



PHILMONT[®]

CAVALCADE
GUIDEBOOK TO
ADVENTURE
2018

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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
- 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 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 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 ranches along the Santa Fe Trail, and miners, loggers, and cowboys. All of 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 crew 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.

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

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 8th 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 (except 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 soled 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. With that said, 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 for 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 *2018 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 Guia. 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.

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 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 of 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. You will be trained by your

Horseman/Wrangler in understanding how to find a UTM coordinate on the map.

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. On the trail, 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 stoves.

FISHING LICENSES

Fishing licenses for participants under 18 years of age may be purchased as 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. 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, stuff sacks, slickers, and helmets. Crew camping gear such as tents, stoves*, 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. $\frac{3}{4}$ length slickers are optional and available if needed.

*Crews may bring their own cooking stoves, however, keep in mind that replacement parts may be impossible to find in the backcountry.

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. Keep in mind that all personal gear must fit in the respective packing areas listed below. The stuff sacks are 21 $\frac{1}{4}$ "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. The list may look too extensive, but it should be remembered that Cavalcades are camping on the trail for five or six nights.

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)
- Bowl or 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 heel, no laced boots allowed)
- Jeans (western cut)
- 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*

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. Your Horseman/Wrangler will show your crew to your 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 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 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 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 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 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. **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.
8. **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.
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 should plan to check for mail before leaving this area.
10. **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.
11. **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 Philmont 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 at www.toothoftimetraders.com.
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. 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 to the Tooth of Time Traders and 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. **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/Wrangler’s instructions and report to Cattle Headquarters for horsemanship and saddling 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. You will again spend the night at Camping Headquarters.

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.

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/Wrangler 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.

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 and the world.

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”. Don not contribute to this problem.

- **WILDLIFE** – Respect Philmont’s wildlife, including livestock. 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. You should never bathe, do laundry or dishes in or near springs or streams. 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 always leave springs and streams as clean as you found them.
- **TRAILS** – Pledge yourself to respect all trails at Philmont. Do not cut green boughs or trees or mark on them. Do not cut across switchbacks and do not alter or change trail signs.
- **CAMPITES** – Each crew is responsible for leaving a neat and orderly campsite, whether it be in Camping Headquarters, staffed camps or trail camps. Your campsite must be left litter-free with its latrines and sumps clean. Carry out all trash. Fires must be left DEAD OUT and then cleaned of debris before you depart. Leave a courtesy woodpile when possible. Do not trench tents; pitch them on high ground. You should respect the feelings of those crews camping near you and those that will come after you.

Philmont serves approximately 22,000 Scouts, Venturers, Varsit Teams, Explorer Posts, and their Advisors 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 and all other areas will always remain beautiful, clean, and natural in order to enjoy outdoor adventure. We ask for your dedication in the fulfillment of this goal.

REPORT ARTIFACTS

Philmont is a natural outdoor biological, geological, archaeological, and historical laboratory and museum. Countless varieties of rocks, 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 discovered them. Do

NOT collect and/or remove these artifacts 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 is the major activity at Philmont. You will camp every day on your trek—camps that vary from vast meadows to narrow valleys and lofty mountaintops. Elevations at some camps are less than 7,500 feet above sea level while others exceed 10,000 feet above sea level. Itineraries include several different types of camps, such as starting camps, staffed camps, trail camps, low impact camps, and dry camps.

Horseman/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. All staffed camps have water supplies and two-way radio communications with the Philmont Logistics Office. 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 PICK-UPS

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 free-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 above sea level (which is low at Philmont), water boils at 199°F. At

9,000 feet above sea level (a typical elevation in the backcountry), water boils at 195°F and at 11,000 feet above sea level (a high elevation), water boils at only 191°F. Water at higher elevations is generally colder, requiring more time to boil. By keeping your pots, food, and water covered, you can decrease 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 two to three day supply of food, sometimes four days of food, 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 seven days on the trail.

Philmont trail food is a high carbohydrate and high caloric diet by necessity. 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 ensure 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 (www.philmontscoutranch.org) to find the menu and ingredients list. The list for 2018 will be available online May 1, 2018. 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 ten-day menu throughout the summer. During the trail ride, Cavalcade crews will utilize five (Southern itineraries) or six (Norther 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.

On the day of your arrival at Philmont, your Horseman/Wrangler, Crew Leader, and individuals needing 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 the appropriate backcountry commissaries. Appropriate substitutions can be arranged for food served in the dining hall by speaking with the dining hall manager upon arrival at Philmont.

If you have any other questions regarding food substitutions, please contact Philmont at (575) 376-2281 or camping@philmontscoutranch.org.

TURKEY BAGS

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

Other concerns with "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 garbage space in the backcountry as well as create more landfill overflow. 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 garbage containers, will certainly create an impact on Philmont bear and wildlife procedures. Your cooperation in this effort will help support Philmont's multiple sustainability initiatives and will make a positive lasting impact on the environment.

FIRE POINTS

Metal fire rings have been established at all camps. They are to contain the fires, reduce possibility of forest fire, limit the 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.

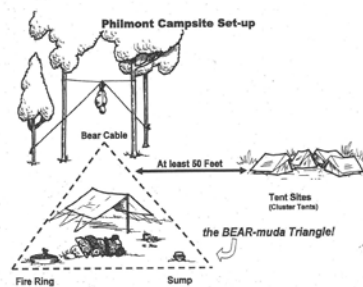
The United States Forest Service points out that good outdoorsmen follow these practices when using fire:

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.
3. Rake up flammable material before building a fire.
4. Never toss match away. Put it in the fire or hold the match until it stops smoke, 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.

BEAR-MUDA TRIANGLE

Your Horseman/Wrangler will teach your crew how to set up your campsite using the Bear-muda Triangle. This method concentrates all activities that might have a smell within a triangle formed by the fire ring, sung, and bear cable. Tents are set up outside the triangle while backpacks, the dining fly, and cooking and dishwashing take place inside the triangle. The tents should be AT LEAST 50 feet from the Bear-muda 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 the world. 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 Town, Sawmill, Cimarroncito, Clarks Fork, Cyphers Mine, Beaubien, Phillips Junction, Miners 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 fluid. Treat for shock and get help.

HYPERVENTILATION

A feeling of panic accompanied by rapid breathing with shallow breath is symptomatic 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 young 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 try to control their breathing. Sometimes, they might require coached breathing from another member of the crew to help them calm down and restore the balance of carbon dioxide in their bloodstream. Reassure the subject and tell them to take long, deep breaths.

HYPOTHERMIA

Hypothermia results from exposure to cold, wet weather, with most cases developing in air temperatures of 30°F 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 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 during the day. If you do become sunburned, treat 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 wide precaution.**

ACUTE MOUNTAIN SICKNESS (AMS)

Participants who live at less than 3,000 feet of elevation may require two to three 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 of 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 above sea level (all of Philmont).

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 can contract Hantavirus by coming into contact with rodent feces,

urine, saliva, or other 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 nests).
- Do not pitch tents or place sleeping bags in areas in proximity to rodent feces or burrows or near possible rodent shelters (such as 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 bear bag hung from a cable.
- Properly package all garbage and discard in covered 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 wild animals. Do not feed any wild animals. Keep your tent zipped closed 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 on 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 in killing 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.

DISWASHING 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 200 feet away from any campsite or water source. Solid matter should be carried to the next staffed camp for garbage disposal.

DISPOSAL OF GARBAGE

Proper disposal of garbage ensures a clean camp and protects everyone's health. Do NOT bury garbage or dump it in latrines as bears and rodents will find ways to retrieve it. Put garbage in a plastic bag and dispose of it at the nearest staffed camp. Philmont asks that you compact your garbage as much as possible to reduce the volume before disposing it at a staffed camp. Your Horseman/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 cat hole latrine. Make it at least 200 feet from any trail,

water, or campsite. Dig the hole about six inches deep, but no deeper than 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 or cat hole 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 phone 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 stars/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 supervisions 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 are “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:

- **Ground Current** – 50-55% of all injuries come from 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 arcing away from the tops of tall objects including people near each downward leader. Suppress the tendency to launch a streamer by CROUCHING WHILE IN LIGHTNING POSITION.
- **Touch Volt** – 3-5% of all injuries are 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 occur this way. It is the least common of all lightning strike injuries. STRIVE TO MOVE TO SAFER TERRAIN.

Lighting Position

It is important to keep your feet together and touching. If possible, move to a crouching position. 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 to spread out at least thirty feet apart. If one member of the 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 point of 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 increase in the speed or volume of stream flow. Stay out of flood water 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 lost or confused is diminished. 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 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, insect repellent, unused film cartridges, and first aid kits.

Good Scout camping practices are the best way to avoid contact with 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. Clean up only at the sump. Never eat food in a tent—the odor remains after the food is gone. Tents must be used for sleeping only.

Human scent does not attract bears. The superficial application of scented lotions, soaps, deodorant, shampoo, or spilled food may attract the attention of bears. Washing the body with various products should be done before midafternoon 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 in the bear bags 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 Horseman/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 it 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, mosquitos 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 mosquitoes from entering. Insect repellent is recommended for the trail. There are bees and wasps at Philmont. If you are allergic to stings, be sure you have antitoxin and that your crew is aware 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 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 radio communication with the Infirmary. The nature of the injury and the patient's location determine whether to transport to headquarters or if 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 any 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/Wrangler is trained in how to respond to accidents or emergencies on the trail. Should an accident occur, stay calm and follow their instructions.

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 are most likely to occur. The most common injuries and illness treated at the Philmont Infirmary are:

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

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 en route to, during, and returning home from a Philmont trek:

25 Assorted Band-Aids	Blister Kit
10 Gauze Pads 4x4	Antihistamines (Benadryl)
1 Tape Roll 1"x5 yards	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 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 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 trek 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 staffed camp may want to participate in one of the activities available if space and time allow.

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.

ATV RIDER COURSE

At **Zastrow**, and ATV Rider Course will be administered to participants 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 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.

BURRO PACKING

No animal is more closely associated with the colorful history of the Southwest than the burrow. Burro packing methods are explained at demonstrated at **Ponil and Miranda**. Your tents and food may be packed on burrows 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 Wester-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. The 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 Ledge**, **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 fisherman are required to have a current New Mexico state fishing license.

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 **Zastrow**, your crew will learn the latest techniques of land navigation using a map, compass, and a GPS. Discover how a knowledge of Universal Transverse Mercator (UTM) 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 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 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 Jicarilla worked and played. A replica Jicarilla village has been erected for this program. Teepees are furnished with realistic fireplaces, back rests, robes, hides, and baskets for you to see.

3-D and trap archery programs will also be offered. After that, you can enjoy a “Jicarilla sauna” in a sweat lodge, followed by 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 Unit of the Carson National Forest. You will learn bike 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, 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. You will also receive future Leave No Trace training at **Whiteman Vega, Ring Place, Seally Canyon, and Zastrow**. Your Wilderness Pledge Guia 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 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 **Metcalfe 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 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 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 interpreters) 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 hides and see trade goods which they used to purchase food and supplies.

ROPES AND CHALLENGES

A series of activities that will test teamwork, skills, 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 test 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** range. Each participant will reload and fire three rounds. Additional rounds may be purchased at three 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 three rounds. Additional rounds may be purchased at three for \$1.00.
- **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 this 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 wester 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.

HORSE RIDES

Philmont owns and maintains 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 homestead meal is included at **Abreu**. Members of

your crew will help prepare these meals. At **Zastrow**, crews will be treated when they create their own Dutch oven cobbler dessert.

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.

WILDERNESS MEDICINE/SEARCH AND RESCUE

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.

PROGRAM FEATURE DIAGRAMS

(S) = Starting camp

CAMPS (NORTH COUNTRY)	PROGRAM FEATURES
Anasazi (S)	Horseman/Wrangler Training
Baldy Town	Food Pick-up, Trading Post, Museum, Geology
Bent (S)	Horseman/Wrangler Training
Black Horse, Copper Park, Ewells Park, Ute Meadows	Side hike Baldy Mountain
Campos Heck (S)	Horseman/Wrangler Training
Cimarron River (S)	Horseman/Wrangler Training
Dan Beard	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 and Panning, Geology
Head of Dean	Ropes and Challenges
Hells Fire Canyon (S)	Horseman/Wrangler Training
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
Sioux (S)	Horseman/Wrangler Training
Slate Hill Heck	Horseman/Wrangler Training, Geocaching Adventure

CAMPS (CENTRAL COUNTRY)	PROGRAM FEATURES
Black Mountain	Post-Civil War Settlers, Muzzle-Loading Rifle, Blacksmithing
Cathedral Rock (S)	Horseman/Wrangler Training
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
Harlan	12-Gauge Shotgun Shooting and Reloading, Burro Racing
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 and Reloading
Ute Gulch	Food Pick-up, Trading Post
Ute Springs (S)	Horseman/Wrangler Training

CAMPS (SOUTH COUNTRY)	PROGRAM FEATURES
Abreu	Mexican Homestead, Cantina, Fishing, Mexican Dinner

Apache Springs	Jicarilla Apache Life, Sweat Lodge, 3-D and Trap Archery, Food Pick-up
Backache Springs (S)	Horseman/Wrangler Training
Beaubien	Horse Rides, Western Lore, Chuck Wagon Dinner, Evening Campfire
Crater Lake	Continental Tie & Lumber Company, Evening Campfire
Carson Meadows	Search and Rescue
Crooked Creek	Homesteading
Fish Camp	Fly Tying and Fly 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 Pick-up, Trading Post, Fishing
Rayado River (S)	Horseman/Wrangler Training
Rayado/Kit Carson	Historic Tour, Blacksmithing, LaPosta Store, Tomahawks
Rimrock Park (S)	Horseman/Wrangler Training
Toothache Springs (S)	Horseman/Wrangler Training
Urraca	Ropes and Challenges, Evening Campfire
Zastrow	Land and Navigation, Geocaching, Dutch Oven Cooking, Evening Program, ATV Rider Course & Trail Ride

CAMPS (VALLE VIDAL)	PROGRAM FEATURES
Whiteman Vega	Mountain Biking, Leave No Trace, Conservation
Rich Cabins	Homesteading, Food Pick-up, Evening Campfire
Ring Place	Food Pick-up, Lodge Tour, Leave No Trace, Astronomy, 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 the opportunity to visit them either at the beginning or the end of your trek. There is no admission charge.

PHILMONT MUSEUM – SETON MEMORIAL LIBRARY

Located at Camping 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 AT 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 his history. It was named in honor of Kit Carson.

Staff at the 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 1850's. The Rayado Trading Company, located at LaPosta 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 Camping Headquarters. Bus transportation to and from the museum is available from Camping Headquarters each day. Large groups should schedule with Logistics before going to the Kit Carson Museum.

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

VILLA PHILMONTE

When Waite Phillips gave Philmont to the Boy Scouts of America in 1941, he included in the gift his palatial summer 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 establishing the ranching industry in 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 is located seven miles north of Camping Headquarters. Bus transportation is available daily. Arrangements for this transportation should be scheduled with Logistics.

MORE PHILMONT SUPER-ACTIVITIES

Applications are available at www.philmontscoutranch.org, by calling (575) 376-2281, or by emailing camping@philmontscoutranch.org. In addition to regular treks, Philmont offers the following super-activities:

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 choose to participate in Rayado. On Rayado, you will learn new leadership skills, advanced 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 will love Rayado. The program is designed specifically to challenge participants’ 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, rangers, and headquarters staff.

Outstanding young men and women, at least 15 years of age but not yet 21 years of age, 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 Rangers.

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 settlers who first explored the West.

Eight-day Cavalcades with ten to fifteen participants per crew are offered on specific dates each summer. Participants 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 youth 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 8th grade and are at least 13 years of age prior to attendance, but not yet 21 years of age. Groups of five to ten young people are organized into crews and placed under the capable leadership of two of Philmont's experienced Rangers. 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 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 years of age.

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 years of age.

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 crews will spend eight 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 eight days. Ranch Hands participants must be 16 years of age but not yet 21 years of age.

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 8th grade and are at least 13 years of age but not yet 21 years of age.

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 Scout program. TCT participants must be 16 years of age but not yet 21 years of age.

RELIGIOUS SERVICES

Philmont works with all religious faiths to make possible and encourage full compliance with the twelfth 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 rests with each Lead Advisor with the assistance of the Chaplain’s Aide and with each crew member for his or her self. Chaplains of Protestant, Catholic, LDS, and Jewish faiths conduct services each day at 7:00pm at Camping Headquarters. The Tooth of Time Traders is closed at this time to avoid conflict.

Your Lead 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 on your Philmont trek.

CATHOLIC

Catholic chaplains are selected by the National Catholic Committee on Scouting. They are available for religious services, conferences, 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 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 case camp from the trail.

JEWISH

The National Jewish Committee on Scouting selected 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 service trail kits.

PROTESTANT

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 you 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 Closing Campfire.
6. Remove your equipment from your locker.

Lead Advisors 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 patches.
2. Pick up and distribute your mail from the Mail Room.
3. Receive certification toward the 50-Miler Award from Logistics Services (must present Crew Leader Copy).

HOMeward BOUND

A continental breakfast is available at 5:45am for those crews who have made prior arrangements. After checking out of tent city, you will load your gear into 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 adventures 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—as well as trying times—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 dinner. But you will make it, even though there will be times 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 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 the surrounding vicinity is inhabited by many Spanish descendants. New Mexico is, by law, a bilingual state; both English and Spanish are officially recognized and commonly spoken. The following is a list to help you understand and correctly pronounce frequently used words and names at Philmont, most of which have Spanish origin.

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

Visit the Official Philmont Store
The Award-Winning Tooth of Time Traders
www.ToothofTimeTraders.com

Visit us at ANY of the following sites
www.PhilmontScoutRanch.org
www.facebook.com/PhilmontScoutRanch
www.youtube.com/PhilmontScoutRanch
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 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.