



2013 WEHINAHPAY MOUNTAIN CAMP LEADERS GUIDE



"8,500 FEET ABOVE STRESS LEVEL"

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*The programs and activities of Camp Wehinahpay are available to all
without regard to race, color, national origin, religion, age, sex or handicap.*

Conquistador Council, Boy Scouts of America

2603 N. Aspen Ave., Roswell, New Mexico 88201

conquistador@bsaemail.org

575-622-3461

Yucca Council, Boy Scouts of America

7601 Lockheed, El Paso, Texas 79925

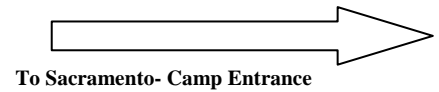
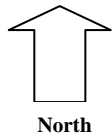
915-772-2292 or Toll Free 800-580-4272



Check out photographs by Duane Koss

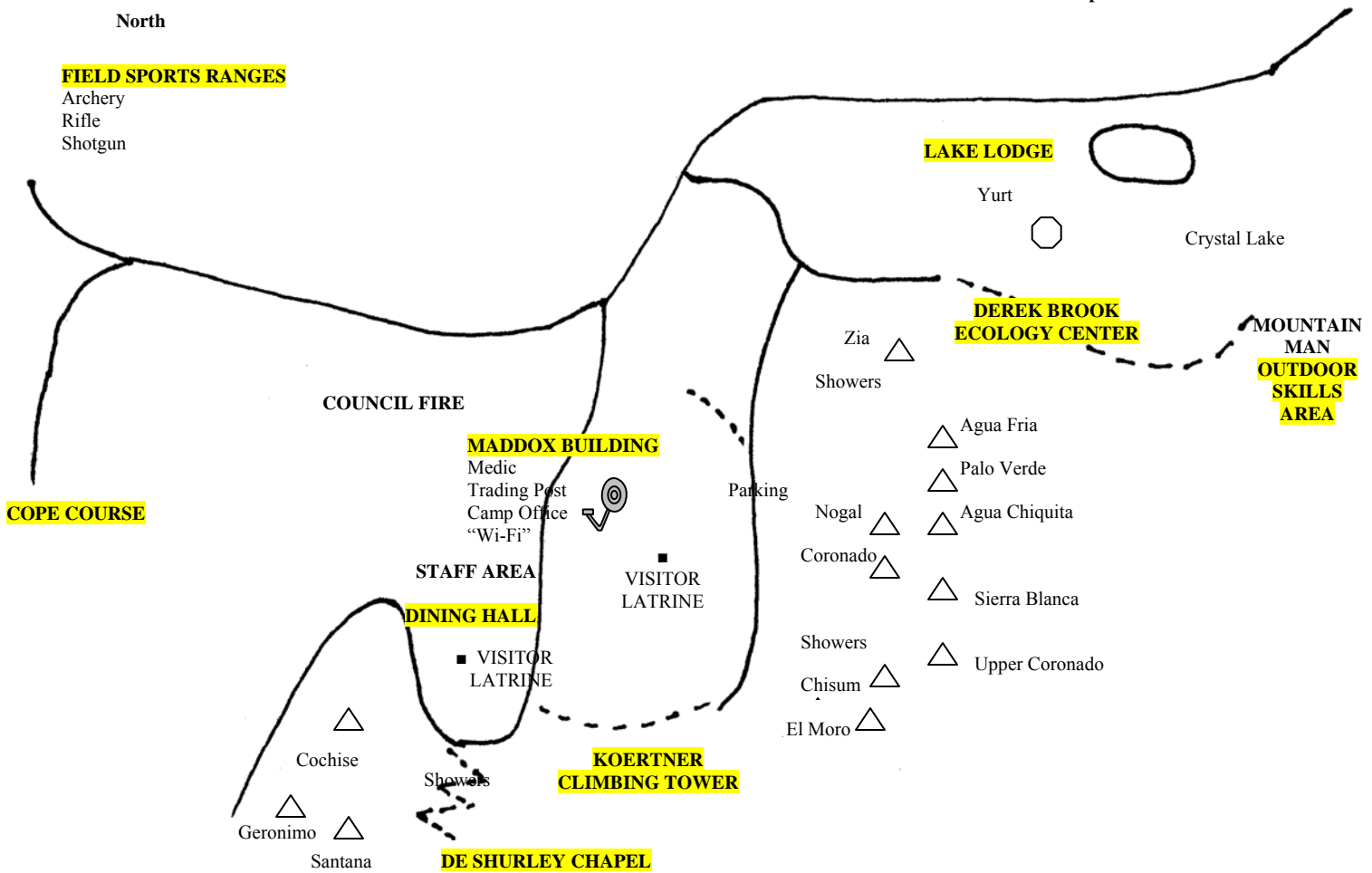
(www.pbase/nmsandrail/camp_wehinahpay_2010&page=all)

Check out Camp Wehinahpay on “YouTube”



FIELD SPORTS RANGES

Archery
Rifle
Shotgun



Wehinahpay Mountain Camp
BSA
Since 1927
Sacramento Mountains, New Mexico

Wehinahpay Mountain Camp, Boy Scouts of America
319 Potato Canyon Rd.
Sacramento, New Mexico 88347
575-687-2691

Conquistador Council, Boy Scouts of America
2603 N. Aspen Ave.
Roswell, New Mexico 88201
575-622-3461

Yucca Council, Boy Scouts of America
7601 Lockheed
El Paso, Texas 79925
915-772-2292 Toll Free 800-580-4272

*****Important notices*****

Please share and stress this information with all parents, youth and adult volunteers in your troop, crew, or post.

*****Please remember that Camp Wehinahpay is a mountain camp** and cannot accommodate traffic in and around camp. The terrain can be steep, rough and uneven in some areas and a half mile walk from point to point through a variety of these types of terrain is not uncommon.

Our roads are pedestrian walkways during the week of camp and no private vehicles, ATV's, or off road vehicle use will be permitted during camp and absolutely no private vehicles are allowed in the campsites. Only camp vehicles approved by both the Camp Ranger and Camp Director are allowed to operate during the camp week.

All private vehicles will remain parked, backed in, at the staging area by the Maddox building.

The only exception to this is on Friday for day trips away from camp and limited to and from the main gate only.

*****Please do not bring personal pets from home.** Camp dogs that are trained to scare off wild animals run loosely in the camp and are people friendly but your pet is a strange animal to them.

This also applies to parents that are only dropping off or picking up youth for your troop. Parents in the past have brought pets that have run off or started fights with the camp dogs and wild animals, it is for this reason we ask that you not bring your pet.

Neither Camp Wehinahpay, it's staff, the Bi-Council JV, Yucca Council nor Conquistador Council will accept responsibility for damages, loss, or death to pets.

*****BSA Medical form restrictions will be strictly adhered to for all youth and adults.**

Because your physician knows you better than we do, all medical forms must be marked with either "without restrictions" or "with special conditions or restrictions," (with these conditions listed) and will be considered final. **Special considerations and/or restrictions must be listed so accommodations can be considered.**

Remember this is a Mountain Camp and it is at 8500-9000 ft. elevation and physical condition needs to be considered when selecting leaders to accompany your scouts.



2013 RESERVATION



Unit Information (please print)

Unit# _____ Troop _____ Team _____ District _____
 Council Name _____
 Leader _____
 Address _____
 City _____ State _____ Zip _____
 Telephone H) _____
 W) _____
 Fax) _____
 Email) _____

**Program expansion
Is here!! See info pg. 10**

- Backpacking outpost
3 night stay
- Horse Trek 1 overnight stay
- These are for older scouts and
subject to cancel due to Forest
closure
- Limited space, first come first
serve and sign up will be done
the first day at camp

2013 Schedule

Session (select first and second choice)

Wehinahpay

- ___ Session 1, June 16-22, 2013(Sun-Sat)
- ___ Session 2, June 23-29, 2013(Sun-Sat)
- ___ Session 3, July 1-6, 2013 (Mon-Sat. see next page for info ***"Special Week"***
- ___ Session 4, July 7-13, 2013 (Sun-Sat)
- ___ Session 5, July 14-20, 2013 (Sun-Sat)

2013 Fee's

Deposit: \$100.00 Non Refundable fee is due at the time of reservation. Submit this form and the \$100.00 to the Council Office. If your Troop does attend camp, this fee will be applied toward your Troop's overall camping fees.

PAYMENT DEADLINE IS MAY 24, 2013

Two adult leaders must accompany their troop to camp

In Council Youth Fee: \$300.00

Out of Council Youth Fee: \$300.00

In Council Adult Fee: \$100.00

Out of Council Adult Fee: \$100.00

ANY YOUTH OR ADULT ADDED AFTER THE MAY 24, 2013 DEADLINE MUST BRING THEIR OWN TENT DUE TO POSSIBLE CAMPSITE FILL UP AND THEIR PAYMENT MUST BE SUBMITTED TO THE CONQUISTADOR COUNCIL AS SOON AS POSSIBLE OR MAKE OTHER ARRANGEMENTS WITH THE OFFICE MANAGER

Please answer the following questions to help us in our planning of camp

How many Scouts do you project that will attend Camp Wehinahpay in 2013

Male _____ Female _____

How many Adults do you project that will attend Camp Wehinahpay in 2013

Male _____ Female _____

Number of Youth _____ x Fee from above = \$ _____

Number of Adults _____ x Fee from above = \$ _____

Non-refundable reservation fee= \$100.00 \$ 100.00

Total enclosed \$ _____

Mail to: Conquistador Council, BSA
 Attn: Camp Wehinahpay
 2603 N. Aspen
 Roswell, NM 88201

*****Please ensure proper male/female counts for adult and youth*****

****Youth female counts are for Venturing Crews or Explorer Posts****

It is possible to schedule Saturday arrival (Troops are responsible for meals) and/or Friday evening departure.

Refund Policy:

1. Campsite reservation fee is not refundable, but may be carried forward up to one year.

Requests for refunds must be reasonable, written, and within the required timeline.

2. The camper fee, less 25% of the fee paid, is refundable for any reason if the council service center is notified in writing two weeks prior to camp.

Refunds may be granted within the two week period prior to the start of camp if documented proof of serious injury or illness to the camper or his immediate family is submitted in writing to the council service center prior to the start of camp.

No refund will be given for a camper who does not show up for camp or who leaves camp early.

3. Units or individuals may appeal a denial of refund decision if it is felt that there exists extenuating circumstances to be considered.

Appeals must be submitted in writing to the council service center by September 10th for the consideration at the September camping committee meeting.

4. A camper/leader who becomes ill and is sent home by the camp health officer shall be entitled to a pro-rated refund on a daily basis, less the 25% as above.

5. Refunds will be paid to the unit.

****Special Week****

To accommodate those LDS troops that cannot travel on Sundays, we will have a special week that begins on Monday July 1st. Please have your troops in camp as early as possible. The last troop should arrive no later than 10:00am to ensure there is no disruption for the rest of the day. The leaders meeting will be held promptly at 11:00am and lunch will be served at its usual time at 12:00 noon. The classes that would have been done on Monday morning will be done after lunch and the Monday afternoon classes will be done in the evening immediately following dinner. Dinner is from 5:00-6:00pm For Monday only, classes will begin at 6:30pm and end at 8:30pm, for this reason our opening campfire will be held on Tuesday evening following dinner. All other classes will be on the regular schedule for the rest of the week beginning Tuesday morning. The classes on Monday afternoon will revert to the Tuesday morning class and the Monday evening classes will revert to the Tuesday afternoon class.

This week is still open to all troops of all faiths, the only difference from any other week is the Monday schedule to accommodate travel limitations for some LDS troops. All other activities will carry on in a usual camp manner.

You may still come to camp on Sunday if your troop so chooses, but your troop must accommodate themselves for meals until the 12:00 noon lunch on Monday.

Camp Fee Registration:

2013 camp reservation by May 24th
(\$300 youth / \$100 adult)

Any youth or adult added after May 24th, 2013 must provide their own tent due to unforeseen campsite overfill possibilities.

Dear Scoutmaster and Senior Patrol Leader,

On behalf of the Conquistador Council we would like to welcome you to Camp Wehinahpay. The camp staff is preparing to deliver a great mountain camp adventure to your Boy Scouts.

Southeast New Mexico is a land of bold adventurers! From Clovis Man to the moon, the trails of many adventurers cover southeast New Mexico. Remains of early man were found in Blackwater Draw, near Clovis, New Mexico. Apache and Comanche Indians roamed the Pecos Valley and the Sacramento Mountains. Spanish conquistadors and settlers traveled north along the Pecos River and through these mountains. Early cattlemen like Loving and Chisum drove herds north to the Colorado mines and later settled in the valley. Billy the Kid and lawman Pat Garrett lived in Lincoln County. The famous cavalry "Buffalo Soldiers," led by General John "Blackjack" Pershing were headquartered at Fort Stanton. A battle between the Apaches and the cavalry was fought near Mayhill. Loggers, ranchers, settlers tamed the land as railroads increased commerce. Robert Goddard, "father of U.S. rocketry," had his workshop in Roswell. His pioneering work led to the first moon landing by Eagle Scout Neil Armstrong.

Be a bold adventurer at Wehinahpay! We have an exciting program planned for the 2012 season. Backpacking campouts and an expanded Mountain Man program are high on the list for this summer. The backpacking outposts will be one-night or two-nights, and their will be an opportunity for your troop to hike a portion of the scenic Rim Trail under your own leadership!

As always, our camp staff strives to make your stay as comfortable as possible so that you and your Boy Scouts can enjoy a week in the cool, refreshing, environs of the Sacramento Mountains.

Now it your time to travel the trails of adventure!

"Come to the mountains, come to the wild, come to Wehinahpay!"

You now have your time
Yours in Scouting,

Guy Eichsteadt

Past Scout Executive, Conquistador Council, BSA



WEHINAHPAY MOUNTAIN CAMP INFORMATION
"8,500 Feet Above Stress Level"

Wehinahpay Mountain Camp

At an elevation over 8,500 feet, Wehinahpay is located in the beautiful Sacramento Mountains of South Central New Mexico. This prime camping property is on 320 private acres owned by the Conquistador Council, Boy Scouts of America and is surrounded by the Lincoln National Forest abundant with wildlife such as elk, black bear, coyote, turkey, skunks, and raccoons. The camp is known for its beautiful wooded, grassy campsites, cool mountain weather, low humidity, no mosquitoes, good wholesome food, a knowledgeable and friendly camp staff, wildlife, and the rewarding and exciting program of high mountain camp activities for your Scouts.

We- Hin- Ah- Pay History

We-Hin-Ah-Pay's location is rich with history-- "The Place Where The Morning Sun Gathers." Come walk the trails of prehistoric man, of the Apaches, the Spanish Conquistadors, mountain men, Buffalo Soldiers, cowboys and outlaws. Man first camped in the Sacramento Mountains thousands of years ago. Spanish Conquistadors explored these canyons and mountains looking for riches. Apache Indians lived nearby before Columbus discovered the new world. Geronimo is said to have camped in the area. Now it is your turn to walk these trails of mountain adventure.

The name "*We-Hin-Ah-Pay*" has been used for council summer camps since the first camp was conducted at Pine Lodge in 1925, at the foot of Boy Scout Mountain, in the shadow of lofty Capitan Peak, and again in 1926 at Ruidoso, using the same name. We-Hin-Ah-Pay came to the Sacramento Mountains in 1927 on property purchased from local families.

"The (first staff) began to look the area over. They noted the beautiful grove of aspen and the large Douglas firs. They hiked up to the spring and marveled at the cool, clear water gushing out of the rocks. They continued on up the canyon to the Calkins place. It was a good hike and they began dreaming of the possibilities of a camp program that would appeal to our Scout troops. Here indeed was a setting that gave great opportunities for hiking, nature study, forestry, and scout crafts needed along the advancement trail.

"Pioneers had found this canyon many years before. The little cultivated patches were used to grow grain- generally oats. The cellars in the hillsides were necessary to store the potatoes and other vegetables... Because of the quality and quantity of potatoes grown in this canyon, it became known by the early settlers as Potato Canyon... To include a little history of the countryside was a goal of these (young camp staff). Pioneers interested them but they kept coming back to the Indians... The boys also discussed the early explorers. Cabeza de Vaca's 1535 expedition took him up the Pecos then over the mountains by way of the Penasco to what is now El Paso."

The Saga of Potato Canyon, Minor Huffman

Summer Season Highlights

Some of the highlights of our coming summer season include the **“Trail To First Class”** first year camper program that emphasizes basic outdoor skills, learned in a setting where early pioneers used these same skills on a daily basis. We can accommodate all but the swimming requirements at camp.

Project C.O.P.E., for older Boy Scouts (*Ventures-Explorers*), will challenge the body, mind, and leadership ability, while developing confidence and the ability to work in a team setting. At the C.O.P.E. course **ZIP** line, *who wouldn't be excited by riding a zip-line that starts at 8,700 feet!*

The **Mountain Man Rendezvous** is a chance to taste food from the times of old and experience some activities such as shooting a bow and arrow, throwing a tomahawk, or using a crosscut saw which will show and teach skills that were critical in the lives of these bold mountain adventurers.

Outpost backpacking and hiking will be a highlight each week! Scouts can explore the national forest surrounding Wehinahpay (*depending on fire danger and possible forest closure*). We ask that you reserve this activity for older scouts that can keep up with a group and is ready to hike great distances in a single day and be able to “share the load.” A good backpack is necessary and the participant must be able to carry their own clothes, foul weather gear, sleeping bag, tent, and share in carrying food, water and other necessities for this experience. Also the scout must be mature enough to follow all direction without question and be out of camp without Troop supervision. Space is limited.

Under your own troop leadership, older Scouts and leaders can hike the Rim Trail around camp as a Friday activity..

Horse Trek is an opportunity for older scouts and leaders to take a trek out of camp on horseback and stay overnight under the stars or in a packed tent and return the following day. Space is limited and sign up will be done at camp on a first come first serve basis. We do ask that you reserve this trek to older mature scouts that are self sufficient in how to set up a tent and can follow direction without question as well as mature enough to be out of camp without Troop supervision.

Advancement Opportunities

Advancement opportunities include a full range of outdoor-related merit badges in the areas of Nature, Shooting sports, Outdoor Skills, and Handicraft. Our **“Trail To First Class”** program is specifically designed for your first year campers to start or complete them on the trail to first class.

A reminder to leaders that the instructors and counselors are trained to maintain the integrity of the advancement standards. Many Scouts do not complete advancement in camp simply because they do not complete the required tasks.

Day Trips From Wehinahpay

The camp has “block program scheduling” which provides an open day on Friday which permits troops to plan touring local sights. Some of the possible day trips include: *Sunspot National Solar Observatory, White Sands National Monument, the Mescalero Apache Reservation, and the Space Museum in Alamogordo*. We do ask that you be back in camp for the evening meal to keep the rest of the evening on track.

POOL

Our pool is up and running and is there for those scouts who need to work on the requirements for swimming merit badge. We do **NOT** offer the swimming merit badge as a complete-able merit badge at Wehinahpay because our pool dimensions are 40x80x4. Due to the depth of the pool being 4 feet deep there are certain requirements, (Please refer to the swimming merit badge book, requirements #3 [8b, 9b], 4, 7, 9) that we cannot do. Our STAFF will sign off on any requirements done at Wehinahpay, but remember any scout wishing to use the pool for this purpose must already have certain requirements done before attending camp, such as: 1. Jumping into water over your head. 2. Trading water. 3. Using clothes as floatation devices, which are swimming merit badge book, requirements #3 [8b, 9b], 4, 7, and 9 in order for this merit badge to be completed at camp. Please bring blue card and present it to the Aquatics Director, otherwise this will be a partial completion requiring the Scout leader or Advancement Chair to pursue completion after camp is over. There will be a time for a "Leaders only" to use the pool. This time will be announced at the leaders meeting by our Aquatics Director.

A Word About "Block Scheduling"

The camp program week is divided into eight time blocks, Monday morning, Monday afternoon, Tuesday morning, Tuesday afternoon, Wednesday morning, Wednesday afternoon, Thursday morning and Thursday afternoon. This scheduling method has received high marks from leaders.

Program offerings scheduled as follows: Monday-Tuesday morning, Monday-Tuesday afternoon, Wednesday-Thursday morning, Wednesday-Thursday afternoon, Each program session runs for two hours, providing the Boy Scout with four hours of skills sessions. The block schedule reduces the amount of time spent on the trail traveling between program areas.

The camp teaches program skills for merit badges. The skills taught are based on the merit badge requirements and program areas will work in requirements from several merit badges (*for example, camping/hiking/ backpacking/wilderness survival skills may be taught during a single session*).

Friday is an "open program day." Program areas will be open and this is a day when Boy Scouts may need to use for qualify in their climbing, or shooting sports requirements. They may also want to enjoy fishing, hiking or just sitting in the troop site, maybe learning to whittle, work on a craft project, or continue working on merit badge requirements.

C.O.P.E. activities are scheduled every morning (M-T and W-Th) and are limited to 3rd year campers and have a \$15 separate charge.

MOUNTAIN CAMPING TIPS

When you arrive at Wehinahpay Mountain Camp, you will be aware right away that our air is thinner and you will probably do a little huffing and puffing. Everything at Wehinahpay seems to be uphill, and it will take a while for you to get accustomed to the climate and altitude of 8500-9000 feet and up.

Perhaps the thing you will be less aware of and potentially the most dangerous is becoming dehydrated. This is easy to prevent by increasing your daily water intake. Notice, we did not say liquids but water. Sodas, coffee, and tea contain caffeine, will compound the dehydration problem. You and your Scouts will be reminded daily to drink lots of water and it's easy because our cool clear mountain spring water tastes great! (It's triple-filtered!)

As you ascend in elevation you increase the ultraviolet radiation that reaches your skin by approximately 4% for every 1000-foot increase in elevation. This means if you live at 1000 feet above sea level, when you arrive at Wehinahpay you will receive 24% more ultraviolet radiation. Therefore, use of sunscreen is recommended as soon as you arrive. Be sure to protect tops and back of ears, back of neck, face and back of legs. If you don't protect yourself and your Scouts you could start your week with an uncomfortable burn. Also, it is important to protect your eyes with UV protective sunglasses.

The mountain weather can change from clear and sunny to near zero visibility in driving rain, high winds, sleet, hail or even snow in an hour's time. 30 to 50 degree temperature drops are not uncommon. You will need warm and waterproof outer clothing. We recommend that everyone have a small daypack or fanny pack in which to carry inclement weather gear, handbook, merit badge references, sun block and any other items that you feel are necessary. The terrain is very rocky and dusty. With moisture it becomes very muddy and slick. Bring good sturdy hiking shoes or boots. Treat with waterproofing prior to arriving in camp.

Altitude Sickness Tip: *Youth are more quickly affected by altitude sickness. Drink water often. A quarter of a motion sickness pill will help alleviate the headache and queasy stomach during the first day in camp.*

Driving Tip: Gas Up, in Artesia *(if coming from the east) or in **Cloudcroft** (if coming from the west).*
*There is no gas station closer to Wehinahpay than **Weed**. (The pumps in Mayhill are closed.)*

<u>Driving Time (est.)</u> to Wehinahpay	from Roswell: 3 hrs.;
	from Artesia 2 hrs.;
	from Carlsbad 2 hrs. 45 min.;
	from Cloudcroft 1 hour;
	from Alamogordo 1 1/2 hours;
	from Las Cruces 2 1/2 hours;
	from Albuquerque 5 hours;
	from El Paso 3 hours
	<i>(based on reasonable "no motion sickness" speed).</i>

AIMS OF SCOUTING AND SCOUT CAMPING AT WEHINAHPAY

It is our purpose to **promote Scouting** programs of **developing the ability** of boys, and young men and women, **to do things** for themselves and others, training them in Scoutcraft, and **teaching them** patriotism, courage, self-reliance, and kindred virtues, **using the methods** which are now in common use by the Boy Scouts of America.

Program Objectives of the Camp is to develop Boy Scouts who:

- * Are physically and emotionally fit
- * Have a high degree of self-reliance as evident in such qualities as initiative, courage and resourcefulness
- * Have personal and stable values, firmly based in religious concepts
- * Understand the concepts of the American social, economic and governmental systems
- * Are knowledgeable about and take pride in their American heritage and understand America's role in the world
- * Have a keen respect of the rights of all people
- * Are prepared to fulfill the varied responsibilities of participating in and giving leadership to American society and the forums of the world

Wehinahpay staff place a high on emphasis on the Scout being able to perform the required skill before approving advancement.

CAMP WEHINAHPAY CAMPSITE CAPACITY CHART

Campsite	Capacity	Campsite	Capacity
Aqua Fria	20	Chisum	20
Cochise	26	Coronado	Coronado-14, Upper- 10, Lower 22 Total= 46
El Moro	20	East Aqua Fria	12
Nogal	12	Palo Verde	32
Aqua Chiquita	20	Sierra Blanca	42
Zia	26	Total Capacity	276

If your unit does not fill a campsite your campsite reservation may be changed and/or additional units may share the campsite to bring each campsite up to its capacity.

Each troop site has metal tent frames, Philmont-style wall tents, and plywood flooring in a forested setting. Latrines and hot/cold showers are located nearby.

ATTENTION: All changes made to the placement of troops within campsites are the responsibility of the Camp Director and Camp Ranger. All changes are final and are made in the best interest of all those attending the camp for that week. So we apologize for any apparent inconvenience this may cause upon your arrival at camp.

ARRIVAL CHECKLIST

Arrive on Sunday between 10:30 pm and 2:00 pm. Please follow the parking directions of the Camp Staff. All vehicles have to be parked in a manner that will be easily controlled in case of emergency. *(Saturday arrival/ Friday evening departure can be requested)*

Your Staff Host will meet you and serve as your guide.

Troops will be moved to campsites on a first come/first served basis. Your Assistant Scoutmasters and SPL should work to unload and prepare for transport. If you have a troop trailer, arrangements can be made to move it into the campsite.

Scoutmaster and the Staff Host proceed to the Check-in Area to complete the check-in procedure.

ITEMS REQUIRED AT CHECK-IN

- ⇒ Complete roster and medical forms for each Scout and adult leader
- ⇒ Names of adults staying with troop...full or part time
- ⇒ All business details will be finalized at this time
- ⇒ Completed Tour Permit
- ⇒ License plate number of any vehicle to be left in the parking lot
- ⇒ Order of the Arrow Callout/Ordeal Roster information with all required signatures

**** PLEASE HAVE ALL INFORMATION INSIDE THIS BOX IN ORDER TO MAKE THE CHECK-IN PROCESS GO SMOOTHLY ****

Scoutmaster and Staff Host join troop in the parking lot or campsite.

Gear will be transported to your campsite via camp vehicle. Put equipment into tents and out of the weather.

Your Staff Host will accompany your troop to the Health Lodge for medical rechecks. A completed medical form is required for every person staying camp.

Please take medical forms with you on the camp orientation tour.

Your Staff Host will lead you on a camp orientation tour if arrival is prior to 3:00
4:00 pm Mandatory Scoutmaster and SPL Meeting at the Maddox Building

The in camp scoutmaster and SPL should attend this meeting while assistant leaders help the troop settle into the campsite.

5:00 pm Hoppers report to Dining Hall/(4:30pm on Mon July 1 only)

5:20 pm Troops assemble in lines at the Dining Hall/(4:50pm, Mon July 1 only)

5:30 pm Supper/(5:00pm on Monday July 1 only)

7:00 pm Troops begin assembling at Maddox to be taken to campfire ring

7:30 pm Opening Campfire (Week 3 campers campfire will be held on Tues.)

10:00 pm Taps – Quiet in all campsites

SAMPLE WEEKLY SCHEDULE

DAILY

7:00 am	Hoppers report to the Dining Hall
7:20 am	Morning Assembly
7:30-8:30	Breakfast
9:00 - 11:00 am	Program Block- Morning
9:00 am	Troop Leader "Second Cup" (<i>Scoutmaster meeting at Maddox</i>)
11:30 am	Hoppers report to the Dining Hall
11:50 assembly	Lunch (<i>Senior Patrol Leaders Meeting</i>)
12:00-1:00	
1:30 – 3:30 pm	Program Block - Afternoon
3:30 pm	Troop Sign Up Program – All Areas
5:00 pm	Hoppers report to the Dining Hall
5:20 pm	Evening Assembly
5:30 pm	Supper
7:00 – 8:00 pm	Camp- Wide Activities
10:00 pm	Taps – Quiet in all campsites

SUNDAY

10:30 am	Troops Check-in (until 2:00 pm)
4:00 pm	Scoutmaster and SPL Meeting
5:00 pm	Hoppers report to the Dining Hall
5:20 pm	Evening Assembly
5:30 pm	Supper
7:00 pm	Chapel Service
7:30 pm	Opening Campfire
10:00 pm	Taps – Quiet in all campsites

FRIDAY

3:00 pm	Program Areas Close
5:20 pm	Evening Assembly & Supper
6:30 pm	Paperwork Verification Meeting
	<i>All Area Directors will be in the dining hall to answer advancement questions. (until 7:00 pm)</i>
7:30 pm	Closing Campfire <i>After campfire All Area Directors will be in dining hall for adv. questions</i>
10:00 pm	Taps _ Quiet in all campsites

SATURDAY

6:30 – 8:30 am	Continental Breakfast
7:00 – 10:00 am	Pack up and Check out
10:00 am	All Troops departed for home

TROOP LEADERSHIP

Camp Scoutmaster

Each troop must be under the leadership of a BSA registered adult (21 years or older) **and** one other BSA registered adult (18 years or older). We suggest a minimum of 1 leader for every 8 Scouts you bring to camp (24 boys should have 3 adults). If the Scoutmaster (SM) is unable to attend full time, the Troop committee should name a “Camp” Scoutmaster. The Scoutmaster at camp works with the Patrol Leaders Council through the Senior Patrol Leader in developing and scheduling the troop’s program. They should participate in the Scoutmaster’s Meetings held during camp. The SM also assigns and coordinates responsibilities of all adult leaders in camp. Each unit must have all leaders YPT certified. All adults (not only the leaders) must complete **Youth Protection Training** prior to arriving at camp available on the BSA website (www.Scouting.org) or linked through your council’s Web Site.

Adult Leadership

All adults must be registered members of the Boy Scouts of America. Each adult must check in at the camp office upon arrival in camp and check out as they depart.

Leader fees must be paid at the camp office in advance.

Meal tickets must be purchased at the camp office upon arrival in camp for those leaders spending only part time and not registered upon the troop’s arrival Sunday.

Security wristbands will be issued to each Full time leader and all Scouts. Part time leaders will be issued wristbands as well upon their arrival at camp

Senior Patrol Leader

Each troop has a Scout in charge of the camp activities in which the troop will be participating.

The SPL is responsible for attending all scheduled meetings. Troop and camp-wide activities will be scheduled by the SPL’s during this meeting.

Inter-troop and troop campfires are encouraged for Tuesday or Wednesday evenings. The SPL meeting is the time to form plans for the campfires and to invited camp staff.

GENERAL INFORMATION

Wear the Boy Scout Uniform

The complete BSA uniform is to be worn during the evening meal (khaki Boy Scout Shirt or green Venturing Shirt. At all other meals, a T-shirt or other appropriate attire is required.

The Boy Scout uniform is one of the methods of the Boy Scout program.

Camp T-Shirts

The camp T-shirt can be ordered in advance and personalized with your troop number. An order form will be distributed to troops attending Wehinahpay.

A troop-personalized T-shirt-- what a great addition to your experience at camp.

Camp T-shirts will be available for sale at the camp trading post, in a variety of colors for those that wish to buy extras or that do not meet the ordering deadline.

T-shirt ordering deadline is **May 17, 2013**.

Those scouts registering for camp after May 17, 2013 are not guaranteed a T-Shirt but will have an opportunity to purchase one from the "Trading Post" dependant upon availability.

The council email address is conquistador@scouting.org

2013 Wehinahpay Camper T-shirt

New CAMP T-SHIRT DESIGN in process!

Order Form Will Be Mailed to Leaders

Telephone

The camp telephones are for camp business ***only***. The camp business number is **(575) 687-2691**. The camp does have a fax machine at (575) 687-3345 from 9:00 am to 5:00 pm (*this number is our ranger's home number, so please respect his privacy during off hours*).

Incoming calls will be taken at the camp office and messages forwarded to the requested party by the next meal. Emergency call messages will be hand delivered immediately. Routine call messages will be delivered at the next meal at the dining hall.

Please do not call after 8:30 pm or before 8:00 am MDT unless it is an emergency!

There is a pay phone outside the camp office for the use of adult leaders. Scouts are not allowed to use the pay phone **unless** accompanied by an adult leader from their troop.

It is highly recommended that parents give their Scout a pre-paid telephone card.

Internet

The camp does have internet access for adult leader use. It is limited to email only (not for downloading files and will only be available from 6:30pm – 9:00pm. (*Last season someone downloaded a movie and used up minutes available for the remainder of the month.*)

Mail

Out going mail is picked up at the camp office daily. Scouts are encouraged to write a postcard or letter while in camp. **Incoming mail should be sent by Tuesday of the week the scout is attending camp or they may not receive it prior to departure.** The camp mailing address is:

Scout: _____
Troop: _____
Camp Wehinahpay, BSA
319 Potato Canyon Rd.
Sacramento, NM 88347

Camp Living Quarters

Two man "Philmont style" platform tents are provided. The campsites are in wooded hilly areas and all registered campers and leaders must be housed in an established campsite. There are no facilities available for the use of "camper type vehicles" or extra space for troop tents because of the terrain. The two person tents are on steel frames with plywood as the floor. The camp will help transport all equipment into the campsites. Scouts and leaders must provide their own pads and sleeping bags.

Please bring your own cot to sleep on, as we do not provide them.

Visitors

Visitors are welcome Friday afternoon and evening of each weekly camp session. Parents and relatives are welcome in camp and are encouraged to visit on Friday. The Friday evening meal (at a cost of \$5) and the closing campfire are open to visitors. Please notify the Camp Office on Monday of the number of visitors that you expect. This will help the camp staff plan for the meals and activities on Friday evening. All visitors **MUST** check in at the office upon arrival.

Family Camping Area

The camp has limited space in the family camping area for personal tents and Recreation Vehicles. Tents in the individual campsites may be available for use by visitors IF they are available. Please contact the Camp office at least 3 days prior to your visit to check on availability in all areas. If you want to bring an RV, you must make your reservations with the Council Office at least two weeks in advance.

Fishing

Crystal Lake at Camp Wehinahpay is a Class A private lake (no New Mexico fishing license is required of paid summer camp Scouts and leaders). Summer camp posted fishing hours and catch and release rules must be followed and are strictly enforced. The Scouts that take the Fishing Merit Badge at camp should talk to their counselor to see how they can fulfill the requirements for their merit badge. The Camp does NOT supply fishing equipment- please bring your own if you want to fish. Some supplies will be available for purchase at the Trading Post. Anyone who fishes **must use barbless hooks and artificial lures and/or any other fish baits sold in the Trading Post.**

Spending Money and Extra Program Costs

Spending money for incidentals while in route to and at camp is an individual matter. The trading post carries all the supplies needed for crafts, Indian lore, rifle, shotgun and archery merit badges. It also carries souvenir items, post cards, stamps, lotions, snacks, drinks, etc...

Estimated extra program costs might include: (*subject to adjustment based on cost*)

Merit badge books	\$4.50
Rifle tickets	\$1.00 for 10 rounds
Shotgun tickets	\$2.00 for 5 rounds
Craft kits	\$4.00 - \$12.00 depending on kit purchased – NOTE: If Scouts are enrolling in Basketry Merit Badge, there are three items that need to be purchased to complete the badge requirements. Total costs for these items are approx. \$15.00.
C.O.P.E. Program	\$15.00 (<i>includes equipment and recognition items</i>)

Wehinahpay and Conquistador items: Fleece jacket, fleece vest, coffee mugs, leather belts, buckles, council shoulder patch, Order of the Arrow lodge flaps.

Scouts typically spend \$50.00 per week on souvenirs, refreshments and craft items. We suggest that your Scouts bring enough money to adequately fulfill their requirements at Camp Wehinahpay.

Religious Services

Non-denominational chapel services will be conducted on Sunday at 7:00 pm and Wednesday at 6:30 am. All are encouraged to attend.

Forest Service and State Regulations

Wehinahpay Mountain Camp is surrounded by the Lincoln National Forest and subject to National Forest Service and state regulations regarding open flames and forest travel. Unusually dry winters and springs will most likely result in open flames and fires being prohibited in camp during the summer camp season. Leaders will be briefed upon arrival and daily on the conditions and what may or may not be permitted in the way of fires.

Alcohol and Illegal Drugs

The Boy Scouts of America prohibits the use of alcoholic beverages and controlled substances at encampments or activities on property owned and/or operated by the Boy Scouts of America, or at any activity involving participation of youth members.

Smoking

Adult leaders should support the attitude that young adults are better off without tobacco and may not allow the use of tobacco products at any BSA activity involving youth participants.

All Scouting functions, meetings, and activities should be conducted on a smoke-free basis, with smoking areas located away from all participants.

Smoking will only be permitted in **your personal vehicle.** Depending on the Lincoln National Forest restrictions, the use or possession of matches or similar items may be restricted or not authorized. The staff will update you upon your arrival at Camp Wehinahpay.

Pets

The Boy Scouts of America policy prohibits pets of any kind on Scout camp property at any time. Please insure that all parents and visitors are aware of this regulation before they arrive at camp. *The Ranger is the only exception to this policy as the dogs are used to keep stray animals away from the main camp areas.*

Leaving Camp Property During Camp

All hikes, troops to town, etc., off camp property during the camp session **must** be cleared with the Camp Program Director or designee. It is important that the staff knows your location at all times in case of an emergency, so everyone must check in and out at the camp office upon their departure and arrival. Any person leaving camp without clearing it with the Program Director or designee is in **violation** of camp policy and will be asked to leave upon their return without refund.

Tent Damage

During check-in, the Scoutmaster or assistant and a Staff Host will inspect all tents assigned to your Troop for damage. All damages must be noted on the Check-in form and signed by the Scoutmaster and Staff Host. Most of our tents are new or only 1-2 years old and want to ensure they are in the best possible condition when you arrive. We will hold those accountable for any damages. During check out, the same procedures will apply. If damage is noted, the Staff Host will notify the Camp Director for action. This action might be in the form of Scoutmaster repairs and/or financial settlement depending on the situation. Please be aware of what your Scouts are doing in their tents with knives, arrows and other sharp objects. If you discover damage during the week, please notify the Camp Director so repairs can be taken care of and appropriate action taken against the perpetrator. The following is a chart for damage fees:

Rips and Tears per inch	\$10.00
Writing on Canvas per panel	\$50.00
Tent replacement	\$250.00

Restricted Access Areas

Some areas that are strictly prohibited to Scouts and leaders include:

- Dining Hall Kitchen and Commissary Area
- All Staff Residences, Latrines, Shower Facilities, Lounge, etc.
- Camp Ranger Facilities and Shop
- Other Unit Campsites
- COPE unless accompanied by a COPE Staff Member
- Program areas during their closed times (including the lake)
- Family Camping Area including any buildings

Camp Commissioner-- Camping Areas

The Camp Commissioner is in charge of seeing that your troop has everything that it needs to be comfortable as possible during the week at camp. He will assign a Staff Host for your stay at Wehinahpay. That person will periodically visit your campsite to make sure that you are enjoying your stay at camp.

Staff will also offer activities at night if your troop or patrols would like to have an exciting time. However, due to other responsibilities your Staff Host will not be able to be there every night, so be sure to coordinate what you would like to do that would involve them on Sunday while they are helping you get settled in.

Transportation

Transportation of Scouts and leaders to and from camp is the responsibility of the unit committee. We highly recommend that the amount of vehicles it took to get the Scouts to camp, remain in camp for evacuation purposes. Plan well in advance to procure an adequate number of vehicles and drivers. Obtain your tour permit from your local council office 2 to 3 weeks in advance. You **must present** a valid tour permit from your home council at the camp check in. All drivers must be 18 years of age with a current driver's license.

BSA regulations **prohibit** riding in the beds of trucks or trailers. Each person must have a seatbelt. Read your tour permit and "**Guide to Safe Scouting**" pamphlet carefully, and please arrive in camp safely.

No private vehicles will be allowed in any program area. Our roads are pedestrian walkways and private vehicles of any kind are prohibited during the camp week from driving on the roads.

Take rest breaks periodically—and prevent motion sickness!

Special Dietary Needs

Special dietary needs should be sent to the council and the Camp Office at least 2 weeks in advance to help the camp cook make the appropriate accommodations. *No personal cooking of food items will be allowed in the campsite.* Some food items are difficult to obtain and campers can bring the items for storage in the camp kitchen and may help in preparation.

"Smellables" Attract Unwanted Wildlife

No personal cooking of food items will be allowed in the campsites. Coffee/Tea/Cocoa is allowed. Our animals are around camp and anything with an odor (except the human scent) may attract them. Please ensure no food is stored in a tent. In most campsites, there are "Bear Boxes" which are small buildings in which you can keep smellable items

(Shampoo, toothpaste, deodorant etc). In areas without storage buildings, a “bear bag” can be used to keep the items out of your area.

Wildlife In The Area

Elk are commonly seen in or near the camp in the early morning or evening. Coyotes, turkeys, and deer are also seen. On occasion black bears pass through the lower (family) camp but contact with campers is extremely rare. Because of New Mexico’s “open fence” law, local cattle do get into the camp and are often seen grazing. Welcome to the “wild west.”

Campers will be briefed on Wildlife Safety

HEALTH AND SAFETY

Medical Examination and Forms

Every Scout and leader must present a current medical form. To be considered current **the health history section must be updated annually** and must have an **ORIGINAL** parent/guardian signature.

Scouts or leaders with missing or incomplete medical forms will not be permitted to participate in programs. Physical exams cannot be performed at camp.

The mountainous terrain compiled with rocks and uneven land areas does not allow people with lower extremity medical issues access to all areas of camp or program. Driving a personal vehicle or any other personal motorized vehicle to any program area is unsafe and not allowed. In the event that an Adult leader requires the use of alternate means (other than walking) to get from one facility to another (not Program area) we will be happy to transport them using Camp Vehicles **IF** the medical issue is documented with a statement from the Medical personnel requesting transportation be provided to and from major camp areas such as the Dining Hall, Maddox Lounge and Health Lodge. For Scouts who have these same types of medical issues (lower extremity), we will provide transportation to the program areas in which he is attending while at camp. The same medical statement must be documented on his medical form. Please remember that Camp Wehinahpay is a mountain camp, (7800 to 9200 elv.) which means everything is up hill, both ways! All leaders and Scouts must be prepared for strenuous physical activity. Breathing difficulties sometimes occur due to the altitude but most Scouts and adults in good health overcome this by the 2nd day.

Accident and Sickness Insurance

Health Special Risk, Inc (HSR) provides secondary accident and sickness coverage. If the family has medical insurance, Health Special Risk, Inc will pay those benefits not recoverable under any other insurance or service contract. If no other insurance is available, this becomes primary coverage. The fee for accident/sickness insurance is provided as a service of the council.

Please photocopy and attach the family Insurance Card (Private or Public) to each physical form. This will be used by the Hospital/Clinic, if needed, for documentation purposes only.

Health Lodge

The camp health lodge is maintained 24 hours a day during each camp session, under the supervision of certified personnel. A physician is on call.

All visits to the Health Lodge by a Scout under the age of 18 must be accompanied by someone over the age of 18. Any serious cases will be treated at the Gerald Champion Memorial Hospital in Alamogordo, New Mexico.

Two troop leaders must transport cases not requiring ambulance service.

Camp personnel and vehicles cannot be utilized to transport non-serious cases from the camp.

Our health lodge is a first aid station. It is not manned or equipped to be an infirmary. If an ailment or sickness cannot be healed in a 2-3 hour time period, we must send the Scout or leader to a medical facility for evaluation to be returned to his campsite or be sent home.

All medical decisions made by the on site medical personnel are final.

Troops should be prepared to provide minor first aid in their campsite. The following items are a suggested list of items to be in your kit: latex gloves, band-aids, first-aid cream, sterile pads, sunburn lotion, lip salve, mole skin, cleansing pads. The "First Aid" Merit Badge pamphlet has an excellent list of basic first aid supplies.

Camp Fireguard Plan

The camp staff is organized and trained in fire fighting techniques and procedures. Each unit is required to organize a fireguard and campfire guard plan for their campsite. Every Scout and leader must assume the serious responsibility of fire prevention. Troop fireguard charts will be given to your SPL at their first meeting. Campers will not be utilized to fight fires.

Liquid Fuel- Central storage

The use of liquid fuel for lighting or cooking as well as the storage of any liquid fuel in the campsites is prohibited unless authorized by the Camp Ranger. All liquid fuels **must** be checked in with the Camp Ranger upon arrival. Propane, white gas and battery operated lanterns are approved at Wehinahpay Mountain Camp.

Fireworks- Not allowed


All types of fireworks are prohibited in camp and in the surrounding Lincoln National Forest. Violators will be discharged from camp without refund and may be subject to a fine from the National Forest Service.

Personal Firearms, Archery Equipment- Not allowed

Wehinahpay Mountain Camp provides all firearms, ammunition, bows and arrows needed for use as part of the program. Personal firearms, archery equipment and ammunition are not allowed in camp.

Sheath Knives- Not allowed

B.S.A. policy states that non-folding sheath knives, throwing stars or other martial arts equipment and weapons are not allowed in camp. Violation of any of the above rules may lead to immediate dismissal from the camp without refund.

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY				
9:00 AM-11:00 AM	<div>Block A</div>	<div>Block A</div>	<div>Block C</div>	<div>Block C</div>	<div>OPEN PROGRAM DAY</div> <div>NO SCHEDULED PROGRAM</div> <div>ALL PROGRAM AREAS OPEN</div>				
<div><div><div>WE-HIN-AH-PAY</div><div></div></div></div>									
12:00						LUNCH	LUNCH	LUNCH	LUNCH
1:30 PM-3:30 PM	<div>Block B</div>	<div>Block B</div>	<div>Block D</div>	<div>Block D</div>	<div>OPEN PROGRAM DAY</div> <div>NO SCHEDULED PROGRAM</div> <div>ALL PROGRAM AREAS OPEN</div>				
3:30 PM-4:30 PM						TROOP SIGN UP PROGRAM ALL AREAS. Limited to only those Troops signed up for that day.			
5:30 PM						DINNER			
7:00 PM-8:00 PM	CAMP WIDE EVENTS								

“BLOCK PROGRAM CONCEPT”

The camp is adopting the “block program” method (sample above) One benefit of this format is that a Scout (and staff) will have more time in a program area, with less time loss hiking between areas. A Scout will have time to practice skills and possibly complete requirements leading to more than one merit badge. *Example: A Scout can select one merit badge (skill session) offered in each time block for a total of four merit badges. He can complete “partials”, or simpler merit badges, during the open periods.*

The “block program” method will provide intensive time for a Scout to work on skills for four merit badges.

A second benefit is that Friday will be an “Open Program” day. During this time a Scout troop might go off-camp to tour sights such as White Sands National Monument, Alamogordo’s Space Museum, or Sun Spot National Solar Observatory.

Thursday night will be the overnight *for all wilderness survival MB classes.*

The camp staff will provide skills counseling on Friday for those troops remaining in camp.

PROGRAM PLANNING

It is important to plan your troop's program before you arrive at camp. Be sure to have a written copy with you when you arrive. This information will allow the Camp Staff to coordinate the program for all Troops. ***Share a Boy Scout's plans with his parents.***

Planning Your Week at Camp Program

1. Determine the advancement needs of your Scouts. If the Scouts you bring to Wehinahpay are young or have not advanced to First Class Rank, consider the Upward Bound Program. This program is based on the requirements that lead to First Class. Older Scouts will be interested in merit badge work to help them advance to Eagle. **Do not overload Scouts with merit badge work. Use 3-4 merit badges per Scout as a rule.** Help your Scouts decide what merit badges they will work on.
2. Please review the Merit Badge Matrix. Certain Merit Badges will only be offered to those Scouts who meet the Age/Rank requirements. This is in place to encourage younger Scouts to work on easier badges and activities and older Scouts to work on more difficult badges and activities. The Camp Director/Program Director is the only staff member authorized to change the age/rank requirements listed in the matrix.
3. Program activities are available throughout the week. Afternoon patrol activities and evening troop activities will be available. The schedule will offer most of these activities at times that will not conflict with advancement work. Be sure to allow time for these programs in everyone's schedule.
4. Review requirements of all merit badges to determine if some requirements need work prior to arrival at camp.
5. Please review our Distance Matrix. Our program areas are spread throughout the camp, which makes for some long walking distances between merit badge classes. The matrix is a guide for you to use to help in your Scouts daily planning.
6. **NO** merit badges or badges of rank will be available in the camp for purchase. We believe a Court of Honor should be conducted at your home area so parents can participate in the event; however a small informal ceremony in your campsite to recognize your Scouts for their achievements of the week is highly encouraged.

ADVANCEMENT AT WEHINAHPAY MOUNTAIN CAMP

Scouts must complete the requirements as written. The camp staff will maintain the integrity of the BSA advancement standards.

Advancement is an important part of the Boy Scout program, and the summer program at Camp Wehinahpay. Although the advancement program is designed for the individual Scout to work at his own pace and encourages him to make his own decisions, your guidance as a scoutmaster is crucial. Each Scout should arrive at Wehinahpay with a plan. You or another adult leader should review his plans for advancement work before attending camp. Some badges require preparation before attending camp. How many and which merit badges does he plan to work on? Has he set his expectations to high or too low? Will he have some free time to enjoy other programs at camp?

The camp teaches "**Lifetime Skills**" (not merit badges). This may confuse some leaders and Scouts at first as they hear staff talking about "program skills areas" and "skills sessions" instead of

merit badge classes. The benefit is that a Scout will know what is being taught during the period and will have the freedom to “drop in” for any session increasing program opportunity. “Skill Sessions” will have merit badge or rank requirements identified for Scouts to plan their advancement needs. One advantage is that a “skill session” may teach requirements for more than one merit badge or rank.

Merit Badges

The merit badges listed on the end of this guide are **tentatively scheduled to be offered at Camp Wehinahpay**. They are **NOT** firm at the time of the printing of this Leaders Guide, however all efforts will be made to stick with the merit badges presented. **Merit badge sign up will be done online unless otherwise notified. The website for the merit badge sign up will be forwarded to you so be sure your troop information is legible on your reservation form.** We do this so you have the most accurate picture of what will be offered versus being disappointed when changes are made when you arrive at camp and weren't aware of them. A program update may also be posted for more detailed information regarding program issues and opportunities for Scoutmasters to help out in various parts of the Program using your experts and hobby interests.

Be sure your Scouts attend the first meeting of each merit badge class on Monday of your week of camp. Some advance planning will help Scouts earn merit badges that are difficult to earn in one week. Encourage Scouts to review the requirements before summer camp.

Troop leaders' will be advised regularly on Scout participation (or lack of) throughout the week.

A class advancement report will be returned to the unit leader Friday evening showing a completion or partial completion of requirements. No “Blue Cards” will be used. It will be your responsibility to submit all required advancement paperwork to your Council office in the appropriate format.

Troop leaders' will be provided an advancement summary at the end of the week listing Scouts by name and the badges that each has completed or the requirements completed for “partials.”

Merit badge book: Scouts are expected to have and read the merit badge book and use it during the camp. Each book contains valuable information provided by experts in the field and encourages **good reading habit**—now an emphasis in most schools. In addition, the book will contain information that might be overlooked by the camp instructor.

Partial Completion of Requirements

When a Scout reports to the MB class he should register with the instructor. If the Scout misses any scheduled classes, he may only receive a partial completion. The Counselor should be notified if the Scout is unable to attend class for a legitimate reason so adjustments can be made. For more information regarding partial Merit Badges, please see above.

Merit Badge Counselors

Only adult members of the camp staff or other qualified adults will serve as merit badge counselors. Young people on the camp staff, under 18 years of age, will be working as instructors. Their work is reviewed and certified by an area director who is over 21 years of age or certified as an area director by the Program Director. *Please remember that instructors are not experts. Part of the intent of their instruction is to increase curiosity about the subject so that Scouts will pursue learning on their own, or return to the classroom with new knowledge or the desire to learn.*

Merit Badge of the Week: Leader “Honorary” Staff Member Program

Adult leaders bring many difference work experiences and hobbies to camp. We could sure use your experience if you are willing to participate by becoming an “honorary” staff member for a week. If you are an “expert” or have some knowledge of any of our tentatively scheduled Merit Badges and would be willing to teach it, we would be grateful to you. Sometimes due to last minute staffing issues, classes may have to be cancelled but if we know you are available and willing to help, this could prevent a class from being cancelled. For your efforts, you will receive a camp T-shirt and certificate of appreciation! If interested, please contact the **Conquistador Council at 575-622-3461** or email conquistador@bsamail.org.

Check our website for upcoming online MB registration

Camp Wehinahpay MERIT BADGE MATRIX (This is not a complete list, but a guide)

11 years old 1st Year Camper	12 years old 2nd Year Camper	13 years old and up 3rd Year Camper and up
“First Class Trail” Basketry MB Leatherwork MB Indian Lore MB First Aid MB	Environmental Science MB Forestry MB Nature MB Fish & Wildlife Management MB Rifle Shooting MB Archery MB Wilderness Survival MB Fishing MB	C.O.P.E. Climbing MB Shotgun Shooting MB Pioneering MB

NOTE: Wehinahpay Mountain Camp encourages leaders to use this matrix to help plan each Scout’s weekly schedule. Scouts should be encouraged to work on advancements that are age appropriate. In the event that a merit badge class has too many interested Scouts, Camp Wehinahpay will use this matrix to reduce the class size to numbers that ensure quality and safe program experiences.

Classes - *Limited Occupancy*

Several merit badge classes and programs at Wehinahpay must be limited to a small number of Scouts due to limits of space and/or equipment, and supervision. Limiting the number of Scouts in a class allows instructors to provide a better quality program in classes that require more individual work from the Scouts. The merit badge classes with limits are:

1. Rifle Shooting (18)
2. Shotgun Shooting (10)
3. Archery (18)
4. Climbing (20)
5. C.O.P.E. (14) (Extra \$15 charge)
6. Horsemanship (12)

The camp staff and Scoutmasters will finalize class participation at the Sunday evening leaders’ meeting.

PROGRAM OPPORTUNITIES AT CAMP WEHINAHPAY

“Trail To First Class” The First Year Camper Program (Mountain Man Area)

This program has been specially designed to meet the needs of first year campers or Scouts who have not reached the rank of First Class. Scouts enrolled in this program will complete most of the requirements to achieve First Class upon return from camp. It is a fact that if a Boy Scout attains the rank of First Class within one year of joining the program, he will have a much better chance of staying in Scouting and earning Eagle Scout. The “*Trail to First Class*” program emphasizes basic Scouting skills concentrating instruction in basic map and compass, woods tools, first aid, cooking, camping, pioneering and other “outdoor living” skills.

Our goal with this program is to ensure the Scout has most of the requirements to achieve First Class rank, to be able to advise you, the Scoutmaster, of exactly what the Boy Scout still requires upon return home, and to assist you in planning your Troop activities in the future based off of what we have completed for your Boy Scouts at our camp. Boy Scouts should bring a **Backpack** to put all their articles in- books, raincoat, drink bottle etc.

Remember that the advancement procedure is for a troop instructor (youth), or another person, review and approve the performance of the learned skills. The camp staff does not approve advancement.

Mountain Man Rendezvous

The Camp Wehinahpay Mountain Man Camp is open for troops to visit. This is a fantastic program built away from the main camp and as close as possible to how the real mountain man lived. You can take part in a two-man buck saw contest, black powder rifle shooting (if available) and tomahawk throwing. Scouts are not the only people to visit the Mountain Man area. Indians often show up to trade with the residents of the cabin and will join in a feast of home cooking over open flames. The Mountain Man didn't only like to trade furs, but tell stories as well. In the evening around the campfire, the Mountain Men and Indians will spin tales of the area and talk about the history of the Mountain Man and local Indian tribes. Your SM and SPL make the reservation for this program at the first SM/SPL Meeting on Sunday at 4:00pm. (For week 3 only this meeting will be Monday July 1) So keep this exciting program area in mind.

Outpost Backpack Program (If available)

Primarily for the older Scout, the outpost hike-out will take Scouts from Wehinahpay to the Sacramento Mountain lookout tower. Scouts will then either hike back to camp, or if vehicle travel can be arranged, the Scouts may visit the Solar Observatory before returning to camp.

Rim Trail Hike: Troops can also plan for a scenic hike around Camp Wehinahpay with their own leaders on Friday. Please ensure you have plenty of water for this is a great opportunity to prepare Scouts for a Philmont experience.

“Sunrise Overnight” Hike Out

An early tradition at Wehinahpay is the late evening hike to a lofty place, sleep in the out-of-doors, and rise in time to greet the sun as it rises over the mountains and forests, then return to camp for breakfast. This is a great camper Troop leader led Thursday night into Friday morning activity!

Scoutmaster “Merit Badge” Program

Scoutmasters and other adults can **teach a merit badge** and First Class skills also. If you are willing to teach a merit badge, inform the camp staff and bring your materials.

Order Of The Arrow Call-Out Ceremony

We will conduct the call-out ceremony on Friday at the closing campfire.

Scoutmasters, you must complete the Order of the Arrow Call-Out roster and turn it in at check-in. This roster must include all individuals who are to be called-out Friday and have the signature of your Lodge Advisor. Without the required signatures, we will not call out those listed. Please contact your local OA Chapter to arrange for a proper election in your troop for your boys, and be sure that your committee holds the proper election for adults in your troop. You can contact your local Chapter Chief or Chapter Advisor for the paperwork for youth and for adults. Elections must be held prior to arriving at Camp Wehinahpay.

For Out of Council Troops, if you wish for your Order of the Arrow Candidates to be called out at camp you must get written permission from your Lodge Advisor and your Council Executive. The roster must have the appropriate signatures and must be submitted at check-in on Sunday. We will not do the Call-Out for out of council candidates without the written permission of their home Lodge.

It is up to the discretion of the troop, but we highly prefer that you do not notify the Candidates of their election into the Order of the Arrow to keep the “mystery” in the ceremony.

Scout Leader Training

Camp week is a great time for continuing training for your leadership position. The camp staff, or other camp volunteers, will provide training opportunities.

Challenging Outdoor Personal Experience (COPE)

Have you ever been in a mine and as you try to get out an old shaft that had been covered over for years suddenly opens up leaving you stranded in the chasm. How about your patrol crossing a canyon that looks like the scene out of Raiders of the Lost Ark, filled with Venomous Vipers? Have you ever seen the giant venom spitting albino cricket? How about taking a true leap of faith? If the answer to any of the above questions is “No,” then you need to let your reality and your imagination meet out at the COPE course.

Project COPE is established to give you the chance to find out just what your limitations are. Not on a physical level, but rather on levels of confidence, leadership, teamwork, communications, self esteem, trust, problem solving, decision making and, of course, perception. It has proved to be a very effective tool to bring out the best in every person that participates.

In order to participate in COPE you must be at least 13 years old and in good physical condition with a physical dated within the last year. But there is no reservation form to fill out. All participation is determined by the COPE director when you meet him/her on the tour of Camp with your Staff Host on Sunday. **There is a \$15.00 charge for all COPE participants.** All participants get a specialized Wehinahpay COPE T-shirt and a bandana for participating in this exciting program. This program is a first come, first serve. All sign-ups are done upon arrival at Camp.

Wehinahpay Honor Troop and Honor Patrol Programs

Troops and patrols are encouraged to participate in program activities through the week. If a troop or patrol participates in enough activities, they can qualify as Honor Troop or Honor Patrol. Some

activities include hiking the Nature Trail, Star Study, Trout Fishing, Service Projects, Compass Courses, etc. Information concerning these programs will be reviewed in the Scout Master and SPL meeting on Sunday at 4:00 pm. (For week 3 only it will be Monday July 1)

As with most excellent camps, new program ideas will develop each week, rising from Boy Scouts, leaders, camp staff, and from other camps experiences. We invite you to bring new activities that will develop patrol and troop spirit, and create memorable experiences for Scouts.

Wildlife Risk Advisory Statement

Bears are a unique and natural part of the Wehinahpay environment. Like all wild animals they must be treated with respect. The black bear is not normally aggressive and most campers will not even see one. We place all our trash in a dumpster, located far away from any camping or program areas, and that is where you may see some bear activity.

Anything with an odor, except human scent, could attract a bear or other animals we have at Wehinahpay. We take extra precautions during the camping season to ensure that every camper and leader is aware of the most current situation regarding animals that the staff has observed in camp. Your Scout will be informed daily about this subject and on the first day of camp they will be told what is allowed in the campsites and what is allowed in his tent.

Other wildlife seen in camp include: elk, coyotes, turkeys, skunks, raccoons and cattle.

General Safety Advisory Statement

Wehinahpay has an excellent health and safety record. We strive to minimize risks to participants by emphasizing safety with the staff and all campers.

Camper injuries are rare because Boy Scouts are prepared, are conscious of risks, and take safety precautions. Most injuries are caused by horseplay which is not acceptable in the BSA.

Adults should be aware that the altitude is approx 8500 feet and dehydration and altitude sickness can and does happen to some people. We treat this condition aggressively and most campers recover within a day or so but some have been sent home for this condition.

Adults should understand that this is a mountain camp and that constant uphill walking and the high altitude can take you by surprise! (And you will leave camp in pretty good physical condition!)

PARENT'S INFORMATION SHEET

(Photocopy and distribute this information to the parents of each camper)

Uniform

A complete Scout uniform is highly recommended, but not required. Most troops wear the complete uniform for traveling to and from camp. In camp we wear the khaki Boy Scout shirt with all applicable items (neckerchief, hat, belt, socks etc.) to every evening meal and evening campfires. Put the Boy Scout's name and troop number on all apparel and equipment.

NOTE: There are **NO** clothes washing facilities for camper use.

Jackets and Raingear

During the evening and mornings the temperatures make it necessary to bring a warm jacket (not a light wind breaker) as temperatures can dip down into the low 30's at night. The mountains are also subject to rains which can be quite cold, which makes a poncho or rain suit a must.

Recommended Clothing & Gear List Checklist

Item:	Scout ✓ <input type="checkbox"/>	Parent ✓ <input type="checkbox"/>
• Health Form, signed and dated		
Clothing:		
• Scout uniform (required for evening meals)		
• Warm lined jacket		
• Poncho or rain jacket		
• Two pairs of shorts		
• Two pairs of long pants		
• 3 T-shirts		
• 6 pairs of socks		
• 6 pairs of underwear		
• 1 pair of sturdy shoes		
• Hat with visor or brim TP		
• 1 pair of extra shoes (not sandals)		
• 2 wash cloths		
• 2 towels		
• 1 pair pajamas or sweats		
Gear:		
• Warm sleeping bag (rated at 30 degree or less)		
• Water proof ground cloth		
• Pad to separate sleeping bag from cot		
• Flashlight TP		
• Folding pocket knife TP		
• Unscented soap, shampoo and lip balm TP		
• Toothbrush and toothpaste in container TP		
• Comb or hairbrush		
• Sun screen TP		
• Water bottle TP		
• Insect repellent (non-aerosol) Oh, wait a minute—no mosquitoes! TP		
Optional:		
• Camera and film TP		
• Sunglasses		

TP = Items available at the Trading Post

- LABEL ALL BELONGINGS WITH NAME AND TROOP NUMBER.
- DO NOT BRING VALUABLES

Wehinahpay Mountain Camp, Boy Scouts of America
319 Potato Canyon Rd.
Sacramento, New Mexico 88347
575-687-2691



2014 "EARLY BIRD" RESERVATION



Reserve your troop site for 2014

() Yes, rollover our troopsite reservation fee of \$100 for 2014

() Enclosed is a check for \$100 deposit

Unit Information (please print)

Unit# _____ Troop _____ Team _____ District _____
Council Name _____
Leader _____
Address _____
City _____ State _____ Zip _____
Telephone H) _____
W) _____
Fax) _____
Email) _____

[] Yes, I would like to receive information on Dowling Aquatic Base.

2014 Fee's

Fees will be determined by the bi-council JV executive board in Oct. 2013.

Troop site deposit: \$100.00 Non Refundable fee is due at the time of reservation. Submit this form and the \$100.00 to the Council Office. If your Troop does attend camp, this fee will be applied toward your Troop's overall camping fees.

2014 SUMMER CAMP STAFF INTEREST

I am interested in serving on the seasonal camp staff at () Wehinahpay Mountain Camp
() Dowling Aquatic Base

I will be ____ years of age at the start of the camp season.

I am interested in the following position(s): ____ (Please Circle)_____

Wehinahpay Mountain Camp

Adult (21 and older)

Camp director
Program director
Cook
Health officer
Shooting Sports
C.O.P.E. director
Trading post manager

Adult (18 and older)

Asst. cook
Camp commissioner
Ecology director
Scoutcraft director
Climbing director
Handicraft director
Shooting sports instructor
Archery director
Kitchen Crew

Youth (15 and older)

Instructors (all program areas)
Kitchen Crew

Youth (14 and older)

Counselors in Training
Kitchen Crew

Dowling Aquatic Base

Adult (21 and older)

Camp director
Aquatics Program director
Cook
Health officer
Trading post manager
Kitchen Crew

Adult (18 and older)

Asst. cook
Camp commissioner
Boating Beach director
Swimming Beach director
Kitchen Crew

Youth (15 and older)

Instructors (all program areas)
Kitchen Crew

Youth (14 and older)

Counselors in Training
Kitchen Crew

Please send an application, position description and other staff information to:

Name _____ email: _____

Address _____

City, State, ZIP _____

Phone number: _____

Return to Conquistador Council, BSA- 2603 N. Aspen Ave.- Roswell, NM 88201

Merit Badge and Other Programs List

We here at Wehinahpay strive to make your youths learning and earning experience the best possible while at camp. It is for this reason we carefully choose what merit badges to offer. We must take into account what it is we can offer within the boundaries of Camp Wehinahpay. For this reason we choose merit badges based on complete-ability. There are a few that cannot be 100% completed at camp but are usually due to requirements such as visiting museums as an example.

Ecology area

Fishing	Forestry
Fish and Wildlife	Nature
Environmental Science	Mammal Study

Scoutcraft Area

Pioneering
Wilderness Survival (all wilderness survival classes will do their overnight stay on Thursday night)
Trail to First Class (Greenhorn) Program
Outpost Backpacking (See page 10 “**Outpost Backpacking**” for information about this program)

Shooting Sports Area **

Rifle (\$1.00 for 10 rounds)	Archery (Kit \$2.00)
Shot Gun (\$2.00 for 5 rounds)	

Handi-Craft Area ** (Cost for kits range from \$4 to \$12 dependant on class and kit purchased)

Basketry	Indian Lore (No additional cost)
Leatherwork	Wood Carving

Pool Area

Swimming (Partial)

****Note:** This merit badge requires that all who attend have requirements #3 [8b-9b], 4, 7, and 9 be done prior to attending camp in order to be a complete-able merit badge. Please bring the blue card to camp and present it to our Aquatics Director otherwise this Merit badge will be performed as a partial. The requirements listed above cannot be completed due to the pool dimensions being 40x80x4.

Medics Area

First Aid

Climbing Area

Climbing
Photography

Equestrian Area

Horsemanship
Overnight Horse Trek (See page 10 “**Horse Trek**” for information about this program)

A few merit badges that are still in the works are: Weather, Pulp and Paper (Partial), and Astronomy.

C.O.P.E Area **

C.O.P.E. Course for older scouts, \$15 additional charge

**** All fees will be charged at the Trading Post and appropriate tickets will be given for the scout to present to his instructor.**

CAMP NOTES



*Wehinahpay Mountain Camp
Conquistador Council, BSA
319 Potato Canyon Rd.
Sacramento, New Mexico 88347
575-687-2691*

Since 1927

