



CAVALCADE  
GUIDEBOOK TO  
ADVENTURE  
2020

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# BSA MISSION/PHILMONT VISION

## 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 of 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 in its ethnic diversity and shapes our nation by developing responsible citizens.

## VISION STATEMENT – PHILMONT SCOUT RANCH

It is the vision of 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 Learning Adventures 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 the very land that Philmont sits upon. 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 140,711 acres or about 220 square miles of rugged mountain wilderness in the Sangre de Cristo (Blood of Christ) range of the Rocky Mountains. Thirty-six staffed camps and eighty-four trail camps are operated by the ranch (four camps are located in the neighboring 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 above sea level. 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 & Fish Department
- Collin Neblitt State Wildlife Area
- Rich Cabins/Greenwood Tract and Heck/Dean Place of the Vermejo Ranch
- Chase Ranch
- Express UU Bar Ranch
- CS 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 110,000 acres for a total use area of 250,000 acres or 390 square miles.

## HISTORY

Philmont has a unique history of ancient Indians who chiseled writings into canyon walls...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 ranches 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 the lofty Mount 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, burrow packing, gold panning, chuck wagon dinners, and interpretive history—with exciting challenges for today—rock climbing, burro racing, and shooting sports—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 other countries. This is an opportunity for fellowship and understanding unequalled anywhere in America.

## **HARASSMENT**

Philmont and the Boy Scouts of America prohibit language or behavior that belittles or puts down members of the opposite sex, unwelcomed 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 judgement.

## **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.

## WHO MAY PARTICIPATE?

In keeping with the policies of the Boy Scouts of America, rules for participation are the same for everyone without regard to race, color, national origin, religion, age, sex, gender, sexual orientation, marital or familial status, genetic information, citizenship status, protected activity, or any other status or classification protected by applicable federal, state, and/or local laws.

**Participants must be registered members of the BSA who will be 14 years of age OR completed 8<sup>th</sup> grade and be at least 13 years of age prior to**

**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.

## PHOTO (TALENT) RELEASE INFORMATION

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 participant, 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 (some exceptions for medical reasons) with your crew.
3. Completed at least three hours of staff supervised conservation work or a camp improvement project at 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.

### DUTY TO GOD

Under the guidance of a crew Chaplain’s Aide, each participant may fulfill the requirements for the Philmont “Duty to God” award. The requirements include:

1. Attend a religious service while at Philmont.
2. Participate in at least three daily devotionals with crew.
3. Lead Grace before a meal.

Participants must obtain the Chaplain’s Aide signature to certify completion of the requirements. Scouts and Advisors may then purchase a “Duty to God” patch from the Tooth of Time Traders.

### WILDERNESS PLEDGE AWARD

Under the guidance of your crew’s Wilderness Pledge Guia, each participant can qualify for the Wilderness Pledge Award. The requirements include:

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 Wilderness Pledge Guia).
4. Find examples of each of the seven principles of Leave No Trace during the trek.

Each participant may purchase a Wilderness Pledge Achievement Award 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 Expedition = 12 participants; Cavalcade Expedition = 15 participants. A ribbon is presented to the Advisor during the arrival registration process.

### TRAIL OF COURAGE

Under 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 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 the CHQ Registration Safekeeping desk. You will receive a Right Decisions, Right Now patch and pledge card for each person who signed the pledge card.

#### 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. The Horsemanship merit badge is preferred. Be aware that there is a great difference between eight 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 sored 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 throughout the summer, and it is not fair to those who follow 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 unsaddling their 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. Your crew should come with a positive attitude, a willingness to learn, and a respect for horses.

## ANNUAL HEALTH AND MEDICAL RECORD

You must have a current Annual Health and Medical Record completed before departing for Philmont. Physical evaluations by physicians are valid through the end of the twelfth month from the date it was administered by your medical provider. You are required to have had a tetanus shot or booster within the past 10 years. A current measles vaccination is highly recommended.

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 years, you will need to bring one on trek. If you have a severe allergy to bees or food, you will need to bring an Anakit, Epi-Pen, or other appropriate treatment.

## 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 feet of elevation. Time spent in the saddle will range from three to eight or more hours per day. Horseback riding is strenuous—some knee pain or soreness in your buttocks 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 the Horsemanship Merit Badge.

You and your crew will be on horseback for six of the eight days that 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 REQUIRED THAT EACH RIDER WEIGH NO MORE THAN 200 POUNDS.** Regardless of height to weight ratio, no Cavalcade participant (youth or adult) can exceed 200 pounds. If you weigh 201 lbs, you will not be allowed to participate in a Cavalcade.

Furthermore, regardless of height and 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.**

Staff physicians at Philmont reserve the right to deny access to the backcountry to any adult or youth on the basis of the medical recheck process 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 the Philmont medical staff. A Philmont Cavalcade is just as challenging and strenuous as a regular trek.

On Cavalcade layover 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 at a time, three to five days a week. Jogging, running uphill or up long flights of stairs, and hiking with a full pack are excellent ways to prepare physically. How fast you run or how far you go is not nearly as important as regular exercise. Other aerobic exercises such as swimming, bicycling, stationary 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 *2020 Council and unit Planning Guide* to be used as a guide for your own program. Please refer to the “Recommendations Regarding Chronic Illnesses” that was included in that same guide. If anyone has further questions regarding their health, they should contact their family physician.

## 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 the seventh month and the seventeenth day. CV and CW designate your crew as a Southern itinerary; CX and CY designate your crew as a Northern itinerary (Example: 717-CV).

My Expedition Number is:

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## PHILMONT ADDRESS, MAIL & EMERGENCY PHONE NUMBER

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

**Philmont Address:** Your Name, Expedition Number  
47 Caballo Rd  
Cimarron, NM 87714

**Emergency Phone #:** (575) 376-2281

Telephone calls to you are restricted to extreme emergencies only. Since Philmont comprises of approximately 220 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.

## PRACTICE THE PATROL METHOD

Your Philmont Trek will provide you an opportunity to practice 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 the duration of the trek: Crew Leader, Chaplain's 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 throughout 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 Horseman/Wrangler assigned to the crew will help the entire crew achieve the most from their Philmont Adventure!

## 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's Aide, perhaps a member of the crew who has received a religious award in Scouting. The Chaplain's Aide is responsible for assisting the crew in meeting their responsibility to the twelfth point of the Scout Law, as well as working with the Crew Leader and Advisor to ensure 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 ensure that we protect Philmont and our neighbors' properties for generations to come.

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

The entire crew and especially the Crew Leader and Adult Advisors 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 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 [www.philmontscoutranch.org/pressrelease.aspx](http://www.philmontscoutranch.org/pressrelease.aspx).

#### SIDE HIKE

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 athletic shoes should be adequate. Be sure to carry and drink lots of water to prevent dehydration.

## EQUIPMENT AND CLOTHING

### TENTS

Due to 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 call the “Thunder Ridge”. It requires six to eight 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 will only 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 “Bear-muda Triangle”. Two, one-person tents take up nearly twice as much space as one, two-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 very least, two people share a map and compass. It is 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 in elevation. 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 and 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.

## 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 arriving at 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 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.

## EXTREME WEATHER

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

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 on 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 insulation value (90% 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 up, 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 for wearing around base camp. When riding, you must wear long sleeve shirts and long pants. When in camp or on side hike, shorts and short sleeve shirts may be worn. A sweater or fleece jacket is necessary for cold mornings and evenings as well as 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 rain gear.** 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

Campers 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 into the backcountry should be in small bills. These potential expenses may include:

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

#### FISHING LICENSES

Fishing licenses for participants under 18 years of age may be purchased at the Tooth of Time Traders OR at backcountry camps that offer fishing programs. The cost of a ten-day license is \$2.00.



All participants 18 years of age or older will be required to purchase a fishing license from New Mexico Department of Game and Fish through a mandatory web-based sales system that was launched in 2014. A special online 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 older will NOT be available for purchase in the backcountry.

Fees for nonresident fisherman will be as follows:

- One day = \$12
- Five days = \$24
- Annual = \$56

If you are purchasing a one-day or five-day license, we recommend that you do so after you arrive at Philmont so that we may help you align the actual fishing days with your itinerary before purchasing a non-refundable license.

Annual fishing licenses may be purchased online at the New Mexico Department of Game and Fish website: [www.wildlife.state.nm.us](http://www.wildlife.state.nm.us). The New Mexico Department of Game and Fish requires each applicant to create an online profile with a username 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 five pounds. You can increase the R-value (temperature rating) of your sleeping bag by using an insulated pad under your bag, using a sleeping bag liner, or by wearing long underwear and a hat. When your sleeping bag is packed, it should be no more than twenty inches long and ten inches in diameter. It must be able to fit in the stuff sack that each participant will use.

#### PHOTOGRAPHY

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 charger.

#### 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 them to you.

### CREW EQUIPMENTS ISSUED AT PHILMONT

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

Philmont will also provide all necessary horse gear including saddles, bridles, halters, saddle bags, and helmets. Philmont will provide a stuff sack for packing personal belongings and clothing. These stuff sacks are NOT waterproof. If participants desire a waterproof stuff sack, they must bring their own 30L stuff sack in the dimensions of 21 ¼ inches long by 11 inches in diameter. Larger stuff sacks will not be permitted. Crew camping gear 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. Each participant **must have a raincoat with a hood and rain pants** which need to be one size larger.

**Participants may not bring their own saddles, bridles, saddle pads, or saddle bags.**

**Please note that Cavalcade Crews must bring their own cooking stoves or ship ahead of time**

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 special dietary restrictions, replacement food must be purchased at home and transported to Philmont.

### CAVALCADE EQUIPMENT LIST

Following is a suggested Cavalcade Equipment List. The list may look extensive, but it should be remembered that Cavalcades are camping on the trail for five or six nights. Keep in mind that all personal gear must fit in the respective packing areas listed below. The stuff sacks are 21 ¼ "x 11" and the saddle bags are approximately 3"x 12"x 12" per side. The stuff sacks are standard BSA nylon bags as found in a Scout Supply Center.

#### KEY FOR EQUIPMENT LIST

(\* = Available at Tooth of Time Traders; \*\* = Western Riding boots required, no

lug-soled boots or lace-up boots; (BB) = Placed in bear bag at night; (S) = Share with a buddy/crew)

#### CREW STUFF SACK (1)

- Toiletries, medications, any other “oops bag” items, and mess kits (BB)
- Deep bowl or small plate\*
- Spoon\*
- Cup (Advisors’ coffee at Staff Camps)\*
- Any medication that does not need to be accessed during the day
- Toothpaste (BB, S)\*
- Tampons/pads (BB)\*
- Weight-bearing caribiner\*
- 50 feet of nylon rope\*
- Sewing kit\*
- Comb (S)\*
- Shaving cream (no aerosol cans; optional) (BB, S)
- Insect repellent (BB, S)\*
- Tent stakes – 8 per tent and 8 for the dining fly (After camp has been set up for the first time, tent stakes may be rolled up inside packed tents and 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 sleeve shirt
- 1 spare pair of long pants
- Clothes for side hikes
- Shoes for side hikes/wear around camp
- Camp towel\*

#### SADDLE BAGS (1 PER PERSON)

- 2, one quart plastic water bottles with secure lids (NO camelbacks)\*

#### FEED BAG

- Food for the morning/lunch (provided) (BB)
- Medication taken during the day & emergency medication (BB)
- Lip balm (BB)\*

- Sunscreen (BB, S)\*
- Camera
- Philmont Map (S)\*

#### TIED TO YOUR SADDLE

- Warm jacket (wool or fleece)
- Rain jacket
- Rain pants

#### DIRECTLY IN PANNIER BAGS/ON PACK HORSES

- Crew first aid kit (BB, S)
- 2, 2 ½ gallon collapsible water jugs (crew must provide)\*
- Backpacking stoves
- Fuel bottles
- Ground cloths for tents

#### ON YOUR BODY WHILE ON HORSEBACK

- Western riding boots (smooth-soled, with a 1" heel, no laced boots allowed)
- Jeans (western cut, baggy jeans wrinkle up and cause chaffing)
- Long sleeve shirt (tucked in)
- Belt\*
- Helmet (provided)

#### OTHER GEAR

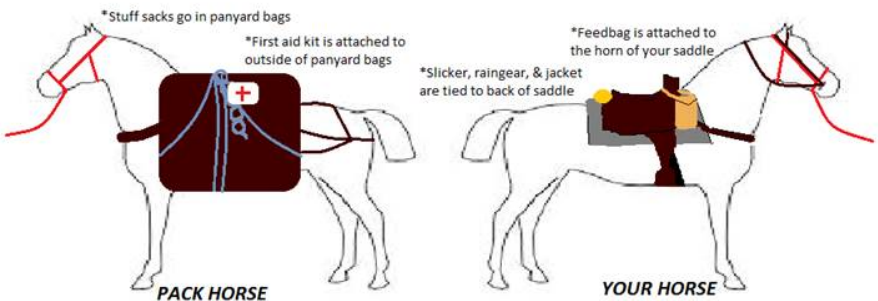
- Uniform shirt and bottoms (for travel)
- Alarm clock/watch
- Flashlight/headlamp\*
- Pocket knife (no sheath knives) (S)\*
- Compass (S)\*
- Camera
- Notepad/pencil/pen\*
- Bandana (BB)\*
- Sunglasses\*
- Money (\$20 to \$50 in small bills)
- Compact sleeping pad\*

## NOT ALLOWED

- Deodorant
- Radios/MP3 Players
- Video Game Devices
- Hammock
- Video Cameras

## USEFUL KNOTS & DIAGRAMS

- It is recommended that all participants become familiar with the knots listed below. Please use [www.animatedknots.com](http://www.animatedknots.com) as a resource.
- **Sheet Bend:** Used to attach a halter to a horse's head
- **Quick Release:** Used to tie a horse to a fence post or tree
- **Square Knot:** Used to secure saddle bags, jackets, and feed bag to saddle
- **Clove Hitch:** Used in the set-up of a dining fly
- **Taut Line Hitch:** Used in the set-up of a dining fly
- **Lark's Head:** Used to hang bear bags
- **Daisy Chain:** Used to consolidate the trail of rope securing the crew gear to a pack horse
- **Diamond Hitch:** Used to secure crew gear to a pack horse
- **Half Hitch:** Used to secure crew gear to a pack horse



## BACKPACKING STOVES

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. Isobutene/propane fuel stoves are also acceptable. The Tooth of Time Traders carries fuel bottles and several brands of isobutene/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 people is recommended. 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 US 64 and onto NM 21. Cimarron means “wild” or “untamed” in Spanish and echoes the memories of a wild past. After crossing a small bridge over the Cimarron River, you will see the St. James Hotel on the left. This hotel boasts an exciting history! Jesse James, Wyatt Earp, Clay Allison, and other famous gunslingers 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 that if he lost, he would be shot off his horse at the finish line. Needless to say, his jockey won.

One block west of the St. James Hotel 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 where Philmont's 100 head of buffalo live.

Looking to your right, every mountain you see lies on Philmont property. 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. Further 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 on 1927. Notice the Spanish-style architecture, high arches, and tile roof. Surrounding the Villa is the Philmont Training Center where Scouting families come for weekly training conferences held throughout the summer.

## 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 AND WRANGLER

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 the *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 1:00pm 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 Assignments** – you will receive tent assignments at the Welcome Center for your first night at Philmont.
3. **Your Crew Photo** – A trained Philmont photographer will take your crew photo. Each Philmont participant will receive one free 4x6 crew photo. Multi-crew groups can have their photo taken together with the option to purchase that photo. Extra photos may be ordered at [philmontphotos.org](http://philmontphotos.org). 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 and CPR. Current certifications will need to be presented. A large envelope will be provided to store extra money, credit cards, and/or other valuables in the safe while your crew is on the trail. At this time, you will pay any outstanding fees.
5. **Your Leaders Visit Logistics** – Your Adult Advisor and Crew Leader will meet one of the itinerary planners at Logistics to finalize arrangements for your program, food pick-ups, and bus transportation. Your Crew Leader should bring their Crew Leader Fieldbook and an unmarked Philmont North or South 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 Horseman/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 its original container). **A participant whose weight exceeds 200 pounds will not be allowed to participate and will be sent home at their own expense.**
7. **Shakedown** – Your Horseman/Wrangler will meet the crew at the crew's tents to review all cavalcade gear. 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 that with your Horseman/Wrangler.
8. **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 should plan to check for mail before leaving this area.
9. **Conservation Project, Emergency Information, and Trail of Courage Boards** – Your Horseman/Wrangler will address these information boards in more detail at their designated sites in base camp.
10. **Museum Tours & Tooth of Time Traders** – As time permits, your Horseman/Wrangler can give you a tour of Camping Headquarters. You can also schedule a tour of the Villa Philmonte at the National Scouting Museum. Your additional free time should include a visit to the Tooth of Time Traders where a complete supply of outdoor gear and equipment, Philmont items (patches, belts, buckles, jackets, maps, etc.), and other souvenirs are available. You will also have the opportunity to visit the Tooth of Time Traders when you return from the trail. You can preview items online: [www.toothoftimetraders.com](http://www.toothoftimetraders.com).
11. **Laundry** – Dirty clothing may be laundered at Philmont's self-service Laundromat. One or more crew members should be assigned to bring all of the crew's dirty 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.
12. **Camper Dining Hall** – In Camping Headquarters, you will eat in the Camper Dining Hall. The menus are well-balanced and nutritious.

13. **Leadership Meetings** – Separate meetings will take place for Advisors, Crew Leaders, Chaplain's Aides, and Wilderness Pledge Guides. Topics will include backcountry conditions and tips to improve your Philmont experience.
14. **Religious Services** – Chaplains of Jewish, Protestant, Catholic, and LDS faiths conduct services at Camping Headquarters beginning at 7:00pm. daily. Your crew is encouraged to attend. The Tooth of Time Traders will be closed at this time.
15. **Write/Call Home** – After dinner is a good time to contact home. Your parents will enjoy hearing from you. Philmont postcards are available at the Tooth of Time Traders and phones are available in base camp.
16. **Opening Campfire** – 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. **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 & 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 personal vehicles will store belongings in their vehicles. The number of lockers is limited to two lockers per crew. When you hit the trail, nothing can be left in your tent. Do NOT leave valuables unattended while in base camp. Philmont is NOT responsible for lost or stolen items.

## DAY TWO AT PHILMONT

### SOUTHERN ITINERARIES

After breakfast, follow your Horseman's instructions and report to Cattle Headquarters for horsemanship and saddle training. You will be matched with a horse that will be yours for the remainder of the Cavalcade. After training, you will go on a circle ride that will start and end at Cattle Headquarters and complete campsite training before going back to your tents at camping headquarters for the night.

## NORTHERN ITINERARIES

After breakfast, check out of tent city and report to the Welcome Center for your bus ride to Ponil. At Ponil, you will be given horsemanship and saddle training. You will be matched with a horse that will be yours for the remainder of the Cavalcade. After training, you will go on a circle ride that will start and end at Ponil. You will spend this night at Ponil and receive camping training at this time.

## 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 your Horseman/Wrangler will pack all gear and lead you to your first backcountry camp.

## GYMKHANA

On your last day, after arriving back at base camp or Ponil for South or North itineraries respectively, your crew will compete (weather permitting) in a series of light-hearted riding games against the other cavalcade crew that began their trek at the same time. This event is called Gymkhana (jim-CON-uh) and is meant to be the culmination of your trek and a demonstration of the horsemanship skills you have honed during your week in the saddle.

***Please refer to pages 31-47 in the Guidebook to Adventure for camping and outdoor practices applicable to all of Philmont.***

## 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. Crews that pass through a staffed camp may want to participate in one of the activities available if space and time allow. However, riding is considered the main program on cavalcade and staff camp activities—especially pass-throughs—may have to be forgone to facilitate timely and safe riding for the crew.

## ARCHAEOLOGY

The Ponil country in the Northern section of the ranch is rich in the prehistoric background of the American Indians. 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**. Activities may include assisting with excavations or preparing specimens and artifacts.

NOTE: You can also assist the archaeological 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 in Indian Writings, the Philmont Museum, or Camping Headquarters.

## BLACK POWDER RIFLE

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**. Here staff blacksmiths will acquaint you with a working forge, blower, leg vice, 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.

## 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 established a special use permit with the Chase Foundation and began operation of the Historic Chase Ranch.

A new turnaround to begin and end treks is 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/Wrangler is expected for 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 during your itinerary planning.

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

#### CONTINENTAL TIE & 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 spar pole climbing and the use of wood tools and instruments. Competition in exciting logging events such as log toss, cross-cut sawing, and log tong 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 crew.

#### 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 track 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. This program is called Backcountry Environmental Education Program (BEEP). It will help you know and understand Philmont's flora, fauna, geology, and life zones, as well as how you can be a part of maintaining the natural order of nature so that others 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 FLY 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 rewarding catch. Fly rods may be checked out at **Hunting Lodge**, **Fish Camp**, **Abreu**, and **Phillips Junction**. 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 fisherman are required to have a current New Mexico state fishing license.

#### GEOLOGY

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

#### GOLD MINING AND PANNING

Gold is still found in almost all streams at 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 shaft. Bring your jacket and a flashlight for the tour. Learn about adventures and hardships as determined, past miners sought their fortunes in these historic mountains. When you find some gold, ask one of the staff miners for some cellophane tape so you can

take your discovery home. 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 rail splitting, 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**.

#### MOUNTAINEERING

Although not a staff-sponsored program feature, mountaineering can be as fun and exciting as any. Restless adventurers seek challenges, camaraderie, 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.

Mount Waite Phillips stands at 11,736 feet above sea level, towering over the beautiful southwest section of Philmont. This peak is a rugged climb with fabulous views of Eagle Nest Lake, Wheeler Peak (the highest peak in New Mexico at 13,161 feet of elevation), and most of Philmont.

Baldy Mountain, named for its rocky, barren top, is a favorite climb for those camping in the area at and around Baldy Town. Dotted with old gold mines, Baldy Mountain is the highest peak at Philmont, standing at 12,441 feet above sea level. The view from the top is unobstructed and spectacular.

The Tooth of Time, the iconic incisor sitting at 9,003 feet of elevation, rises abruptly 2,500 feet from the valley floor. A landmark among the old Santa Fe Trail would signify to settlers moving out West that they were approximately two weeks from arriving in Santa Fe.

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 above sea level 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, a 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 garbage without leaving a scar or trace.

## PHILMONT CAMPFIRES

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

**Pueblano**, and **Crater Lake** campfires relate to the 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 ring through your ears as an interpreter relates the life and adventures of the 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.

Conducting your own campfire can be equally stimulating, whether you are camping at Vista 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).

## POST-CIVIL WAR SETTLERS

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 camps.



## RENDEZVOUS

Catch some of the flavor of 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 tomahawk 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 will 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 and harness, carabiners, and a helmet. Safety is always stressed and practiced.

Rock climbing is restricted to two locations: **Miners Park** and **Cimarroncito**. It is only done under the supervision of Philmont rock climbing staff.

## ROPES AND CHALLENGES

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

## SHOOTING SPORTS

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

## 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 on trails, look for the white-faced Hereford cattle. Though not wild, they are best observed from a distance. A cow with calf may become dangerous if she feels her calf is

threatened. To chase or attempt to rope the 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 displayed and explained. After a hearty chuck wagon dinner that you will help prepare, you will 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 will gather at the Cantina.

SPECIAL TRAIL MEALS

The programs at **Clarks Fork** and **Beaubien** include a special chuck wagon dinner. A Mexican homestead meal is included at **Abreu**. Members of your crew will help prepare these meals.

STEM

Philmont has incorporated STEM (Science, Technology, Engineering, 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.

PROGRAM FEATURE DIAGRAMS

(S) = Starting camp

CAMPS (NORTH COUNTRY)	PROGRAM FEATURES
Baldy Town	Food Pick-up, Trading Post, Museum, Geology
French Henry	Blacksmithing, Gold Mining and Panning, Geology
Head of Dean	Ropes and Challenges
House Canyon (S)	Horseman/Wrangler Training
Indian Writings (S)	Horseman/Wrangler Training, Archaeology
Metcalf Station	Railroading, Blacksmithing, Campfire
Miranda	Muzzle-Loading Rifle, Burro Packing, Mountain Man Rendezvous
Ponil	Horse Rides, Burro Packing, Cantina Show, Western Lore, Food Pick-up,

	Trading Post, Chuck Wagon Dinner, Cowboy Action Shooting
Pueblano	Continental Tie & Lumber Company, Evening Campfire
<b>CAMPS (CENTRAL COUNTRY)</b>	<b>PROGRAM FEATURES</b>
Black Mountain	Post-Civil War Settlers, Muzzle-Loading Rifle, Blacksmithing
Cimarroncito	Rock Climbing
Clarks Fork	Horse Rides, Western Lore, Chuck Wagon Dinner, Evening Campfire
Clear Creek	Rocky Mountain Fur Company, Muzzle-Loading Rifle, Tomahawks
Cyphers Mine	Blacksmithing, Gold Mining and Panning, Geology, Evening STOMP
Hunting Lodge	Lodge Tour, History of Waite Phillips, Demonstration Forest
Sawmill	.30-06 Rifle Shooting and Reloading
Ute Springs (S)	Horseman/Wrangler Training
<b>CAMPS (SOUTH COUNTRY)</b>	<b>PROGRAM FEATURES</b>
Abreu	Mexican Homestead, Cantina, Fishing, Mexican Dinner
Beaubien	Horse Rides, Western Lore, Chuck Wagon Dinner, Evening Campfire
Crater Lake	Continental Tie & Lumber Company, Evening Campfire
Crooked Creek	Homesteading
Fish Camp	Fly Tying and Fly Fishing, Lodge Tour
Miners Park	Rock Climbing
Phillips Junction	Food Pick-up, Trading Post, Fishing

Visit the Official Philmont Store  
The Award-Winning Tooth of Time Traders  
[www.ToothofTimeTraders.com](http://www.ToothofTimeTraders.com)

Visit us at ANY of the following sites  
[www.PhilmontScoutRanch.org](http://www.PhilmontScoutRanch.org)  
[www.facebook.com/PhilmontScoutRanch](https://www.facebook.com/PhilmontScoutRanch)  
[www.youtube.com/PhilmontScoutRanch](https://www.youtube.com/PhilmontScoutRanch)  
[www.twitter.com/philmont](https://www.twitter.com/philmont)

### **REPRESENTATIVE PHILMONT JOBS**

Philmont hires over 1,000 seasonal staff members every summer. Below is a list of some of the departments and jobs that are available. If you are interested, CALL (575) 376-2281 or EMAIL [philstaff@philmontscoutranch.org](mailto:philstaff@philmontscoutranch.org) for more information.

Office Support, Food Service, Commissary, Trading Post, Headquarters Services, Grounds and Maintenance, Horse Department, Museum, Security, Tent Crew, Ranger Department, Marketing and Photo Services, Conservation Department, Logistics, Medical Services, Activities, Philmont Training Center, and Backcountry Programs.

## PHILMONT GRACE

For Food

For Raiment

For Life

For Opportunity

For Friendship and Fellowship

We Thank Thee, O Lord

Amen

## PHILMONT HYMN

Silver on the sage,  
Starlit skies above,  
Aspen covered hills,  
Country that I love.

Philmont, here's to thee,  
Scouting Paradise,  
Out in God's Country,  
Tonight.

Wind in whispering pines,  
Eagles soaring high,  
Purple mountains rise,  
Against an azure sky.

Philmont, here's to thee,  
Scouting Paradise,  
Out in God's Country,  
Tonight.