other crews from all parts of America. A short haircut is recommended the day before you leave for Philmont. Short hair is easier to wash and comb when you are in the rugged, challenging wilderness. Showers are usually available at Indian Writings, Ponil, Dean Cow, Baldy Camp, Sawmill, Cimarroncito, Clark's Fork, Cypher's Mine, Beaubien, Phillips Junction, Miner's Park, and Abreu (except during drought periods). Sponge baths can be taken at most camps.

Caring For Your Feet

Proper foot care will keep your feet healthy. Cut your toenails short and square-don't round the corners. Clean feet and socks will reduce the possibility of blisters. Wash your feet before and after hiking. Change your socks daily. Always keep your feet and socks dry. Treat cuts and sores on your feet with antiseptic and adhesive bandages or moleskin. Hot spots should be given immediate attention.

Wash Your Clothes

The mark of a first-class camper is clean clothes. You can wash clothing at shower houses. They will dry quickly in Philmont's low humidity.

Dehydration

Low humidity and strenuous activity cause your body to lose enormous amounts of fluids. You will dehydrate even though you do not feel thirsty. You need to drink more water than you usually do. Six to eight quarts per day is not excessive. The salt content of Philmont's menus is adequate to replace your loss of salt from sweating. Salt tablets are not recommended.

Symptoms of dehydration include light-headedness, dizziness, nausea, general weakness, muscle cramps, and sometimes fever and chills. Hot, clear days accelerate loss of body fluids.

Heat Exhaustion

Prolonged physical exertion in a hot environment may cause heat exhaustion. The subject may feel faint and have a weak, rapid pulse. Body temperature usually remains near normal. The afflicted person should rest in a comfortable environment and drink fluids.

Heat Stroke

Though less common than heat exhaustion, heat stroke is much more serious. The body's cooling mechanisms stop functioning from overwork. The patient's body temperature soars and the skin is hot, red, and dry. Cool the patient immediately with a dip in a stream or put him/her in the shade and drape bare skin with wet cloths. When the patient is able to drink, give fluids. Treat for shock and get help.

Hyperventilation

A feeling of panic accompanied by rapid breathing with shallow breath is symptomatic of hyperventilation. The subject loses carbon dioxide from the bloodstream and may become numb around the mouth and in the extremities. If untreated, the person may experience violent spasms in the hands and feet and even lose consciousness. Hyperventilation occurs fairly frequently, especially to teenagers and your adults when undergoing strenuous activity at high elevation.

Although it is usually not serious for an otherwise healthy person, the symptoms of hyperventilation can be frightening to the subject and the crew. The most effective treatment is to have the subject re-breathe his or her own air from a plastic or stuff sack. The higher concentration of carbon dioxide in re-breathed air will enter the lungs and in 10-20 minutes get into the person's bloodstream and restore a normal balance. Reassure the subject and tell the person to take long, deep breaths from the bag.

Hypothermia

Hypothermia results from exposure to cold, wet weather, with most cases developing in air temperatures of 30° to 50° F (common to Philmont's high country). Wind, wet clothing, or exhaustion increase the chance of hypothermia. Always carry rain gear with you on side hikes. Symptoms include faltering coordination, slurred speech, loss of good judgment, disorientation, numbness, and fatigue. Wet clothing must be replaced with dry, preferably wool or polypropylene clothing. Apply heat to the head, neck, sides, and groin with hot-water bottles or warm, moist towels. Put the subject in a sleeping bag and give hot sugary liquids if able to drink without choking. Do not rub the subject's body, as that may cause injury.

Sunburn

Prevent sunburn by wearing a broad-brimmed hat and applying a high-numbered sunscreen-at least 15 SPF. Cover the most susceptible parts of your body-nose, head, face, neck, ears, knees, and legs. Fair-skinned campers should apply protection early in the morning and reapply it during the day. If you do become sunburned, treat it immediately. Get the afflicted person to shade, and administer fluids. **The incidence of developing skin cancer is fairly high among people who have been severely sunburned during childhood. Taking preventative measures is a wise precaution.**

Acute Mountain Sickness (AMS)

Participants who live at less than 3,000 feet elevation may require 2 to 3 days to adapt to a higher elevation above 6,000 feet. Teenagers and young adults have a higher incidence of acute mountain sickness (AMS). A gradual ascent of not more than 1,000 feet per day above 6,000 feet elevation will help prevent AMS. Physical symptoms of AMS include headache, insomnia, fatigue, shortness of breath, lassitude and intestinal upset. Psychologically, a person may become irritable and have difficulty concentrating. AMS usually occurs at elevations in excess of 6,500 feet-all of Philmont qualifies.

Descending to a lower elevation, avoidance of strenuous activity and taking aspirin for headache may relieve the symptoms of AMS. If this is not successful within 24 hours, the subject may need to be transported to base camp. Crew members who have undertaken regular physical conditioning prior to their trek are generally less affected.

Protection from Hantavirus

Hantavirus is thought to be the cause of respiratory distress syndrome. This illness has affected persons in most western states. Rodents are the primary carriers of recognized Hantavirus. It is believed that Hantavirus is carried in the urine, feces and saliva of deer mice, rabbits and possibly other wild rodents. A person contracts Hantavirus by coming into contact with rodent feces, urine, saliva or things that have been contaminated by them. This illness is not suspected to be spread from one person to another.

All participants and staff engaged in hiking and camping should take the following precautions to reduce the likelihood of exposure to potentially infectious material.

- Avoid coming into contact with rodents and rodent burrows or disturbing dens (such as pack rat nest).
- Do not pitch tents or place sleeping bags in areas in proximity to rodent feces or burrows or near possible rodent shelters (e.g., garbage boxes or woodpiles).
- Do not use or enter cabins or other enclosed shelters that are rodent infested until they have been appropriately cleaned and disinfected. Report these to the next staffed camp.
- Do not sleep on the bare ground. Use tents with floors or good ground cloths.
- Store food in a bear bag hung from a cable.
- Properly package all garbage and trash, and discard in covered trash containers at staffed camps.
- Use only water that has been disinfected by boiling, chlorination, iodination, or purification for drinking, cooking, washing dishes and brushing teeth.

Avoid the Plague

Rabies and bubonic plague are potentially transmitted by fleas carried by rabbits, bats, ground squirrels, chipmunks, and other rodents. Do not handle any animals. Do not feed any animals. Keep your tent zipped close to prevent rodents from entering.

Accidents

Most accidents occur late in the day in camp, not on the trail. Many of them involve horseplay. Fatigue, mild dehydration, and altitude effects may impair a crew member's performance and judgment. Rock throwing, improper use of equipment, foolishness in hanging bear bags, climbing steep, rocky ridges, running through campsites, climbing trees, and carelessness around fire rings are

prevalent causes of accidents. To avoid them, individual and crew discipline should be maintained and safety practiced in all activities.

Purify All Drinking Water

All water from all sources-including springs, streams and wells-must be purified. The most certain treatment to purify water is to heat it to a rolling boil. Philmont provides Micropur tablets that release chlorine-dioxide that is effective to kill waterborne bacteria and viruses that cause disease. Philmont recommends that you use a purifier. (Purifiers remove giardia, bacteria, cryptosporidium and viruses-filters do not remove viruses.) If using a filter you must also use additives or boiling to kill all viruses. You must bring extra cartridges and spare parts.

Dishwashing Procedures

After each meal scrape and wipe dishes, utensils and pots as clean as possible. Wash using a mild, biodegradable soap in warm water. Use scrub pads to remove hardened food remains. Rinse them in boiling water. Before each meal sterilize dishes, utensils and pots for at least 30 seconds in boiling water. This disinfects any contamination from being in a pack.

Dishes and utensils will air dry quickly in Philmont's low humidity. Wash your dishes near a sump, not a water spigot which may contaminate the area. Proper washing, rinsing and sterilizing of dishes and utensils will prevent diarrhea, dysentery and a host of other medical problems.

Use of Sumps

When disposing of waste water, drain it through a strainer provided by Philmont. The water should be disposed of in a provided sump or at least 200ft. from any campsite or water source. Solid matter should be carried to the next staffed camp.

Disposal of Trash and Garbage

Proper disposal of trash and garbage insures a clean camp and protects everyone's health. Do not bury garbage or dump it in latrines; bears and rodents will soon retrieve it. Put trash and garbage in a plastic bag and give to a staff member at the nearest staffed camp. Philmont asks that you compact your trash as much as possible to reduce the volume before giving it to a staffed camp. Your Wrangler will explain the Recycling Programs available for some backcountry items.

Latrines

Pit latrines are provided for your use in backcountry camps. They should be kept clean and free of graffiti by members of your crew. At other locations you may need to dig a cathole latrine. Make it at least 200 feet from any trail, water, or campsite. Dig the hole about 6 inches deep, but no deeper than the organic topsoil. After use, fill the hole completely, pack and mound the earth to avoid erosion. Garbage and trash must not be put in any latrine because animals will dig it out.

Tobacco

Our Scout Oath reminds us to keep ourselves physically strong. The use of smokeless or smoking tobacco adversely affects the body and causes cancer. Because of the ever-present forest fire danger, smoking is not permitted on Philmont trails. If adults must smoke in the backcountry, do it in an established camp near a fire ring. No smoking is permitted in Camping Headquarters except at the designated area - the backroom of Advisors Lounge. Staff are limited to designated areas.

Alcohol and Drugs

Possession or use of alcoholic beverages and un-prescribed drugs or misuse of prescribed drugs or chemicals are expressly prohibited. Groups or individuals found in violation of the national Boy Scouts of America policy will be sent home immediately as arranged with the responsible council or parent.

Firearms and Fireworks

Firearms are not allowed at Philmont except those furnished on designated rifle ranges. Do not bring firearms or archery equipment with you. If you cannot avoid bringing weapons with you, they must be checked in at the Camping Headquarters office during your stay. They will be stored in a locked safe.

Shooting fireworks at Philmont is prohibited. They are a great fire and safety hazard and must not be brought with you.

Smart Phones

In an age of technology, smart phones are a common tool to use in everyday life. While backpacking in the wilderness of Philmont is an experience best enjoyed without the distractions of technology, Philmont recognizes that their use is more common than ever. Photographs and videos can be taken on these phones, solar chargers are widely available, as well as a number of useful outdoor "apps".

If it is imperative that a smart phone be taken on the trail, please ensure that it is being utilized in a way that enhances the Philmont experience, not detracts from the adventure for your crew or that of other crews on the trail. Download apps that will help the learning experience! Find a good star/constellation app, or an animal tracks/scat/calls app, compare bird calls you hear on the trail with a bird call app, or even the Boy Scout Handbook app might prove useful on the trail! Reserve texting and phone calls for emergency use only, make it a contest to see how long crew members can go without using their phone! (Also, keep in mind that there are NO opportunities on the trail or in any backcountry camp to ever recharge a smart phone, camera, or other electronic device.)

Climbing

Falls from cliffs and rocky ridges are the most serious accidents that occur at Philmont. Campers should be constantly alert to this very present danger when climbing steep, rocky, mountain slopes. Common sense will enable you to

differentiate between *difficult* and *dangerous* areas and to bypass dangerous areas completely.

Philmont conducts rock climbing at three staffed camps. These are the only places where rock climbing is to be done, and then only under the supervision of Philmont rock climbing staff.

Avoid throwing or rolling rocks. This is particularly dangerous in steep country. There may be other hikers below you. The “**A-B-C’s**” of mountain climbing is **Always Be Careful**.

Beware of Lightning

Reduce lightning risk in the backcountry by timing your visits to high risk areas with local weather patterns, find safer terrain if you hear thunder, avoid trees and long conductors once lightning gets close, and get in the lightning position if lightning is striking nearby and you can’t get to safer terrain.

Types of Lightning Danger Are:

- **Ground Current** - 50-55% of all injuries is electrical current dispersing through the ground. KEEP YOUR FEET TOGETHER AND TOUCHING. (One point of contact)
- **Side Flash** - 30-35% of all injuries - occur by lightning arching away from a tall object to less resistance and not following the object to the ground. AVOID STANDING CLOSE TO TALL OBJECTS.
- **Upward Leaders** - 10-15% of all injuries - launched from the tops of tall objects including people near each downward leader. Suppress the tendency to launch a streamer by CROUCHING WHILE IN THE LIGHTNING POSITION.
- **Touch Volt** - 3-5% of all injuries - caused by contacting voltage in another object such as a wire or metal fence. AVOID CONTACT during lightning storms.
- **Direct Strike** - 3-5% of all injuries - is the least common of all lightning strike injuries. STRIVE TO MOVE TO SAFER TERRAIN.

Lightning Position

It is important to keep your feet together and touching. (Ground Current) If possible move to a crouching position. (Upward Leaders) It is also acceptable to sit on your backpack and pull your knees in to create the smallest contact with the pack. The crew should try and spread out at least 30 feet apart. If one member of your crew is jolted, the rest of you can give assistance. Keep track of one another by numbering off in a loud voice from time to time. If you are in a tent and a lightning storm approaches, sit up on your foam pad and pull your knees in to create the smallest contact with the ground. Be sure to pitch your tent in an area that is protected from lightning strikes.

Beware of Flash Floods

Small streams can become raging rivers in a few minutes or even seconds. It is important to be alert to the possibility of flash floods and take steps to avoid a dangerous encounter. Pitch your tents on higher ground. During and after periods of heavy rain, stay away from natural drainage areas. Never attempt to cross a stream that is over knee deep on anyone in the crew. Retreat to the nearest staffed camp and request an itinerary change. Always know where you are and how to get to higher ground. Watch for indicators of flash flooding such as an increase in the speed or volume of stream flow. Stay out of flood waters and narrow canyons.

What to Do When “Confused”

When your crew hikes together, instead of stretching over a long distance on the trail, the possibility of anyone becoming confused is remote. By using a map and compass with reasonable proficiency, you will always know where you are. Never allow one member of your crew to leave camp or side hike alone. Follow the “rule of four” – always hike together in groups of four or more. If one person is injured, one treats the injured and the other two go for help.

Philmont has many trails. If you become confused, it is best to stay put. Make camp at a safe place, build a fire, and keep it going. This may help a search party.

Bears

Bears are a unique and natural part of the Philmont environment. Like all wild animals they must be treated with respect. The black bear is not normally aggressive and most crews will not even see one.

Anything with an odor (except the human scent) may attract bears. It does not matter if the odor is food-related. Any odor may generate a curiosity in a bear which may result in a closer examination of that odor. At Philmont, all items with a smell are placed in a bear bag and hung at night or during the day when not being used. It would be useful for each member of the crew to have their own ditty bag with their personal smellables in it to put in the bear bag. A few of these items are food, soaps, toothbrushes and toothpaste, lip balm, sunscreen, mosquito repellent, unused film cartridges, and first aid kits.

Good Scout camping practices are the best way to avoid contact with the bears. Avoid carelessness that results in improperly disposed food. Burn or store all uneaten food in a bear bag. Do not put uneaten food in a latrine. Cook close to the fire ring and away from the sleeping area. Cleanup only at the sump. Never eat food in a tent - the odor remains after the food is gone. Tents must be used for sleeping.

Human scent does not attract bears. The superficial application of scented lotions, soaps, deodorant, shampoo, or spilled food may however, attract the attention of bears. Washing the body with various products should be done before mid-afternoon so that the residual smells have dissipated before night.

Avoid perfumed products with strong odors. Any clothing on which food has been spilled must be placed away from sleeping area at night. Deodorant is not allowed on the trail. Use sunscreen and insect repellent in time for odors to dissipate before night.

If a bear does visit your campsite, stay away from it and make noise. Protect your food by hanging it from a cable erected by Philmont for that purpose using the bear rope. The weight of the rope alone is sufficient to carry it over the cable. Never risk injury by attempting to protect your food or equipment from a bear.

When you arrive at Philmont, your Wrangler will thoroughly train you on those camping practices that are most effective in keeping wildlife away from your camp.

Rattlesnakes

Some parts of Philmont are inhabited by prairie rattlesnakes. They generally live at elevations below 8,000 feet. Prairie rattlers are not aggressive unless provoked and usually sound a warning rattle before striking. If you see one, give him a respectful distance. Rattlesnakes are beneficial in controlling rodent population. Do not attempt to kill one yourself-report it to the nearest staff member. Rattlesnake bites are rare at Philmont.

Insects

During wet periods mosquitoes take a new lease on life and they love to feast on young blood. Caution should be taken to prevent possible infection by West Nile Virus. Keep tents zipped closed to reduce the number of mosquitos from entering. Insect repellent is recommended for the trail. There are bees and wasps at Philmont. If you are allergic to sting, be sure you have antitoxin and that a crew member is informed of your condition and what treatment you may require.

MEDICAL TREATMENT

Each crew carries its own first aid kit to treat minor cuts, bruises, scratches, and burns. Philmont requires that at least two persons in each crew be currently certified in Wilderness First Aid Basic and CPR or the equivalent. More serious cases must be treated by Philmont's medical staff, which includes doctors, nurses and medical students. All staffed camps have two-way radios for reporting serious illnesses and injuries to the Infirmary; this is done by the camp director. The nature of the injury and the patient's location determine whether to transport to Headquarters or a medical staff member goes to the patient.

Everyone who gives first aid when blood or body fluids may be present must wear latex gloves. Anyone who comes into contact with body fluids or substances should immediately wash with soap and water skin surfaces that

came in contact with body fluids. Report it at the next staff camp so that they can contact the Infirmary.

Your Horseman is trained in how to respond to accidents or emergencies on the trail. Should an accident occur, stay calm and follow the instructions of the Horseman and your Advisors.

Several Philmont employees are certified by the New Mexico State Police to serve as Field Coordinators for search and rescue operations. When necessary, Philmont can request resources from throughout the state of New Mexico and adjacent states including trained search and rescue personnel (in addition to the Philmont staff), search dogs, trackers, helicopters and other support. Philmont has written plans for managing different types of emergencies that may arise. Staff are trained in how to respond to emergencies that are most likely to occur. The most common injuries and illnesses treated at the Philmont Infirmary are:

Sprains (knee or ankle)	Sore Throat
Abrasions/Lacerations	Upset Stomach
Upper respiratory Infections	Altitude Sickness
Dehydration	

First aid providers should be knowledgeable in recognizing and treating these ailments.

These items are recommended for a first aid kit to be used by a crew enroute to, during, and returning home from a Philmont trek:

25 Assorted Band-Aids	Blister Kit
10 Gauze Pads 4x4	Antihistamines (Benadryl)
1 Tape 1"x5yards	Disposable Alcohol Wipes
1 Elastic Bandage 4"	Triple Antibiotic Ointment
Hydrocortisone Cream	CPR Barrier Device
Tylenol	Triangular Bandage
Ibuprofen	Small Scissors
Antacids	Throat Lozenges
Medicated Foot Powder	Tweezers
Non Latex Gloves	Ziploc Bag or Small Biohazard Bag

Charges for maintenance medication dispensed by the Infirmary must be paid at the Registration Office. Many "over the counter" medicines and first aid supplies are available at the Tooth of Time Traders and backcountry trading posts.

Camper Insurance Coverage

All campers and leaders are covered by a limited accident and sickness plan through Health Special Risk, Inc. The policy has a maximum coverage of \$15,000 for medical benefits and \$7,500 for sickness expense benefits and includes an excess insurance provision. The plan will pay all eligible expenses

incurred from a covered accident or sickness not paid by any other collectable insurance or pre-paid health plan. There is no deductible under this plan.

Emergency Transportation Costs

Philmont can assist with transportation arrangements when a family emergency (death or illness) occurs during an expedition requiring a participant to return home or if the participant must return home for personal medical reasons. Be aware that transportation may not be available at short notice and there could be a delay before a participant is able to depart Philmont.

Scouts, Scout Leaders and Advisors who must return home before the end of their Expedition because of illness or injury, are responsible for transportation costs to the airport. Travel costs need to be paid directly to Philmont. Crews should be prepared to pay emergency transportation costs from their contingency fund.

Philmont will provide rides to: Albuquerque Airport, Colorado Springs Airport, and Denver International Airport at a cost. Reimbursement of approved travel costs and ticket change costs are covered by Camper Insurance.

PROGRAM FEATURES

Each Cavalcade itinerary is carefully developed to give your crew the maximum enjoyment of riding and camping in the high mountains of the Sangre de Cristos. Itineraries also include certain staffed camps where you will pick up food and participate in program features. Although programs are not compulsory, they are recommended to get the most benefit from your Philmont experience. Crews that pass through a staff camp may want to participate in one of the activities available if space and time allow.

Archaeology

The Ponil country in the northern section is rich in the prehistoric background of the American Indian. Your crew can help reconstruct Philmont history while participating in this fascinating program and learning about Indians who inhabited this area.

An educated archaeologist and staff explain and supervise the program in the North Ponil Canyon at **Indian Writings** camp. Activities may include assisting with excavations or preparing specimens and artifacts.

PLEASE NOTE: You can assist the archaeology program by being observant as you hike the trails. You may discover an artifact that will lead to further discoveries. Philmont's antiquities rightfully belong to Philmont and are most meaningful when left where found. Others can then share the benefit of your discovery. Please report all finds to one of the staff archaeologists at Indian Writings, the Philmont Museum, or Camping Headquarters.

ATV Rider Course

At **Zastrow** an ATV Rider Course will be administered to participants in Itinerary 2 by Philmont's All-Terrain Vehicle Safety Institute Certified

Instructors. After completing the course, participants will take a trail ride on a specially designed ATV trail. The ATV program is supported by Polaris Industries.

Black Mountain

Experience life as it was soon after the Civil War at this rustic settlement. Shoot .58 caliber black powder rifles, learn to do blacksmithing and meet former Fort Union soldiers. **Black Mountain** is one of Philmont's very popular living history theme camps.

Black Powder

You will use powder, patch, ball, ramrod, and cap to actually load and shoot a .50 or .58- caliber muzzle-loading rifle. This exciting, historic program is offered at **Black Mountain, Clear Creek and Miranda**.

Blacksmithing

The ring of hammer striking iron echoes through the mountains around, **Black Mountain, Cyphers Mine, French Henry, Metcalf Station, and Rayado/Kit Carson** camps. Here staff blacksmiths will acquaint you with a working forge, blower, leg vice and hardie, and an array of tongs used to grip red-hot iron. They will discuss and demonstrate techniques for firing the forge, working metal, and tempering the finished product.

Burro Packing

No animal is more closely associated with the colorful history of the Southwest than the burro. Burro packing methods are explained and demonstrated at **Ponil** and **Miranda**. Your tents and food may be packed on burros using a diamond hitch.

Burros are available for use on the trail in the northern portion of the ranch, starting or ending at **Ponil** and **Miranda**. Burro traps (holding pens for overnight stops) are located at **Ponil, Pueblano, Miranda, Elkhorn, Flume Canyon, Head of Dean,** and Baldy Skyline. Hay for feeding is provided at these camps. If your itinerary provides for packing burros, take advantage of this unique opportunity to pack them just as the miners once did.

Burro Racing

Thrills galore await you in catching, packing, and racing a burro in competition with other crews. At **Harlan** this activity provides a memorable experience.

Cantina

Abreu and **Ponil** offer the opportunity for a thirst-quenching root beer in a Mexican or Western-style cantina. You can buy root beer for your whole crew or a cup for yourself.

Chase Ranch

The **Chase Ranch** is located along the Ponil Creek adjacent to Philmont Scout Ranch. It was founded by Manly and Teresa Chase in 1867 and has been operated through four generations of family members. Beginning in November

2013, Philmont Scout Ranch through a special use permit with the Chase Foundation, began operation of the Historic Chase Ranch.

A new turnaround to begin and end treks will be located near the Main House at the Chase Ranch. Tours will be offered of the 1871 house and surrounding grounds. Several itineraries will cross portions of the Chase Ranch and two Low Impact Camps have been designated in Chase Canyon.

Conservation

Philmont offers opportunities for involvement, participation, and observation of conservation practices. Most conservation projects involve trail construction or repair, which is very important in controlling erosion.

Three hours of conservation work under the supervision of a Philmont Conservationist or Horseman is expected of each camper to earn the Arrowhead Award.

Philmont has a number of conservationists on its staff, each located strategically throughout the backcountry. Logistics will identify the best location for your crew to do your 3-hour project under the supervision of one of the conservationists or Horseman who will help you qualify for the Arrowhead Award.

Should your itinerary not provide for an area with a conservation site, Logistics will identify an alternate project or a Camp Director at a staff camp can outline an alternative project.

Continental Tie and Lumber Company

The exciting legend of the loggers with the Continental Tie and Lumber Company will come to life through the staff at **Pueblano** and **Crater Lake**. They will share their skills of spartree “pole” climbing and the use of wood tools and instruments. Competition in exciting logging events such as log toss, cross-cut sawing, and log tongs races, will challenge your crew.

Demonstration Forest

Between **Hunting Lodge** and **Clarks Fork**, near Cito Reservoir, a Demonstration Forest has been developed with the support of the American Tree Farm Organization. Be sure your crew takes time to learn about the forests and various forest practices taking place at Philmont. A visiting Forester will be available to visit with crews.

Environmental Awareness

Become acquainted with some of the western birds, wildflowers, mammals, lizards, snakes, and insects in this natural outdoor wonderland. Discover what wildlife passed through camp by observing tracks and other signs—view how plant and animal species change as you climb higher into the mountains, and learn why these changes occur—walk past the timberline and observe the life that survives the rigors of this high-altitude environment.

Across the Ranch, Backcountry Staff will offer a program of environmental awareness. The program is called BEEP=Backcountry Environmental Education

Program. It will help you know and understand Philmont’s flora, fauna, geology, and life zones; and how you can be a part of maintaining the natural order of things so others that follow may enjoy them too.

A Philmont Field Guide is available at the Tooth of Time Traders. It will enhance your environmental awareness during your trek.

Fly Tying and Fishing

The Rayado and Agua Fria streams in the south offer excellent trout fishing. Though not large, these trout are wary and exciting to catch. A little time and skill spent along these streams may yield you a delicious trout supper or breakfast. Fly rods may be checked out at **Hunting Lodge**, **Fish Camp**, and **Abreu**.

At **Fish Camp** a program counselor with material and equipment will show you how to tie your own trout flies. The thrill of catching a trout on a fly you have tied is hard to beat. Near **Fish Camp**, **Phillips Junction** and **Abreu** a catch and release program is in effect. If you don’t know how to remove the hook from your fish or how to clean it, a program counselor will demonstrate the correct methods. A tour of Waite Phillips’ fishing lodge, including a narrative of area history, is also offered. All fishermen are required to have a current New Mexico state fishing license. Refer to Page 13 for fishing license information.

Geocaching

Geocaching combines map reading and GPS use to find specific points where you can record your visit. Geocaching will take place at **Zastrow** and at a Low Impact Camp, Slate Hill Heck, located near **Dean Cow**. Instruction for the trail camp will be provided by your Horseman/Wrangler.

Also at Historic **Zastrow** your crew will learn the latest techniques of land navigation using map, compass and G.P.S. Discover how a knowledge of U.T.M. (Universal Transverse Mercator) and latitude/longitude will improve your navigation skills on your trek. The evening program features a Dutch oven dessert and a rededication to the Values of Scouting Ceremony.

Geology

Philmont and volunteer geologists have teamed up to provide an exciting and educational program of geology and mining technology at the sites where history comes alive - **Cyphers Mine**, **Baldy Camp**, and **French Henry**.

Gold Mining and Panning

Gold is still found in almost all streams on Philmont, which was once the scene of lucrative gold-mining operations. Mine shafts, sluice boxes, and placer mines dot the mountainsides and valleys. If your itinerary takes you to **Cyphers Mine** or **French Henry** you will tour a real gold mine. Not working now, the mines are carefully maintained so you can tour the mine tunnel. Bring your jacket and flashlight for the tour. Learn about adventures that were experienced during the fascinating and colorful past as determined miners sought their fortunes in these historic mountains. When you find some “color,” ask one of the staff miners for some cellophane tape so you can take your discovery home to show others your

success. Gold pans are available for you to use at **Cyphers Mine**, and **French Henry**.

Homesteading

At **Crooked Creek**, **Rich Cabins** and **Abreu** your crew will visit a working homestead. The staff will help you learn early day skills such as railsplitting, shingle making, primitive farming, log structure construction and care of farmyard animals. In keeping with the southwestern spirit of the program, you will be instructed in preparing a special Mexican meal at **Abreu**.

Jicarilla Apache Life

Apache Springs offers a unique program featuring the lifestyle of the Jicarilla Apache. You will see how the Jicarillas worked and played. A replica Jicarilla village has been erected for this program. Tepees are furnished with realistic fireplaces, back rests, robes, hides, and baskets for you to see.

3D and trap archery programs will also be offered. After that you can enjoy a “Jicarilla sauna” in a sweat lodge, followed by a dousing with cold water. (Subject to fire restrictions)

Mountain Biking

Enjoy one of America’s fastest growing sports at **Whiteman Vega** as your crew takes a wilderness mountain bike ride into the most remote areas of the beautiful Valle Vidal section of the Carson National Forest. You will learn bike care and maintenance, riding techniques, and bike trail construction.

Mountaineering

Although not a staff-sponsored program feature, mountaineering can be as fun and exciting as any. Restless adventurers seek challenges, comradeship, spectacular views, fields of delicate wildflowers, stimulating exercise, and solace by climbing high mountains. You can fulfill these urges at Philmont, where many challenging mountains await you.

Mount Waite Phillips, nearly 12,000 feet high, towers over the beautiful southwest section of Philmont country. This peak is a rugged climb with fabulous views of Eagle Nest Lake, Wheeler Peak (highest mountain in New Mexico at 13,161 feet elevation) and most of Philmont.

“Old Baldy”, named for its rocky, barren top, is a favorite climb for those who camp in the Baldy Town vicinity. Dotted with old gold mines, Baldy Mt. is the highest peak on Philmont—12,441 feet. The view from its top is unobstructed and spectacular.

The Tooth of Time, the 9,003-foot high Philmont incisor, rises abruptly 2,500 feet from the valley floor. A landmark along the old Santa Fe Trail, the Tooth will give you a memorable view of Philmont.

Big Red, Black Mountain, Hart Peak, Lookout Peak, Trail Peak, and many other peaks will test your stamina and give you breathtaking views of surrounding

terrain. Little Costilla Peak at 12,584 feet is located in the Valle Vidal. Many false peaks will keep you guessing as you work to reach the summit.

Always carry water, rain gear, jacket and other essentials when mountaineering.

Low Impact Camping

Wildland ethics depend upon attitude and awareness rather than on rules and regulations. While at **Dan Beard**, **Rich Cabins** and other entry points into the Valle Vidal, you will have the opportunity to learn how to enjoy wildland with respect; to hike, camp, eat meals, and dispose of trash without leaving a scar or trace. You will also receive future “Leave No Trace” training at **Whiteman Vega**, **Ring Place**, **Seally Canyon**, and **Zastrow**. Your Wilderness Pledge Guide will also help you learn the techniques of Leave No Trace.

Philmont Campfires

Throughout the backcountry, various staffed camps conduct special evening campfires and programs.

Urraca, **Pueblano**, and **Crater Lake** campfires relate to tales of the Old West, logging, and the history of the land. Facts about the Beaubien-Miranda Land Grant come alive, and the influence of Waite Phillips and his gift of Philmont to the BSA provides for a special inspiration.

At **Beaubien** and **Clarks Fork**, the focus is on the Old West with its songs and stories and true cowboy atmosphere. **Ponil** offers a nightly Old West Cantina Show.

At **Cyphers Mine** the story of gold will become memorable as an interpreter relates the life and adventures of miners of yesteryear at the nightly “STOMP”.

At **Metcalf Station** experience what it was like to build a railroad in the early 1900’s. The sounds of mauls driving spikes, the “tick tick” of the telegraph, combined with the smell of coal burning in the blacksmith’s forge will fill the air just like it did in 1907. Be ready for an exciting campfire to end the day at Philmont’s newest staffed camp.

At **Zastrow**, experience the Rededication to the Values of Scouting ceremony. This evening ceremony emphasizes the Scouting values and traditions and is a very moving outdoor ceremony.

Conducting your own campfire can be equally stimulating, whether you are camping at Visto Grande, Wild Horse, New Dean, or another trail camp. You and your friends will enjoy the camaraderie that radiates from the warmth of a Scouting campfire. (Fire restrictions may prevent building an actual fire.)

Rendezvous

Catch some of the flavor of a mountain man rendezvous while at **Miranda**. Find out why rendezvous were held and what went on. See demonstrations of the mountain man way of life and participate in some of these skills and contests such as “hawk” throwing and muzzle loading rifle.

Ring Ranch

Visit the historic Ring family home at **Ring Place** and learn about their way of life during the early years. Astronomy is featured each night. Gaze through a professional quality telescope to see the rings of Saturn, distant stars and moons. Learn how to predict the weather in a wilderness setting.

Rock Climbing

This fascinating and challenging sport is a favorite of all Philmont campers. You'll scale a steep pitch and rappel down a sheer cliff. Philmont has carefully selected three areas to conduct this program where the rocks are safe and practical, but a distinct "Class Five" challenge. Under the supervision of expert climbers, you will climb using your hands and feet while protected by rope, carabiners, and helmet. Safety is always stressed and practiced.

Rock climbing at Philmont is restricted to the three locations: **Miners Park**, **Cimarroncito**, and **Dean Cow**, and is only done under the supervision of Philmont rock climbing staff.

Rocky Mountain Fur Company

At **Clear Creek** several veteran trappers of the Rocky Mountain Fur Company (portrayed by Philmont staff members) have established an outpost camp. Trapping was their way of life, however, it is not practiced at Philmont today. See traps like those they used to catch beaver, muskrat, raccoon, and bear. Hear about how they cured the hides and see trade goods which they used to purchase food and supplies.

Ropes and Challenges

A series of activities that will test the teamwork, skill, and resourcefulness of your crew awaits you at **Dan Beard**, **Head of Dean** and **Urraca**. While the challenges can be met by every crew, the real contest is with yourself. Did you do your best? How would you do better next time?

Shooting Sports

• .30-06 Rifle Shooting

This program offers a review of firearms and tips for successful and safe shooting. Wildlife conservation and game management are discussed.

Metallic silhouette targets provide a challenging experience at **Sawmill's** .30-06 rifle range. Each participant will reload and fire 3 rounds; additional rounds may be purchased at 3 for \$1.00.

• 12 Gauge Shotgun Shooting

Shooting trap takes skill, but with some instruction and practice you may find that you can hit clay birds. Each participant at **Harlan** will reload and fire 3 rounds; additional rounds may be purchased at 3 for \$1.00.

• Cowboy Action Shooting

Cowboy Action Shooting will be conducted at **Ponil**. This program will bring the "Old West" to life in this exciting shooting sports activity. Participants will shoot .38 special pistols, lever action rifles and coach shotguns in this program.

Western Lore

Philmont is an operating western cattle ranch. Cowboys still watch over cattle on horseback and drive them from their winter pasture on the plains to high mountain meadows for summer grazing. While you hike the trails, look for the white-face Hereford cattle. Though not wild, they are best observed from a distance. A cow with a calf may become dangerous if she feels her calf is threatened. To chase or attempt to rope these animals is foolish and can result in serious injury. Watch and photograph them if you wish.

An organized western lore program is offered at **Beaubien**, **Ponil** and **Clarks Fork**. Horse riding, campfires, and branding are all part of the western lore program. Philmont cowboys will tell you about New Mexico's cattle industry. Using authentic western lariats, they will show you how to rope. The cowboy's garb and equipment will be named and their uses explained. After a hearty chuck wagon dinner which you help prepare, you'll gather around a campfire under the western sky for an evening of songs, guitar playing, and stories of the Old West at **Beaubien** or **Clarks Fork**. **Ponil** campers may gather at the cantina.

Horse Rides

Philmont owns and maintains a remuda of 300 western horses with strings located at **Beaubien**, **Clarks Fork**, and **Ponil**. All three camps offer exhilarating mountain horse rides.

Special Trail Meals

The programs at **Clarks Fork**, **Ponil**, and **Beaubien** include a special chuck wagon dinner. A Mexican meal is included at **Abreu**. Members of your crew will help prepare these meals. At **Zastrow**, crews will be treated to the ingredients required to create their own Dutch oven dessert and a ceremony for a rededication to the "Values of Scouting".

STEM

Philmont has incorporated STEM (Science, Technology, Education, and Math) activities at many of the Backcountry Staff Camps. The STEM activities will provide interesting information and insights that will allow you to obtain a deeper understanding of the programs that you participate in. Watch for these fun experiences along your trek. For example, at **Cimarroncito** you will learn about the strength of climbing rope. The information will help you determine what ropes should be used in climbing activities.

Wilderness Medicine/Search and Rescue/GPS Technology

This exciting informative program at **Seally Canyon** and **Carson Meadows** will enable your crew to "Be Prepared" to meet emergency first aid needs in a true wilderness environment. Every year many people become lost in the outdoors.

Scouts are often called upon to help search for these people. Your crew will enjoy learning how to correctly conduct an organized search. The staff will share highlights of the new Search and Rescue Merit Badge.

A list of staffed camps with program features listed for each camp follows. The letter "S" denotes starting camps.

CAMPS	PROGRAM FEATURES
<u>NORTH COUNTRY</u>	
Anasazi (S) Baldy Town	Horseman/Wrangler Training Food pickup, trading post, museum, geology
Bent (S) Black Horse, Copper Park, Ewells Park, Ute Meadows	Horseman/Wrangler training Side hike Baldy Mountain
Campos Heck (S) Cimarron River (S) Dan Beard	Horseman/Wrangler Training Horseman/Wrangler Training Low Impact camping, ropes and challenges
Dean Cow	Rock climbing
Dean Cutoff (S)	Horseman/Wrangler Training
Dean Heck (S)	Horseman/Wrangler Training
Flume Canyon (S)	Horseman/Wrangler Training
French Henry	Blacksmithing, gold mining, panning and geology
Head of Dean	Ropes and challenges
Hells Fire Camp (S)	Horseman/Wrangler Training
House Canyon (S)	Horseman/Wrangler Training
Indian Writings (S)	Archaeology, Horseman/Wrangler Training
Metcalf Station	Railroad building, blacksmithing, telegraph, campfire
Miranda	Muzzle loading rifle, burro packing and mountain man rendezvous
Ponil	Horse rides, burro packing, cantina show western lore, food pickup, trading post, chuck wagon dinner, cowboy action shooting
Pueblano	Continental Tie and Lumber Company, evening campfire
Sioux (S)	Horseman/Wrangler Training
Slate Hill Heck	Geocaching Adventure, (Training/Horseman/Wrangler)

CAMPS	PROGRAM FEATURES
<u>CENTRAL COUNTRY</u>	
Black Mountain	Post Civil War Life - backwoods skills, muzzle loading rifle, blacksmithing
Cathedral Rock (S)	Horseman/Wrangler training
Cimarroncito	Rock climbing

Clarks Fork	Horse rides, western lore, chuck wagon dinner, campfire
Clear Creek	Rocky Mountain Fur Company, muzzle loading rifle, trapping, tomahawks
Cyphers Mine stomp,	Blacksmithing, gold mining, panning, geology
Harlan	Burro racing, 12-gauge shotgun shooting, reloading
Hunting Lodge	Lodge Tour, History of Waite Phillips, Demonstration Forest
Vaca (S)	Horseman/Wrangler Training
Vista Grande (S)	Horseman/Wrangler Training
Sawmill	.30-06 rifle shooting, reloading
Ute Gulch	Food pickup, trading post
Ute Springs (S)	Horseman/Wrangler training

CAMPS	PROGRAM FEATURES
<u>SOUTH COUNTRY</u>	
Abreu	Mexican homestead, cantina, fishing, Mexican dinner
Apache Springs	Jicarilla Apache life, sweat lodge, 3D and trap archery, food pick-up
Backache Springs (S)	Horseman/Wrangler Training
Beaubien	Horse rides, western lore, chuck dinner, campfire
Crater Lake	Continental Tie and Lumber Company evening campfire
Carson Meadows	Search and Rescue
Crooked Creek	Homesteading
Fish Camp	Fly tying and fishing, lodge tour
Lovers Leap (S)	Horseman/Wrangler training
Miners Park	Rock climbing
Old Abreu (S)	Horseman/Wrangler Training
Olympia (S)	Horseman/Wrangler Training
Phillips Junction	Food pickup, trading post, fishing
Rayado River (S)	Horseman/Wrangler Training
Rayado/Kit Carson	Historic Tours of Kit Carson, blacksmithing, LaPosta Store, tomahawks
Rimrock Park (S)	Horseman/Wrangler Training
Toothache Springs (S)	Horseman/Wrangler Training
Urraca	Ropes and challenges, Philmont Story Campfire

Zastrow	Land and navigation, geocaching, Dutch oven cooking, Scout Dedication Ceremony, ATV Rider Course & Trail Ride
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CAMPS	PROGRAM FEATURES
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VALLE VIDAL- CARSON NATIONAL

Whiteman Vega	Mountain biking, Leave No Trace, conservation
Rich Cabins	Homesteading, food pickup, family gathering
Ring Place	Food pickup, lodge tour, Leave No Trace, conservation, astronomy and weather
Seally Canyon	Wilderness Medicine/Search and Rescue, GPS Technology, Leave No Trace, conservation

PHILMONT MUSEUMS

Exhibits at the four Philmont museums recount and interpret its rich historical past. They are open every day, and you will have opportunity to visit them either at the beginning or end of your trek. There is no admission charge.

Philmont Museum – Seton Memorial Library

Located at headquarters, the Philmont Museum houses history exhibits related to the Philmont area. The Seton Memorial Library is home to the personal art, library and anthropological collections of the founder and first Chief Scout of the Boy Scouts of America, Ernest Thompson Seton. The Museum Gift Shop carries a wide variety of Native American jewelry, carvings, blankets, Southwestern books, and other specialty items appropriate as mementos of your Philmont trek.

Kit Carson Museum-Rayado

Philmont lies on part of a land grant given to Carlos Beaubien and Guadalupe Miranda by the Mexican government in 1841. Mountain man Lucien Maxwell founded a colony on the grant on the Rayado River in 1848. A year later he was joined at the settlement by frontiersman Kit Carson. In 1951 the Boy Scouts of America constructed an adobe museum at Rayado to serve as an interpretive area to portray its history. It was named in honor of Kit Carson.

Staff at Kit Carson Museum dress in period clothing and demonstrate frontier skills and crafts like blacksmithing, cooking, shooting, and farming. Each room in the Museum is outfitted with reproduction furniture and objects typical of New Mexico in the 1850s. The Rayado Trading Company, located in La Posta at the Museum, sells books, maps, reproduction tools and equipment, moccasins, and blankets. Tour the historic Maxwell-Abreu house which dates around 1847.

Kit Carson Museum is located seven miles south of Headquarters. Bus transportation to and from the Museum is available from Headquarters each day. Large groups should schedule with Logistics Services before starting for the Kit Carson Museum.

Rayado is a registered historical site on the Santa Fe National Historic Trail.

Villa Philmonte

When Waite Phillips gave Philmont Ranch to the Boy Scouts of America in 1941, he included in the gift his palatial home, the Villa Philmonte. Philmont maintains and preserves the “Big House” as a memorial to Phillips and his generosity to the Boy Scouts. It is listed on the National Register of Historic Places. Tours of the Villa may be scheduled at the Philmont Museum.

Chase Ranch House Museum

Since 2013, Philmont has managed the historic Chase Ranch, founded in 1869 and operated successfully by the Chase family for over 140 years. The Ranch is famous for its role in the establishing the ranching industry in the New Mexico territory as well as hosting famous visitors such as Lew Wallace and Clay Allison. The Ranch House, built in 1871, is open for tours daily. Knowledgeable staff help visitors experience this important piece of western history, showcasing everything from dinosaur bones and local Native American relics to ranching equipment and fine art.

The Chase Ranch House is located 7 miles north of Headquarters. Bus transportation is available daily. Arrangements for this transportation may be scheduled with Logistics while in Base Camp.

MORE PHILMONT SUPERACTIVITIES

Applications are available at www.PhillmontScoutRanch.org, calling (575) 376-2281, or emailing Camping@PhilmontScoutRanch.org. In addition to regular 12-day Expeditions, Philmont offers the following superactivities:

Rayado Men and Women

Young men and women who have a great desire for adventure have the opportunity to participate in Philmont’s most challenging experience – the Rayado program. Many miles of rugged trails and high peaks await those who become Rayado participants. On Rayado you’ll learn new leadership skills, advance trekking and camping skills, and see parts of Philmont you didn’t know existed. If you liked your regular trek, or if you have never been to Philmont before and have always wanted to, you’ll love Rayado. The program is designed specifically to challenge one’s mental and physical abilities. Rayado Men and Women learn the true meaning of adventure, fun, and “expecting the unexpected”.

The most qualified Rayado participants often become part of the elite Philmont staff in future seasons as Horseman/Wranglers, backcountry staff, and headquarters staff.

Outstanding young men and women, at least 15 years of age but not yet 21, are eligible to participate in the Rayado program. Two 20-day treks are offered each summer. They are not coed. Leadership is provided by Philmont’s most experienced Horseman/Wranglers.

Cavalcades

Philmont Cavalcades are similar to a regular Expedition except that you ride horses instead of backpacking. Imagine riding horses through the rugged mountain wilderness like the famous trappers who first explored the West.

Eight-day Cavalcades with 10 to 15 persons per crew are offered on specific dates each summer. Persons weighing over 200 pounds will not be permitted to ride.

Mountain Men/Mountain Women Treks

Mountain Men or Mountain Women treks are 6-day hiking Expeditions for the children of Philmont Training Center participants. Participation in the Mountain Trek program is for those young men and women who are at least 14 years of age or have completed the eighth grade and are at least 13 prior to attendance but are not yet 21. Groups of five to ten young people are organized into crews and placed under the capable leadership of two of Philmont's experienced Horseman/Wranglers. Mountain Treks start each Sunday and coincide with the Philmont Training Center conference schedule.

ROCS

The Roving Outdoor Conservation School (ROCS) is an exciting program at Philmont Scout Ranch for Scouts and Venturers who have an interest in conservation and natural resource management. Participants will enjoy a 21-day trek at Philmont. The School will offer each participant in-depth experiences in Conservation and Environmental Science. As the crew hikes the ranch, they will camp in many of the different forest types and participate in activities in the following areas: forestry, fire ecology, insects, fisheries management, wildlife management, geology, plant identification and dendrology, watershed management and range management. In addition, part of the trek will practice "Leave No Trace" and "Tread Lightly" techniques.

The program is not simply working on various conservation projects and hiking, ROCS is ultimately a journey that challenges Scouts and Venturers in education, in service, and in adventure. ROCS participants must be 16 years of age but not yet 21.

Order of the Arrow Trail Crew

The OATC is an opportunity to join other Arrowmen in cheerful service and the formation of lasting brotherhood on the trails of Philmont Scout Ranch. The program is a fourteen-day experience.

The first week focuses on trail construction and maintenance. The second week is a seven-day backpacking trek that is designed by the participants. OATC is ultimately a journey that challenges Scouts mentally, physically and spiritually. OATC participants must be 16 years of age but not yet 21.

Ranch Hands

A program for Scouts and Venturers who have knowledge of horsemanship and horse care and want to expand their skills and experience. Limited to a select number of older Scouts, Ranch Hands crew will spend 8 days helping the Horse Department staff with hay hauling, saddling, chores and other horse program

tasks, and then participate in their own special Cavalcade itinerary trek for 8 days.

Ranch Hands participants must be 16 years of age but not yet 21.

STEM Treks

The STEM Trek is an exciting program for Scouts and Venturers that are looking to enjoy a 12-day trek throughout Philmont's rugged mountain wilderness in the Sangre De Cristo Range of the Rocky Mountains, while learning about Science, Technology, Engineering, and Math in the process. Hike and learn about forestry, wildlife management, geology, botany, watershed management, physics, chemistry, astronomy, stream ecology, and range management. STEM Trek participants will hike alongside Philmont Staff with academic backgrounds in the subject matter and who have experience with outdoor education. STEM Trek participants must be 14 years of age or have completed the eighth grade and are at least 13 prior to attendance but not yet 21.

Trail Crew Trek

TCT is a fourteen day adventure focused on learning good trail construction and maintenance techniques while hiking across the Ranch. Participants will be challenged to work toward achieving the Silver Award of the William T. Hornaday Conservation Award. Leave No Trace techniques will also be stressed. Crews will be organized as coed crews to support the Venturing Program as well as the Boy Scouting program. TCT participants must be 16 years of age but not yet 21.

RELIGIOUS SERVICES

Philmont works with all religious faiths to make possible and encourage full compliance with the 12th point of the Scout Law: "A Scout is reverent. He is reverent toward God. He is faithful in his religious duties and respects the convictions of others in matters of custom and religion." Responsibility for fulfilling religious obligations rest with each Expedition Advisor, with the assistance of a Chaplain's Aide and with each crew member for himself.

Chaplains of Protestant, Catholic, LDS, and Jewish faiths conduct services each day at 7 p.m. at Camping Headquarters. The Trading Post and Snack Bar are closed to avoid conflict with this Philmont religious hour.

Your expedition Advisor will receive a schedule of other worship services. Your crew may also request a special worship service, which can be arranged if the location is accessible and the schedule permits a chaplain to be there.

Each participant will receive a copy of "Eagles Soaring High". It contains daily meditations and is an excellent trail worship book. It will help you conduct a worship service when you are in a remote area of your Philmont itinerary.

Catholic

Catholic chaplains are selected by the National Catholic Committee on Scouting. They are available for religious services, conference, and confessions. Daily masses are conducted at Camping Headquarters. Masses are conducted at outlying camps upon request. Scouts and Scouters of Catholic faith who cannot

attend Sunday mass due to great distances between their camps and the place of mass may fulfill their obligation (through a special privilege granted by the archbishop of Santa Fe) by attending a daily mass at Camping Headquarters the evening before departing for the trail or the evening they return to headquarters from the trail.

Jewish

The National Jewish Committee on Scouting selects a Jewish chaplain who will conduct services and provide for your religious needs. If you require kosher food, you should make arrangements to get the required food shipped to Philmont before your arrival (or bring it with you). Philmont will deliver it to the appropriate commissaries on your itinerary.

LDS

An LDS chaplain is appointed by the National LDS committee on Scouting for those of LDS faith at Philmont. He may be contacted at Camping Headquarters to arrange for special services, counsel, or religious services trail kits.

Protestant-Christian

Protestant chaplains are secured from various National Protestant Religious Committees. They conduct Protestant services every evening at Camping Headquarters and at some camps on weekends. Special backcountry services can be arranged.

FINAL PROCESSING AT CAMPING HEADQUARTERS

At your last camp be sure to scour your pots and pans thoroughly before you return them to Cattle Headquarters or Ponil. After a morning ride from your last camp, you will be ready for a little more challenging horseback riding. The afternoon of your last day will be spent competing in a horseback gymkhana at either Cattle Headquarters or Ponil. You will be able to compete in barrel racing, pole bending, and a flag race. Your crew will join in a relay race and compete in either steer or burro penning. As always, safety will be stressed, but the gymkhana should be a highlight of your trip.

At Camping Headquarters you will:

1. Be assigned tents at the Welcome Center.
2. Take care of your laundry.
3. Eat in the dining hall as indicated on your itinerary.
4. Have an opportunity to buy souvenirs from the Tooth of Time Traders.
5. Participate in the evening "awards campfire."
6. Remove your equipment from your locker.

Lead Advisor Should:

1. Check-in at CHQ Registration for your crew's photos, medical forms, and items left in safekeeping. This is where your Crew Leader returns your wildlife census card and First Aid Log. You may also turn in your Trail of Courage Pledge Card and receive your crew's free patches.
2. Pick up and distribute your mail from the Base Camp Mail Room.
3. Receive certification toward the 50-Miler Award from Logistics

Services (need Crew Leader's copy).

Homeward Bound

A "continental breakfast" is available at 5:45 a.m. for those crews who have made prior arrangements. After checking out of tent city (please leave it clean for campers who will follow you), you will load your gear onto your vehicle near the Welcome Center.

Memories – Keep A Journal

Many individuals and crews keep a log of interesting events that occurred during their expedition. Memories of your Philmont adventure will live on for years to come when you read the record of your trek. You will recall happy times – when you rode horses over a scenic trail – and trying ones – like the day it rained or the night your tent fell down in a windstorm.

A Challenge

Philmont means more than just a series of scenic mountain camps or a collection of exciting programs. It is more than just a physical challenge. It is an experience in living together and cooperation with others under sometimes difficult circumstances. It is learning to surmount the challenges of riding, hiking, and camping at high altitudes and learning to live in harmony with nature. You may get soaked to the skin in a torrential downpour. You may breathe harder and faster than ever before in climbing a ridge or mountain. You may drop your pack horse. You may even burn your supper. But you will make it, even though there will be times when you feel as if you can go no further. In conquering these challenges you will gain confidence and a belief in your ability and go on to even greater achievements. This new knowledge of yourself will inspire you to do something for your fellow man, your God, and your country. Now is the time to act! Set your goals high and resolve to achieve them. You can do it. You will feel better for it and your Philmont experience will become even more meaningful. It will never really end.

Meanings and Pronunciations

Philmont has a strong Spanish heritage. Derived from a Spanish land grant, Philmont and vicinity is inhabited by many Spanish descendants. New Mexico is by law a bilingual state; both Spanish and English are officially recognized and commonly spoken. The following is to help you understand and correctly pronounce frequently used Philmont names, most of which have Spanish origins.

Abreu.....Ah-bray-you

Agua Fria (cold water).....	Ah-wah Free-ah
Aguila (eagle)	Ah-ghe-la
Beaubien	Bow-bee-en
Bonita (beautiful)	Bow-knee-tah
Caballo (horse)	Cah-bye-yo
Cimarroncito (little wild one).....	Seam-mar-ron-see-toe
Conejo (rabbit)	Con-nay-hoe
Cyphers	Sigh-furs
Ewells	You-ulls
Guia (Guide).....	Gee-ah
Jicarilla	Hic-are-ree-yah
Oportunidad (opportunity)	Op-pore-tune-ee-dahd
Ponil	Poe-kneel
Pueblano (little village)	Pweb-lawn-oh
Rayado (streaked)	Rey-ah-doe
Sangre de Cristo (blood of Christ).....	San-gray day Cris-toe
Sombra (shadow)	Sohm-brah
Urraca (magpie)	You-rock-ah
Valle Vidal (valley of life).....	va-yeh vee-dal
Villa Philmonte	Vee-yah Fill-mon-tay
Visto Grande (magnificent view)	Vees-toe Gran-day

