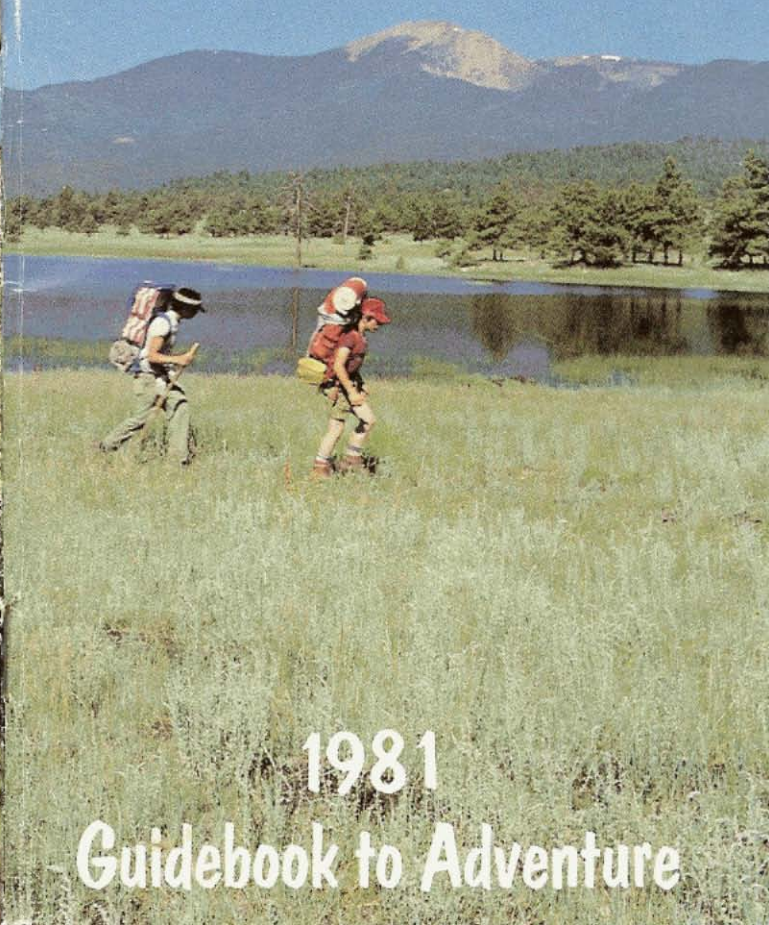
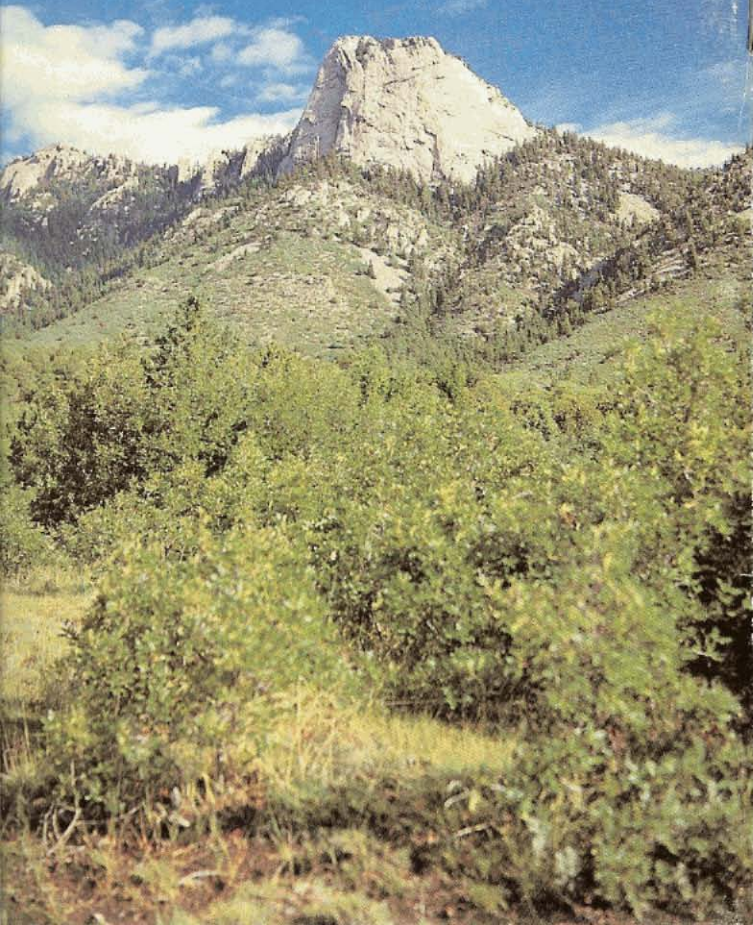


PHILMONT HYMN

Silver on the sage,
Star-lit skies above
Aspen covered hills,
Country that I love
Philmont, here's to thee
Scouting Paradise
Out in God's country — tonight.

Wind in whisp'ring pines
Eagles soaring high
Purple mountains rise
Against an azure sky.
Philmont, here's to thee
Scouting Paradise
Out in God's country — tonight.

Philmont



1981
Guidebook to Adventure



CIMARRON, NEW MEXICO 87714

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PHILMONT MAGIC

There is a magic spell at Philmont. Long ago the Indians felt it. Later Kit Carson, Lucien Maxwell, and other mountain men were captivated by Philmont Country. A century later, the late 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

P 2 is a national camping area, owned and operated by the Boy Scouts of America. Philmont is large, comprising 137,493 acres or about 215 square miles of rugged mountain wilderness in the Sangre de Cristo (Blood of Christ) range of the Rockies. More than 20 staffed camps and 50 unstaffed camps lie within ranch boundaries. Philmont has high mountains which dominate rough terrain with an elevation ranging from 6,500 to 12,441 feet.

HISTORY

P 2 has a unique history of ancient Indians who chiseled writings into canyon walls... Spanish conquistadors who explored the Southwest long before the first colonists arrived on the Atlantic coast... the rugged breed of mountain men like Kit Carson who blazed trails across this land... the great land barons like Lucien Maxwell who built ranchos along the Santa Fe Trail, and gold miners seeking fortunes. All these men left their mark on Philmont.

WILDLIFE

P 2 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

P 2 is rich in natural beauty including the soaring Tooth of Time... sunrise from lofty Mount Waite Phillips... the blue water of Cimarroncito Reservoir... the panoramic sweep of the plains from Urraca Mesa... and sunlight filtering through aspen along the rippling Rayado.

PROGRAM

P provides an unforgettable adventure in sky-high back-packing country along hundreds of miles of rugged, rocky trails. Program features combine the best of the old West—horseback riding, burro packing, gold panning, chuck wagon dinners, interpretive history, and wilderness survival—with the most exciting challenges today—rock climbing, burro racing, 30.06 rifle and mountain search and rescue—in an unbeatable recipe for fast moving fun and outdooring.

FELLOWSHIP

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

STAFF

S has the finest staff in America. Each member of the 500-person staff is carefully selected from hundreds of applicants. Their strong Scouting spirit, knowledge of camping skills, keen interest in their respective program specialties and a love for Philmont make the staff dedicated to seeing that you have a rewarding and memorable experience.

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

WHO MAY PARTICIPATE?

In keeping with the policies of the Boy Scouts of America, requirements for acceptance and participation at Philmont are without regard to race, color or national origin. Participants must be registered Scouts or Explorers who will be at least age 13 by January 1 of the participation year. Exceptions to the minimum age should not be expected. In addition, participants may be members of an organized youth group whose ideals and purposes are kindred to Scouting and who are sponsored by a parent organization that has a cooperation relationship with the Boy Scouts of America. Some special programs allow for individual person registration and participation.

P Philmont cattle brand

F Philmont horse brand

**ALL PHILMONT PARTICIPANTS MUST BE AT
LEAST AGE 13 BY JANUARY 1 OF
PARTICIPATION YEAR.**

AWARDS

Meeting the challenge of Philmont is worthy of awards. By themselves awards have little value, but they represent a Philmont experience that can never be sold or traded—only earned. Philmont presents two awards.

The Arrowhead Patch

An individual camper award presented by your adult advisor when you have:

1. attended opening campfire—"The Philmont Story"
2. completed a Philmont itinerary (except for medical reasons)
3. completed three hours of staff supervised conservation work or a camp improvement project on Philmont.
4. fulfilled the personal commitment to Wilderness Manners (see p. 27)
5. taken advantage of every opportunity to learn about and improve our ecology, and practiced the art of outdoor living in ways that minimized pollution of soil, water and air.

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 Wilderness Manners (see p. 27)
4. took advantage of every opportunity to learn about and improve our ecology, and practiced the art of outdoor living in ways that minimized pollution of soil, water, and air.

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

Fifty-Miler Award

The Fifty-Miler award, given by the National Council, BSA, may be earned by members of both chartered and provisional units. Requirements for this award include hiking at least fifty miles and performing a ten-hour conservation project—three hours at Philmont and the remaining seven hours in your council. All Philmont itineraries can qualify crew members for the Fifty-Miler as it relates to distance. The award is secured through your Local Council Service Center.

PREPARING AND TRAINING FOR PHILMONT ADVENTURE

A Philmont expedition begins at home. Months before arriving at Philmont you should begin planning and training. Even the best mountaineers and backpackers lay careful plans well in advance of their treks. Several details must be completed when your advisor receives the "expedition advisor's kit."

Your Philmont Itinerary

The first step in preparing for Philmont is for your crew to select your itinerary. An itinerary is a hiking plan which describes camps and program features for each day on the trail. Crews are to make five top choices of itineraries and submit them to Philmont *before May 1*. Philmont will confirm one of your selections, hopefully your first choice. Complete information about itineraries is contained in the booklet PEAKS (Philmont Expedition Adventure Key to Superactivities) which your advisor now has.

Medical Record and Physical Evaluation

You must fill out a Health and Medical Record and have a physical evaluation performed by your doctor *before* departing for Philmont. Physical evaluations are valid for one year from the date of examination. You are required to have had a tetanus shot or booster within ten years. Give your completed medical form to your advisor to present to the Philmont Health Lodge. A fee is charged for evaluations of campers who fail to get one at home or forget to bring the medical form. An additional charge is made for required tetanus shots when given by the camp physician.

Know Your Expedition Number!

Your expedition number is assigned by Philmont. It is determined by your expected arrival date. If your contingent is to arrive July 14, your expedition number will begin 714 which signifies 7th month and 14th day. Since many contingents arrive each day, a letter distinguishes different contingents (for example, 714-A or B, C, etc.). If your contingent consists of several crews, numbers are used to designate each one. Thus, your crew's complete expedition number may be 714-A-2. If you don't know your crew's expedition number, be sure to find out what it is.

My expedition number is:

Fill Out Your Trip Planner/Postmaster Card

Get a trip planner/postmaster card from your advisor, fill it out and return it to him. Information on these cards is vital to Philmont's Logistics Services in case of emergency, to the Postmaster for sorting your mail and to the chaplains. Please clearly print or type both sections of the card and indicate your

complete expedition number. Please don't separate the cards.

Your Philmont Address and Mail

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

Philmont address:

Your Name
Your Expedition Number
Philmont
Cimarron, New Mexico 87714

Emergency Telephone Number at Philmont

Telephone calls to you should be restricted to extreme emergencies only. Since Philmont comprises 215 square miles of rugged mountain wilderness, it can 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.

Area Code 505-376-2281

Physical Training

Even if you are able to pass a physical examination with flying colors, you need to get in shape for Philmont. Steep, rocky trails with 1000 foot climbs are not unusual. Also, there is 20 to 35 percent less oxygen at Philmont elevations than at sea level. And remember, you will be carrying a pack. Breathing is difficult, especially at first. Jogging, running uphill, and hiking with a full pack (including everything you intend to carry on the trail) are strongly recommended as part of your training. You can do this individually, and with other members of your crew. It is important to be in top physical shape when you arrive at Philmont. You'll enjoy it more and be less likely to have medical problems.

SHARPEN YOUR HIKING AND CAMPING SKILLS

Time and effort spent in sharpening your hiking and 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. Here are some of the skills you should acquire and practice.

Gathering Your Equipment

Backpacking requires proper equipment just as any outdoor sport. Without suitable equipment you will face unnecessary hardships. *Take only what you need.* After several overnight camps you should be able to conduct your own shakedown to eliminate items which you didn't need. Remember, the key to successful backpacking is to go lightly. Check your equipment against the recommended list on page 14. *This is the maximum.* Some backpackers can reduce this list considerably and still be comfortable and clean.

Recommended Equipment

Philmont is proud to include with this Guidebook a special brochure of equipment and uniform that has the label of the Boy Scouts of America. This equipment and uniform is used and approved by the Philmont Rangers and other Philmont Staff. It can be purchased through your local Scout Equipment Distributor, ordered with the form on the brochure, or you can probably buy it at Philmont's Headquarter's Trading Post.

Organizing Your Crew

A well organized crew gets its chores accomplished quickly and has more time to enjoy Philmont. Your crew should be well 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 well organized. Teamwork, sharing total responsibilities, cooperation and initiative are prerequisites to a successful expedition.

Your crew should select a crew leader for your Philmont expedition. He will be responsible for making sure your crew functions smoothly. Your adult advisor will be available to advise him.

A daily duty roster will help to organize your crew. Each crew member is assigned a responsibility for each day. Jobs should be rotated so that at least one experienced and one new crew member work together.

Every job should be clearly defined. Your crew should have a list of all tasks for each job. Then there will be no question about who is responsible for what. Every person will know his job.

Packing Your Backpack

Here are a few tips for packing your backpack:

1. Everything should be tightly rolled and snugly packed.
2. Aerosol cans and glass jars are not suitable for backpacking because of their bulk and fragileness.
3. Small articles should not be loose in your pack. Put them in a bag.
4. Plastic bags are good for packing—they keep your gear separated and dry even if your pack gets wet. Experienced backpackers carry a bag of bags.

5. Keep most weight near the top of your pack, nearest your body.
6. Your map, poncho, first aid kit, and camera should be readily accessible.
7. Always put the same items in the same place. Then you can find them without searching your whole pack.
8. Check your pack weight. Twenty-five pounds with food is preferred; thirty pounds is generally okay. Preferred pack weights vary considerably with physical condition, age and experience.

Using a Pack Frame

Your pack will be more comfortable if fitted with a proper frame. When you have packed your backpack, practice putting it on your back by first balancing it on one knee with the pack straps facing you. Slip your nearest arm through the appropriate strap and smoothly swing the frame behind you, reaching down and back to slip your free arm through the second strap. Foam pads on the shoulder straps are a must. Otherwise, your straps will rub sore places on your shoulders and perhaps cut off circulation to your arms.

A hip strap, used to fasten the lower part of your pack to your abdomen and thus position the pack weight directly over your hips and legs to reduce the strain on your shoulders, is strongly recommended.

Backpacking

If you pack properly, backpacking will be much easier. Practice hikes also help. Your pace is the key to good backpacking. It should be slow enough to allow everyone to keep up without bunching up. Single file is the rule. A steady, constant pace is best. When climbing steep grades, your pace should be slower, but still constant.

Rest stops should be short and frequent. Sixty second rests will let you catch your breath. Learn to rest without removing your pack; if you bend over and loosen your hip strap, you can remove the weight from your shoulders. Deep breathing works best for high altitude backpacking on Philmont.

Pitching and Striking Camp

Every member of your crew should know how to pitch, strike and fold a backpacking tent. Philmont issues the BSA Adventurer Backpacker tent. Practice this in pairs as you will do at Philmont. Once you have mastered pitching tents on level ground try pitching them on a slope. Some campsites at Philmont are sloping.

Building a Good Cooking Fire

To build a good cooking fire you need wood, but not just any wood. Philmont has nine principal kinds of trees: aspen, cottonwood, maple, juniper, pine, spruce, fir, pinon and scrub

oak. You should be able to identify these kinds of wood without looking at leaves on the trees. Oak, pinon, juniper and maple make the best coals for cooking fires; fir, spruce, and pine are suitable, though they are best used for kindling a blaze. Cottonwood and aspen may be used for kindling to start a fire but should not be used for cooking unless no other wood is available.

Learn to use an axe safely and practice splitting chunks of wood using the contact method described in the Scout handbook. Practice building different types of fires with the wood you split. Finally, be sure to sharpen your axe before departing for Philmont.

Backpacking Stoves

Use of backpacking stoves is encouraged. If you plan to bring backpacking stoves, learn to use them properly and safely during your pre-Philmont training. (See page 19.)

Cooking Dehydrated Food at High Altitude

Philmont is a pioneer in using lightweight, nutritious dehydrated and freeze-dried trail menus packaged in disposable plastic bags. You may not be able to practice cooking at high altitudes, but you can practice cooking similar trail food, available at most larger sporting goods stores and supermarkets. Directions for preparing these menus are explicitly stated on the packages, but practice helps.

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

Clean-up is part of the cooking process. While you are enjoying that delicious meal, be sure to have dirty pots and pans soaking and two pots of water on the fire for washing and rinsing your cooking and eating gear. When you finish eating the water will be hot. Cleaning will be simplified if you coated the outside of your pots with a film of soap before placing them on the fire.

Using Map and Compass

Most trails on Philmont are well marked at intersections. But they are not so well marked that you can afford to put your map and compass in the bottom of your pack and forget them. Philmont trail signs generally point to geographic features such as mountains, canyons, and streams. They usually do not point to camps.

Learn to use a map and compass well. This ability is a

reassuring comfort. 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 are the colors—black, brown, blue, green, white, and red?

Those brown contour lines are particularly significant. Each brown line represents an 80-foot climb; the more lines you cross on an upward route, the tougher the climb. Steep downhill climbs are tough too.

Can you orient a map? Compass declination at Philmont is 13 degrees east. Do you know what that means? Are you able to determine the exact direction from one point to another on a map by using your compass? The scale of Philmont maps is one to 48,000. Do you understand the significance of a map's scale? If you have answered "no" to any of these questions, you should study map and compass. The Boy Scout Field Book has an excellent section on map and compass. A book entitled "BE EXPERT WITH MAP AND COMPASS," by Bjorn Kjellstrom, a good friend of Philmont, is also excellent.

YOUR PERSONAL EQUIPMENT	Check X and	Double Check
Packing		
*1 pack		
*1 pack frame with hip strap		
*12 plastic bags—assorted sizes		
*50 feet of 1/4" nylon cord		
Sleeping		
*sleeping bag in waterproof nylon bag		
*waterproof ground cloth (7' x 3')		
*flashlight (small) with new batteries (S)		
Wearing Apparel (packed in plastic bags)		
1 pair hiking boots (well broken in) with new laces		
*2 pairs wool socks		
*3 pairs cotton socks		
*1 uniform trousers—long		
*1 uniform shorts		
*2 uniform shirts		
2 changes underwear		
*1 sweatshirt or warm sweater		
*1 nylon windbreaker		
*1 poncho, or rainsuit		
1 pair moccasins or sneakers		
*1 hat or cap, flexible, with brim		
*1 belt or suspenders		
In Your Pockets—Survival		
*pocket knife (no sheath knives)		
*waterproof case with matches		
partial roll of individual toilet paper		
*compass (liquid-filled is best)		
*chapstick (BB)		
handkerchief, large, or bandanna		
money (recommended \$10 for trail) safely secured		
*whistle (excellent to scare bears)		
Eating		
deep plate (or bowl)		
*cup (measuring)		
spoon		
*water bottle, 1-qt. or *canteen		

YOUR PERSONAL EQUIPMENT	Check X and	Double Check
Keeping Clean and Healthy		
*bar soap (small) in plastic bag (BB)		
*toothbrush and toothpaste (small tube) (BB)		
*comb		
*metal mirror (S)		
*small towel and washcloth		
handkerchiefs (3)		
*foot powder and bandaids (S) (BB)		
*tube sunburn lotion (S) (BB)		
Optional		
*foam pad for sleeping and warmth		
camera and *film		
*knife and fork		
sunglasses		
*inexpensive watch		
*fishing line and hooks		
*postcards, pre-stamped		
*small note pad and pencil		
*extra pair shoe laces		
stocking cap		
rubber bands, large		
*neck scarf or bandanna		
fish net or insulated underwear		
*Available at Philmont Trading Post		
(S)—Share with buddy		
(BB)—Packed together in plastic bag		
To be placed in bear bag at night		

TIPS ON EQUIPMENT AND CLOTHING

Uniform

Experience has shown that the Scout or Explorer uniform is ideal for hiking. Philmont highly recommends wearing the uniform on the trail—it will promote pride, esteem and morale within your crew. Uniforms are recommended wear in headquarters also. (Refer to the enclosed BSA equipment and uniform brochure.)

Packs and Frames

All of your personal gear, plus your share of food and crew equipment, must fit in your pack. If it is not waterproof, you should cover it with a heavy-duty plastic bag (bring several spares).

A stout pack frame is essential for backpacking in a rugged

mountain wilderness like Philmont. A good frame is designed to position your pack's weight high on your back and close to your body, and enables you to carry a reasonably heavy load of 25-30 pounds with minimum effort. Most of the load should be supported on your hips, not your shoulders, by using a hip strap attached to the bottom of the frame.

Check your frame for cracks in the welded joints. Do not use a pack frame with even the slightest crack unless it can be repaired. Cracks widen and break quickly under stress and strain.

A good backpack and frame combination can be quite expensive. Cheap packs and frames are ill advised because they tend to fall apart at the seams and crack with relative ease.

If you do not have a good pack and frame with padded hip strap, or do not expect to use them after your trek, you are encouraged to rent the Red or Blue Max or New Horizon pack and frame at Philmont for \$5.00 per set. (See enclosed BSA Brochure for pack details.)

Clothing

Be prepared for many kinds of weather at Philmont. Afternoon temperatures in low valleys can be hot as blazes (100 degrees or more), and night temperatures high in the mountains may be cold enough to freeze a thin crust of ice in your water bucket. Philmont can be dry as a desert and then a sudden downpour will soak everything. Fortunately New Mexico's low humidity allows wet clothing and gear to dry quickly. Rain occurs most frequently in the afternoon and may last an hour or all night. Small hail or sleet often accompanies rain. Mountain weather is fickle—anything can happen and often does. Snow is possible, particularly in June.

During cold periods it becomes especially important to stay dry since wet clothing loses much of its insulative value (90 percent or more). Several light layers of clothing are better than one heavy layer since air trapped between layers of clothing provides a high degree of insulation. As the atmosphere warms you can remove one layer of clothing at a time for proper body heat management.

Keep in mind that wool is by far the best insulator—it is effective even when wet, while wet down loses most of its effectiveness.

Sleeping Bags

About one-third of your Philmont expedition will be spent in a sleeping bag. It should be warm (suitable for temperatures between 25 and 60 degrees), but not bulky or heavy. When rolled it should be no more than 20 inches long and 10 inches in

diameter, and it should weigh less than six pounds. Use a waterproof bag to keep your sleeping bag dry. A waterproof stuff bag is best, but several heavy-duty plastic bags will do. Avoid wrapping your sleeping bag in a ground cloth.

Boots

Good hiking boots are a must at Philmont. Your trek will cover fifty to eighty miles (80 to 120 kilometers) over steep, rocky trails. Without a good pair of broken-in hiking boots, you will have to endure many blisters or sore feet at best. You may have to miss part of your expedition to receive proper medical attention.

When buying boots, wear the same socks you plan to use for hiking. Well fitting boots should allow you to wiggle your toes freely, but not allow your toes or heels to shift sideways in the boot. Boots should be sturdy but not too heavy. Three or four pounds per pair is good for average sizes. Hiking boots, 6 to 8 inches high with sturdy soles, are recommended for use at Philmont. Be sure to treat your boots for wet weather before hitting the trail.

Socks

White wool athletic socks are excellent for trail wear. If wool irritates your skin, wear white cotton socks under your wool ones. Two pairs of medium weight socks are usually more comfortable than a single heavy pair.

Camera and Film

Although optional, a camera and film are rewarding to 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 have duplicate pictures made at home. If you have one set developed first, you can sort out poor photos before having additional copies made. You will save money as well as weight.

Labels

Be sure to label all of your clothing and equipment with your name and expedition number so you can readily identify what is yours and so any of your belongings lost and found can be returned.

Glass Containers and Aerosol Cans

No glass containers or aerosol cans should be carried on the trail. Glass breaks easily and aerosol cans are bulky and may spew forth in packs of unwitting backpackers.

Money

Campers spend an average of \$40 each in Philmont trading posts. If major items such as jackets are desired, more money will be needed.

About ten dollars per camper is adequate to cover most expenses on the trail. These expenses may include:

- 30.06 rifle—(two shots free)
- 10-day fishing license, ages 14-17
- 5-day adult fishing license with trout validation
- Candy, root beer, film, fuel for backpacking stoves, replacements for damaged equipment

CREW EQUIPMENT ISSUED AT PHILMONT

Each crew of 4-12 persons is issued the following equipment free of charge (except for damage or replacement charges when returned):

Person Responsible

- _____ 1 nylon dining fly
- _____ 2 collapsible poles for dining fly
- _____ 1 Nylon tent with poles (per each 2 persons)
- _____ 1 trail chef kit: or:
 - 8-qt. pot 6-qt. pot w/lid
 - 4-qt. pot w/lid 4-qt. pot w/lid
 - 2-qt. pot w/lid 2-qt. pot w/lid
 - 2 fry pans w/handles 2 fry pans w/handles
- _____ 1 chef cutlery kit: 2 large spoons
1 large spatula
- _____ 2 pair hot pot tongs
- _____ 1 extra 8-qt. or 6-qt. pot for washing dishes
- _____ 1 camp shovel (to dig latrine)
- _____ 1 folding pack saw
- _____ 10 small plastic trash bags
- _____ dishwashing soap
- _____ scouring pads
- _____ sanitizing tablets for rinse water
- _____ Potable Aqua tablets for purifying water
- _____ 1 150 foot length of 1/4 inch nylon rope
- _____ 2 bear bags (for hanging food)

EQUIPMENT PROVIDED BY CREW

Necessary items of equipment for each crew of 4-12 persons to bring to Philmont or purchase include these:

- 3 Philmont maps*
- 1 axe, 3/4 with sheath*
- 1 measuring cup*
- 1 sewing kit with heavy thread and needle for repairing packs
- 8 tent pins* per person plus 10 additional ones for dining fly (metal tent pins are best—nails and plastic tent pins are inadequate)
- 2 containers of insect repellent*
- 2 collapsible water containers* (Although they are stocked in the Philmont Trading Post, it is recommended that you purchase collapsible water containers before coming to Philmont.)
- backpacking stoves (recommended optional)*
- aluminum fuel bottles*
- small funnel
- 1 crew first aid kit* containing:
 - 2 cravats
 - 6 4-in. x 4-in. gauze pads
 - assorted bandaids and moleskin*
 - soap*
 - aspirin*
 - 1 roll 2-in adhesive tape*
 - 1 elastic bandage
 - 1 toenail clipper
 - 1 Ace bandage*

*Sold in the Philmont Trading Post

Additional supplies may be required for your trip to and from Philmont. Determine what these requirements are and get the items you need.

Backpacking Stoves

Philmont encourages the use of backpacking stoves. Kerosene stoves and kerosene are available to be issued to crews at some staffed camps where firewood is scarce. Backpacking stoves may be helpful to you throughout your trek, particularly on cool mornings when you need to start cooking and hiking early to avoid stifling afternoon temperatures.

If you wish to use stoves throughout your trek, plan to bring your own. Philmont trading posts carry a supply of kerosene, white gas and butane cartridges that may be purchased at several locations on your itinerary. If your crew uses butane, plan to carry the empty cartridges with you since they create a hazardous disposal problem.

Backpacking stoves must be used with adult supervision and should *never* be used in or near tents because of excessive fire danger. Spun aluminum bottles (available in the Philmont trading post) should be used to carry fuel; cans with soldered seams may leak if they become bent. We strongly urge that fuel

be purchased at Philmont and not be carried cross-country en route to Philmont. Check the gasket of your fuel bottles to make sure they will not leak. A small funnel should be procured for easy transfer of liquid fuels.

ARRIVING AT PHILMONT

In Cimarron, New Mexico, a small, historic town that Kit Carson and Buffalo Bill once knew, turn south off U. S. 64 and head toward Philmont on New Mexico 21 along a branch of the Santa Fe Trail. Cimarron means "wild" or "untamed" in Spanish and echoes memories of a wild and wooly past. After crossing a small bridge over the Cimarron River, you will see a hotel to the left. Once called the St. James Hotel, the present Don Diego boasts an exciting history. Billy the Kid, Clay Allison and other famous gunfighters stayed here. Twenty-six men were allegedly carried from the hotel—feet first!

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

One block west of the Don Diego 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. About one-half mile farther you will pass the buffalo pasture which contains about 5,000 acres and 150 buffalo.

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

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

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

Past the Villa on the left is the Seton Memorial Library and

Museum where interesting collections are exhibited for you to see.

DAY ONE AT PHILMONT

Welcome Center

At last you're here! Drive through the gate to the unloading area at the Welcome Center where you will be greeted by a staff member with complete instructions for unloading. Please follow them carefully.

Meet your Ranger

After unloading, you will meet your Ranger who has a sincere interest in your group and has been trained to help your crew get started on a successful expedition. The Ranger's job is to lead you through the Philmont check-in and to accompany you for two days on the trail to review camping and hiking skills.

Philmont Check-In

Before your crew hits the trail the following steps must be completed.

1. Tent Assignment

You will receive tent assignments at the Welcome Center for your first and last nights at Philmont. Crews wanting to spend additional nights in Camping Headquarters should plan to use trail tents because available wall tents and platforms are limited. Your Ranger will show your crew to their assigned tents. After leaving your packs in your tents, wash, comb your hair and put on a uniform to look sharp for your crew photograph.

2. Your Advisor Meets the Registrar

Your advisor will meet the Registrar in the Camping Headquarters office to finalize fee payments. Also a large envelope for storing extra money and valuable papers will be issued here. When you have deposited these items, your advisor will return the envelope to the Registrar to store in a safe while you are on the trail.

3. Your Advisors Visit Logistics Services

Your adult advisor and crew leader will meet one of the itinerary planners at Logistics Services to finalize arrangements for your program, food pickups, bus transportation, and museum tours. Advisors should bring your completed trip planner/postmaster cards, in alphabetical order by crews, and a Philmont map to mark your route and campsites. You will be given a copy of your selected itinerary as a souvenir of your Philmont adventure.

4. Your Crew Photograph

A Philmont photographer will position your crew for its photograph. Prints (8x10 inches) will be available for \$2.50 each when you return from the trail. The photographer will take your order, however, purchase is optional.

5. Medical Recheck

A medical recheck will be given to all crew members at the Health Lodge. Crew members should carry their medical form and line up in alphabetical order for the recheck.

6. Laundry—Trail Equipment—Trail Food Issue—Mail

Soiled uniforms and other dirty clothing may be laundered at Philmont's self-service laundromat. One or more crew members should be assigned to bring all the crew's dirty clothes to the laundry. All clothing should be marked with your names in indelible ink and any loose patches or insignia should be removed to save time and confusion for everyone. Laundry soap and supplies are available from vending machines in the laundry.

Trail equipment including tents, poles, cutlery kits, cooking pots, etc. will be issued to your advisor and three crew members, from the trail equipment section of the Headquarters Services Building. Your first trail food will be issued in this complex also. The "crew leader's" copy of your itinerary must be presented to draw your trail food.

Just before leaving the Headquarters Services Building, your advisor should pick up your mail.

7. Shakedown

In a place designated by your Ranger you will unpack everything and place each item on your ground cloth. Then your Ranger will check which items are necessary and which are not. He will then demonstrate the best methods of packing at Philmont.

8. Store Excess Baggage

After shakedown, gather all excess items, pack them securely, and bring them to the Headquarters Services Building to be stored in a locker. Everything you will not carry in your pack must be stored for safe-keeping. Nothing can be left in your tent. Only your advisor will have the locker key.

PLEASE NOTE: After leaving Camping Headquarters, there is *NO* opportunity to return excess baggage. If you have doubts about taking certain items, discuss them with your Ranger.

9. Your Crew Reporter Visits News & Information Service

Before departing for Philmont, your crew should select one member to serve as its reporter. He should contact one or more local news media and arrange to have one or two articles about your Philmont expedition published. Philmont's News & Information Service will furnish helpful hints and other information for news articles to your reporter.

10. Tour Camping Headquarters—Trading Post

As time permits, your Ranger can give you a relaxed tour of Camping Headquarters. Tours can be scheduled at Logistics for the Seton Museum, Villa Philmonte, and Kit Carson Museum.

Your tour should include a visit to the trading post where a complete supply of Scout uniforms and equipment, Philmont items (including neckerchief slides, patches, belts, buckles, wool jackets, maps, etc.), and other souvenirs are available. You will also have an opportunity to visit the trading post when you return from the trail.

11. Eat in Headquarters Dining Hall

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

12. Expedition Advisors Orientation

Your expedition advisor(s) will join other advisors in the dining hall for a brief orientation. The time will be announced upon your arrival.

13. Religious Services

Chaplains of Jewish, Protestant, Catholic, and Mormon faiths conduct services at Camping Headquarters beginning at 7:00 P.M. Your crew is encouraged to attend (see p. 45). The Trading Post and Snack Bar will be closed at this time.

14. Write Home

After supper is a good time to write home. Your parents will enjoy hearing from you. (Writing kits, Philmont post cards, and pens are available at the trading post.)

15. Opening Campfire

Your first evening campfire at Philmont is the thrilling "Philmont Story," a historic narrative of the Southwest. Your Philmont adventure begins here. Warm clothing is recommended for this and all campfires.

16. A Good Night's Sleep

Following the campfire quietly return to your tent and crawl in

your bedroll for a good night's sleep. Tomorrow you hit the trail.

17. Security and Information

Philmont maintains a full security system with an office located at the Headquarters Services Building. A lost and found service is maintained here also.

DAY TWO AT PHILMONT

At Headquarters

After breakfast, check out of tent city and report to the Welcome Center at the time scheduled for your departure.

En Route to Starting Camp

A Philmont bus will take your crew within hiking distance of your starting camp. Be prepared to hike to your camp.

Starting Camp

Here your Ranger will work with you on:

- mountain hiking and camping skills
- map reading and using a compass
- adjusting to high elevations
- trail safety and first aid
- using knife, axe and bowsaw
- fire building and extinguishing
- cooking dehydrated trail menus at high elevations
- camp sanitation
- Wilderness Manners—Your Personal Commitment
- conservation and ecology

DAY THREE AT PHILMONT

After a good night's sleep and a good breakfast in starting camp, your Ranger will hike with you on the first leg of your Philmont trek. This hike will not be too long or difficult to allow you to get better adjusted to high altitude. Your Ranger will be on hand to assist you and will offer constructive ideas on how to sharpen your camping skills. When your crew has achieved reasonable proficiency in hiking and camping skills, your Ranger will leave you (usually early in the morning of your fourth day). Then you are strictly on your own.

Hiking on Philmont

Philmont abounds with picturesque hiking areas. Every section of the ranch has many opportunities for stimulating and beautiful hikes. Take time to enjoy those scenic panoramas, delicate wild flowers, rippling streams, majestic

peaks, and towering trees. Some of the most beautiful scenery is along little used trails and remote trail camps. When your crew is quiet you may see wildlife including deer, turkey, porcupine, elk, bobcat, coyote, badger, and bear. Be sure to record, on your wildlife census card, the animals you see.

Hiking on Philmont is often difficult. Weighty packs, steep trails, and high altitudes challenge even the best backpackers. Remember, your trek is a team effort. Stronger hikers are expected to help weaker ones. Faster hikers should hike near the end of the line and encourage the slower ones in front.

CAMPING AT PHILMONT

Camping is the major activity at Philmont. You will camp every day on your trek in Philmont camps that vary from vast meadows to narrow valleys and lofty mountain tops. Elevations at some camps are less than 7,200 feet; others exceed 10,500 feet. Your itinerary will include several different types of camps, as well as starting, staffed, trail and dry camps.

Rangers are the only staff in starting camps. Here you will receive Ranger training and become further oriented and acclimated to Philmont.

Staffed camps are supervised by a Camp Director and one to seven program specialists to present unique program features (see page 35). All staffed camps have reliable water supplies. Most staffed camps have two way radio communications with the Philmont Logistics Services. Commissaries, trading posts, and showers are available at some staffed camps. See the booklet entitled PEAKS for detailed information on camp facilities.

Trail camps have water but no staff. Here you are completely on your own. All itineraries include several trail and/or dry camps. They are part of your Philmont experience. See PEAKS for ideas about what to do in trail camps.

Dry camps have no water and no staff. They are used because they provide scenic vistas, pleasant campsites and valuable training. Vast stretches of the great Southwest are dry and early pioneers traveling the Santa Fe Trail in covered wagons had to conserve every cup of water. Sometimes they had to drink the blood of their oxen and other animals to survive. You will not have to endure this much hardship, but you may need to carry water for several miles before arriving at your dry camp. Check your itinerary to determine the closest place to get water.

Most campsites are clearly designated with numbers routed into wood blocks nailed to trees. Check your map and use a compass to be sure you're at the right place. Most camps are designated by rectangular trail signs labeled with the camp name.

Fire Points

Fire rings have been established at some camps. They are to contain the fires; reduce possibilities of forest fires; limit amounts of wood burned; establish campsites in the most desirable locations; eliminate unnecessary fire lays, and make cooking easier. When fire rings are provided, use them. Where they are not provided, build your fire on an existing fire lay. 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 and preserve firewood for others.

Natural Areas

Rayado Canyon, the high country near Baldy Mountain and the rugged Bear-Black Mountain region are designated natural areas. No vehicles, cattle, camping or new man-made structures are permitted in these areas. You can observe nature and wildlife in their true setting while hiking trails through these natural areas. Trail signs mark the entrances and exits to them.

Preparing Delicious Trail Menus—Food Pickups

Ten different trail menus featuring food from progressive companies are issued in four-serving packets. Packaged in durable, disposable poly bags, these lightweight trail meals have been carefully developed and checked for quality and quantity for rugged mountain hiking and backpacking needs of energetic young people and leaders who hike 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.

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

When planning your trek, a Philmont itinerary planner will designate camps where you will pick up food. Normally, you will carry about three days supply—sometimes four, depending on your itinerary. Each camp commissary staff will issue you specific menus according to a prearranged plan. This plan enables your crew to eat a different menu each of your ten days on the trail.

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.

In its forty years of operation more than 300,000 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 Scouts, Explorers, 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.

The major areas of emphasis involved in the PHILMONT WILDERNESS PLEDGE are:

1. Litter

Each camper should make sure that all trails and campsites are left neat and clean. Camping Headquarters and Philmont Volunteer Training Center should be left in a like manner.

2. Graffiti

Graffiti is a "litter" more offensive than paper. It is unfortunate that some of your camping predecessors have left their "marks" on the walls of Philmont facilities. Not only is graffiti defacing, but it is also degrading and is contrary to all that Scouting stands for. Make sure that neither you nor the members of your crew add to this offensive practice.

3. Water

Remember, you are in a land where water is scarce and very precious. Conservation and wise use of water has been practiced since the first man entered this land. You must continue this proper use. You should never bathe, do laundry or dishes in or near a spring or stream. Do not work or throw rocks in springs, or touch any windmills. They are easily damaged and the flow of water can be disrupted. Everyone needs water, and you should always leave the springs and streams as clean as you found them.

4. Trails

Pledge yourself to respect all trails of 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.

5. Campsites

Each crew is responsible for leaving a neat and orderly

campsite, whether it be in Camping Headquarters, staffed camps, or non-staffed camps. Your campsite should be left litter-free with its latrine and sump clean. Fires must be left **DEAD OUT** and then cleaned of debris before you leave. Leave a courtesy woodpile when possible. You should respect the feeling of those crews camping near you and those that will come after you.

Remember that Philmont serves between 12,000 and 15,000 Scouts, Explorers, and their advisors each year. Consequently, some trails and camps, especially around commissaries, 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 Scout Campers. It is our sincere hope that through your commitment to the **PHILMONT WILDERNESS PLEDGE**, Philmont will always remain a beautiful and clean place to enjoy high adventure. Please dedicate yourself with us to the fulfillment of this goal.

REPORT ARTIFACTS

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

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. Of greater importance, each camper is responsible to other members of the crew. 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 keep you and your crew strong, safe, and healthy.

Keep Personally Clean

Good campers are clean. Personal cleanliness will make you feel better, smell good, and look decent to the rest of your crew. Take pride in the personal appearance of yourself and your crew. Your appearance will be compared with that of other crews from all parts of America. A short haircut is

recommended the day before you leave for Philmont. Short hair is easier to wash and comb when you are in the rugged, challenging wilderness. Showers are available at Indian Writings, Ponil, Baldy Camp, Sawmill, Cimarroncito, Clark's Fork, Cypher's Mine, Porcupine, Beaubien, Miner's Park, Crater Lake and Abreu (except during drought periods).

Caring for Your Feet

Foot travel is the primary means of transportation at Philmont. Sound, healthy feet are a must. Proper foot care will keep your feet sound and 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 bandaids or moleskin. Blisters should be given immediate attention when noticed. When one member of your crew tends to his blister, the rest of you should check your feet. A crew can travel only as fast as its worst blister allows.

Proper boots are important. They should be sturdy but not too heavy (3 to 4 lb. per pair for average sizes), 6 to 8 inches high with sturdy soles. Do not confuse hiking boots, which are recommended for Philmont, with the heavier climbing boots.

Wash Your Clothes

The mark of a first-class backpacker is his clean clothes. They lift both his morale and his esteem. Take advantage of every opportunity to wash your soiled clothing at shower houses. After washing, spread them over tree limbs or shrubs where they will dry quickly.

Dehydration

While backpacking on Philmont trails, you will probably sweat more than usual. To avoid dehydration you need to drink water from time to time, even though you may not be thirsty. The salt content of Philmont's menus is adequate to replace your loss of salt from sweating. Since concentrated intake of salt can cause other problems, 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. Plan to hike early in the morning to avoid the intense heat of mid-day and potential dehydration problems.

Hypothermia

Hypothermia results from exposure to cold weather with most cases developing in air temperatures of 30 to 50 degrees F. (common to Philmont's high country). Wind, wet clothing or exhaustion increase the chance of hypothermia. Symptoms

include faltering coordination, slurred speech, loss of good judgment, disorientation, numb with cold, and fatigue. The victim must be sheltered from the wind and weather. Wet clothing must be replaced with dry, preferably woolen. Apply heat to the head, neck, sides and groin with hot-water bottles, warm, moist towels or the body of another person. Put the victim in a sleeping bag and give hot sugary liquids if he is able to drink without choking. Do not rub the victim's body as it may cause injury.

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.

Altitude Effects

Although the effects of going to a higher elevation are normally mild, you may require several days to adapt to the change. Physical symptoms may include light-headedness, dizziness with exertion, headache, fatigue and insomnia. Psychologically, a person may become irritable and have more difficulty concentrating on tasks.

The effects of high altitude are extremely variable. While one crew member may tolerate 12,000 feet with ease, another may develop symptoms at 7000 feet. A good night's sleep will do wonders toward alleviating altitude sickness. Try to avoid overexertion during the day. Crews that have emphasized physical conditioning prior to their trek are generally less affected.

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 axes, foolishness in hanging the bear bags, climbing steep, rocky ridges, running through campsites, climbing trees and carelessness around fire lays are prevalent causes of accidents. To avoid them, individual and crew discipline should be maintained and safety practiced in all activities.

Purify All Drinking Water

All water from all sources—including springs, streams, and wells—must be purified using the technique demonstrated by your Ranger, unless a staff member informs you that the water is chlorinated. This rule must be strictly enforced. Your own well being is at stake.

Wash and Rinse Dishes Thoroughly

Thorough washing and rinsing of dishes will protect your crew's health. Washing and rinsing dishes in cold water invites trouble. Diarrhea and dysentery make an expedition miserable. Time taken to boil water for rinsing dishes is well spent. Rinse your dishes in boiling water with HTH added. HTH disinfectant is recommended by the Health Department and the National Camping Service of the Boy Scouts. Dishes and utensils will air-dry quickly at Philmont. Dishwashing is not to be done at water spigots.

Use Sump for Dirty Dishwater

Before dumping your dirty dishwater, strain out all garbage by pouring it through a "sump bag" (a plastic trail food bag perforated with holes and filled with grass, leaves and/or pine needles works fine). Then pour the remaining water in a sump, if provided. Where a sump is not provided, strain and toss your dirty dishwater near a log or tree at least 50 paces from any campsite.

Disposal of Trash and Garbage

Proper disposal of trash and garbage insures a clean camp and protects everyone's health. Do not bury garbage; bears and rodents will soon uncover it. Pack all trash to the next staffed camp on your itinerary. Should you not pass through a staffed camp in a day's hike, use separate tote bags lined with plastic food bags to carry the trash. If you are using a fire, dry trash can be burned, but stir it to be sure it is all consumed. Bear problems result when particles of food are left in the ashes of a fire.

Latrines

Pit latrines are provided for your use in staffed camps and some trail camps. They should be kept clean by members of your crew. At all other trail camps, your crew must dig a straddle trench for your use. The trenches should be as deep as possible, preferably ten or more inches, eight inches wide, and two feet long for an overnight camp. Keep your trowel or trench shovel at the latrine to cover waste after each use. Protect your toilet paper with a plastic bag. Garbage and trash should not be put in your latrine because animals may uncover it. Before leaving, fill the trench completely, pack the earth, and mound it to avoid erosion. A stake indicating a closed latrine and the date is helpful.

Prevent Forest Fires

Our forests are a beautiful and valuable heritage. Philmont's dry climate requires everyone's cooperation to prevent forest fires. The United States Forest Service points out that good outdoorsmen follow these practices when using fires:

1. Never build a fire against a tree, stump, root or log as it may be difficult to control or put out.
2. Avoid building a fire on a grassy area as this destroys one of our most valuable assets. Grass will not grow for several years on a fire spot. (At Philmont always use established fire lays.)
3. Build fires on rock or on at least two (2) inches of unburnable soil taken from latrine trench or "borrow" pit. Replace soil to pit when you break camp.
4. Rake up flammable material before building a fire.
5. Never toss a match away. Put it in the fire or hold the match until it stops smoking, then break it between the thumb and fingers of one hand and step on it.
6. Never leave a fire unwatched, even for a few minutes, particularly on a windy day.
7. Never try to put a fire out by scattering it.
8. Put out your fire with sand, damp earth or, best of all, water. After the first soaking, stir the ashes and add more water, then feel it with your hands to make sure it is out.
9. Keep in mind the forest and wildlife resources and, possibly, human lives you are protecting by your care in handling fire.

Be alert for wild fires. 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 wild fires but should quickly leave the area. Trained fire fighters will extinguish fires quickly once they are reported.

Smoking

Our Scout Oath reminds us to keep ourselves physically strong. Smoking adversely affects the body and may cause cancer. Because of the ever present forest fire danger, smoking is not permitted on Philmont trails. If you must smoke, do it in an established camp near a fire lay.

Alcohol and Drugs

Possession or use of alcoholic beverages, unprescribed drugs or misuse of prescribed drugs is expressly prohibited. Groups or individuals found in violation of this national Boy Scouts of America policy will be sent home immediately as arranged with the responsible council office 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.

Shooting fireworks at Philmont is prohibited by national Boy Scout policy. Fireworks are a great fire and safety hazard. Do not bring fireworks with you.

Climbing

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

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

Avoid rolling rocks downward. There may be other campers below you. Rock throwing is prohibited by New Mexico state law and is particularly dangerous in mountainous regions. These acts may create serious erosion problems. The "A-B-C" of mountain climbing is ALWAYS BE CAREFUL.

Beware of Lightning and Flash Floods

The summits of mountains, crests of ridges, slopes above timberline, and large meadows are extremely hazardous places to be during lightning storms. If you are caught in such an exposed place, quickly descend to a lower elevation, away from the direction of the approaching storm, and squat down, keeping your head low. A dense forest located in a depression provides the best protection. Avoid taking shelter at the base of large trees, however, and stay away from water, fences and other objects which will conduct electricity.

By squatting with your feet close together you have minimal contact with the ground, thus reducing danger from ground currents. Your boots, if kept dry, will provide good insulation. If the threat of lightning strikes is great, your crew should not huddle together, but spread out at least two meters apart (six feet or more). If one member of your crew is jolted, the rest of you can tend to him.

During periods of heavy rain, stay away from canyon bottoms. Thread-like streams can become raging rivers in very little time. Pitch your tents on higher ground.

What To Do If "Confused"

If your crew hikes together, instead of stretching over a long distance on the trail, the possibility of anyone becoming

confused is remote. The trails are well marked at junctions. If you can read a map and use a 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 three"—always hike together in groups of three or more with at least one map and one compass per group.

Philmont has many trails and no swamps. If one member or an entire crew becomes confused, it is best to travel downhill. Sooner or later you will find a trail, a camp, a stream, or a landmark you can identify. *Do not attempt to travel at night.* Make camp at a safe place, build a fire and keep it going. This may help a search party. Most searching, however, is done in daylight except for dire emergencies. Prepare your crew for a comfortable night. Extra food can boost morale of a confused crew.

Bears

Bears are a unique part of Philmont's program. They are wild, however, and you should not take chances with them. Do not under any circumstances provoke a bear or get between a bear and food. Above all, do not attempt to feed the bears, irritate them with flash bulbs, or chase them. Playful bears can become a raging menace without warning. Cubs are particularly dangerous because the mother bear instinctively protects them from even the slightest threat.

If a bear visits your campsite, stay away from him and make a lot of noise. Blowing a whistle can be effective in scaring him away. Attempting to play dead is foolish and may result in injuries.

Ask the staff if they have a safe place to store your food and all other "smellables" at night. If not, a good procedure is to suspend them in a bag hung from a high tree so it is at least twelve feet above the ground and eight feet from any tree trunk. If a bear does get your food, let him have it. You can get more from the nearest mountain commissary.

Avoid the Plague

Rabies and bubonic plague are transmitted by rabbits, bats, ground squirrels, chipmunks, and other rodents. Do not handle any animals.

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 they usually sound a warning rattle before striking. If you see one, give him a respectful distance. Rattlesnakes are beneficial in controlling rodent population. Do not attempt to kill one yourself—report

it to the nearest staff member. Rattlesnake bites are rare at Philmont.

Repel Those Mosquitos

During wet periods mosquitos take a new lease on life and they love to feast on young blood. Mosquito repellent is recommended for the trail.

MEDICAL TREATMENT

Each crew carries its own first aid kit to treat minor cuts, bruises, scratches and burns. More serious cases must be treated by Philmont's medical staff which includes two doctors, one nurse and four medical students. Most staff camps have two-way radios for reporting serious illnesses and injuries to the Health Lodge; this is done by the Camp Director. The nature of the injury and the patient's location determine whether he is brought to Headquarters or a medical staff member goes to him.

Charges for special medicines must be paid at the Health Lodge. Expenses for medical and hospital services beyond those provided by the Philmont medical staff and camper insurance policy are the responsibility of the patient.

Camper Insurance Coverage

All campers and leaders are covered by an Accident and Sickness Insurance plan through Mutual of Omaha. The policy has a maximum coverage of \$2500.00 per person and includes a \$100.00 excess provision.

The "excess provision" works as follows:

When surgical or hospital expenses submitted in connection with a covered claim exceed \$100.00, Mutual of Omaha will request additional information from the claimant to determine if the claimant has other insurance (family or personal) to cover these expenses. If the same hospital or surgical expenses are reimbursable by other insurance, only \$100.00 will be paid by Mutual of Omaha. On the other hand, if they are not, then further payments (over the \$100.00) will be made by Mutual of Omaha up to the maximum amount of \$2500.00.

This provision does not affect payments up to \$100.00 regardless of the availability of other insurance and it only applies to the hospital or surgical expenses, not other medical expenses.

PROGRAM FEATURES

Each itinerary is carefully developed to give your crew the maximum enjoyment of hiking 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.

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

Adobe Casa

At Abreu you will become acquainted with the art of constructing Southwestern architecture. After mixing a batch of adobe mud, using a special formula of clay, straw, water and sand, you pack it into wooden forms to mold bricks. When the bricks have dried from the solar energy of the New Mexico sun, they are used to construct an adobe oven and an adobe casa (house). Trees are cut and their bark stripped with draw knives to fashion vigas and latillas to support the roof.

Archaeology

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

An educated archaeologist and his staff explain and supervise the program in the North Ponil Canyon. This may include assisting with excavations or preparing specimens and artifacts.

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

Black Powder

You will use powder, patch, ball, ramrod and cap to actually load and shoot a .50 caliber muzzle loading rifle. Afterward, you will see molds and other equipment used to make bullets. This exciting, historic program is offered at Black Mountain and Clear Creek.

Blacksmithing

The ring of hammer striking anvil echoes through the mountains around French Henry, Black Mountain and Cypher's Mine camps. Here a staff blacksmith will acquaint you with a working forge, blower, leg vice, hardie and an array of tongs used to grip red-hot iron. He will discuss and demonstrate techniques for firing the forge, working metal and tempering the finished product.

CAMPS	PROGRAM FEATURES
NORTH COUNTRY	
Indian Writings	Archaeology
Ponil	A.M. and P.M. horse rides, burro packing, cantina, western lore, food pickup, trading post
Sioux (S)	Ranger training
Bent (S)	Ranger training
French Henry	Blacksmithing, gold mining and panning
Baldy Camp	Food pickup, trading post
Copper Park, Ute Meadows, Ewell's Park, Black Horse	Side hike Baldy Mountain
Miranda	Wilderness survival, burro packing, flora, fauna and geology of Philmont
Pueblano	Continental Tie and Lumber Company, Philmont Story Campfire
Dean Cow	Rock climbing
CENTRAL COUNTRY	
Midnight View (S)	Ranger training
Harlan	Burro Racing, Mexican dinner
Antelope (S)	Ranger training
Sawmill	Hunter safety, 30-06 rifle
Ute Springs (S)	Ranger training
Ute Gulch	Food pickup, trading post
Cimarroncito	Rock climbing
Cathedral Rock (S)	Ranger training
Cypher's Mine	Blacksmithing, gold mining and panning
Clark's Fork	A.M. & P.M. horse rides, western lore, chuck wagon dinner
Clear Creek	Rocky Mountain Fur Company, black powder rifle
Black Mountain	Mountain livin'—backwoods skills, black powder rifle, blacksmithing
SOUTH COUNTRY	
Lover's Leap (S)	Ranger training
Miner's Park	Rock climbing
Beaubien	A.M. & P.M. horse rides, western lore, chuck wagon dinner
Phillips Junction	Food pickup, trading post
Apache Springs	Jicarilla Apache life, arrow making, corn grinding, sweat lodge
Fish Camp	Fly tying and fishing, tour lodge
Crater Lake	Continental Tie and Lumber Company, Philmont story campfire
Urraca	Philmont story campfire, mountain search and rescue
Abreu	Adobe casa, cantina, fishing, burro racing
Old Abreu (S)	Ranger training
Rayado River (S)	Ranger training

(S) Starting Camp

Burro Packing

No animal is more closely associated with the colorful history of the Southwest than the burro. Burro packing methods are explained and demonstrated at Ponil and Miranda. Your tents and food may be packed on burros using a diamond hitch. Burros are available for use on the trail in the northern portion of the ranch, starting or ending at Ponil and Miranda. Burro traps (holding pens for overnight stops) are located at Ponil, Pueblano and Miranda. Hay for feeding is provided at these camps.

Burro Racing

Thrills galore await you in catching, packing, and racing a burro in competition with other crews. Ribbons are presented to the winners. At Harlan and Abreu this experience provides a memorable afternoon of fun and excitement. In keeping with the southwestern spirit of the program, you will be issued a special Mexican meal at Harlan.

Cantina

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

Conservation

Philmont offers many opportunities for involvement, participation and observation of conservation practices. Your crew will take an active role in both projects and demonstrations. Most conservation projects involve trail construction or repair which is very important in controlling erosion.

Three hours of conservation work is expected of each camper to earn the Arrowhead Patch. (Ten hours of conservation work is required for the Fifty-Miler Award. The three hours earned at Philmont can be applied—the other seven may be acquired back home.)

Philmont has a number of Conservationists on its staff, each located strategically throughout the Back Country. Logistics will identify the best location for your crew to do your three hour project, under the supervision of the Conservationist. These Conservationists will help you qualify for both Arrowhead Patch and the partial on the Fifty-Miler.

Should your itinerary *not* provide for an area with a Conservationist, Logistics will identify an alternate project that can be done under the leadership of your Advisor.

Ecology

Become acquainted with some of the western birds, wild flowers, mammals, lizards, snakes and insects in this natural outdoor wonderland. Take that early morning bird hike—discover what wildlife passed through camp by observing

tracks and other signs—view how plant and animal species change as you climb higher into the mountains—and learn why these changes occur—walk past the timberline and observe the life that survives the rigors of this high altitude environment.

Fly Tying and Fishing

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

At Fish Camp a program specialist 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. If you don't know how to remove the hook from your fish or how to clean it, a program specialist will demonstrate the correct methods. A tour of Waite Phillips' fishing lodge, including a narrative of area history, is also offered.

All fishermen are required to have a New Mexico state fishing license. Anyone without a license is subject to prosecution. For ages up to 17, a special 10-day license for Philmont waters is only \$1.10. For those who are older, a one-day non-resident license with trout validation is \$5.25. A five-day non-resident license with trout validation is \$11.00. Fishing licenses may be purchased at Abreu, Phillips Junction and Fish Camp.

Gold Mining and Panning

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

Jicarilla Apache Life

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

Learn how to make arrows by knapping (chipping) rock with

deer antlers to form arrowheads and then by fashioning shafts from native materials. You may also grind corn using a mano and metate formed from smooth rocks. After that you can enjoy a "Jicarilla sauna" in a sweat lodge, followed by a dousing with cold water.

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. These men will share their skills of log rolling, spartree "pole" climbing, and the use of woods tools and instruments. Competition in exciting logging events such as log toss, cross-cut sawing, and log tongs races will challenge your crew.

Mountain Livin'

This interpretive program is based upon skills utilized by the people who lived in this area years ago. Blacksmithing, trapping, candle making, fashioning furniture and utensils from native materials, and making soap are typical early homestead crafts you will learn and do. The only access to Black Mountain camp is on horse or foot; a perfect setting for this unique program.

Mountain Search and Rescue

An exciting, thought provoking and educational program in mountain search and rescue techniques is offered at Urraca. You will have an opportunity to demonstrate your skill in locating a lost child, or in extracting a backpacker from his predicament. After treating his wounds you will load him into a Stokes litter and carry him to the nearest access point.

Meanwhile, using grid coordinates, you will radio your location for assistance in transporting the injured victim. You will complete an objective critique of your mission that will identify your search and rescue capability.

Mountaineering

Although not a staff sponsored program feature, mountaineering can be as fun and exciting as any. Restless adventurers seek challenges, comradeship, spectacular views, fields of delicate wild flowers, stimulating exercise, and solace by climbing high mountains. You fulfill these urges at Philmont where many challenging mountains await you. Mount Waite Phillips, nearly 12,000 feet high, towers over the beautiful southwest section of Philmont country. This peak is a rugged climb with fabulous views of Eagle Nest Lake, Wheeler Peak (highest mountain in New Mexico at 13,161 feet elevation), and most of Philmont.

"Old Baldy," named for its rocky barren top, is a favorite climb

for those who camp in the Baldy Camp vicinity. Dotted with old gold mines, Baldy is the highest Peak on Philmont—12,441 feet. The view from its top is unobstructed and spectacular.

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

Big Red, Black Mountain, Lookout Peak, and Trail Peak (where a B-24 crashed in 1942) and many other peaks will test your stamina and give you breathtaking views of surrounding terrain.

Hunter Safety, 30.06 Rifle and Metallic Cartridge Reloading

This program offers a review of firearms and tips for successful and safe shooting. Wildlife conservation and game management are discussed, and each camper has the opportunity to reload ammunition cartridges.

Metallic silhouette animal targets provide a realistic hunting experience at Sawmill's 30.06 rifle range. Each participant receives two free shots and additional ones may be purchased.

Philmont Campfires

Throughout the Back Country various staffed camps conduct special evening campfires and programs.

Urraca, Pueblano and Crater Lake campfires relate to tales of the old west, logging and details on 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 B.S.A. provides for a special inspiration.

At Beaubien and Clark's Fork the focus is on the old west with its songs and stories and true cowboy atmosphere.

At Chypher's Mine the story of gold will become memorable as an interpreter of Charlie Cypher relates the life and adventures of miners of yesteryear.

Conducting your own campfire can be equally stimulating, whether you are camping at Vista Grande, Crooked Creek, Tooth Ridge, or another non-staffed camp. You and your friends will enjoy the comradeship that radiates from the warmth of a Scouting campfire.

Rock Climbing

This fascinating and challenging sport is a favorite of all Philmont Campers. You'll scale a steep pitch and rappel down a sheer cliff. Philmont has carefully selected three areas to

