

PROGRAM PLANNING PROCEDURES

PHILMONT SCOUT RANCH

PRE-PLANNING PROCEDURES

In this kit you will find the following information:

1. List of camps and major program features available.
2. Location of commissaries for re-supply.
3. Trail book showing distances and hiking times.
4. Topographic map showing trails and camp locations.
5. Program planning sheets for daily itinerary.

If you choose to do so, you can plan your daily schedule prior to leaving for Philmont. After careful study of this planning procedure, fill out the itinerary sheets. Return one of them to Philmont. One of our staff will go over this program carefully and make suggestions to you that might make the schedule better.

When a daily itinerary has been agreed upon, we will not change it without your permission, and you can then publicize the actual program features your group will enjoy.

If, after your arrival at the Philmont base camp, you wish to make any changes, you may do so with the permission of the camp director. While on the trail, if your group wishes to change their itinerary, they may do so by contacting the nearest camp director. Changing the itinerary without this permission will cause us to lose contact with you and will result in forfeiture of your "We All Made It" award.

You will be notified, prior to your arrival, which base camp your group will use as their starting point. Sorry, this cannot be changed because we must plan careful use of these facilities to avoid over-crowding.

When you arrive at the Camping Headquarters area, your expedition will go through our regular incoming process as outlined in your leader's guidebook. You may spend one night at Headquarters coming in to Philmont and one night in Headquarters going out of Philmont. All other nights must be spent in another camp under your own tentage.

The next day after your arrival, you go to your assigned base camp in a Philmont bus. If you have planned your schedule in advance your Ranger, who is assigned to you at Headquarters, will have that information. If you wish to make any changes, please notify him so that the base camp director can be contacted to help set up another schedule for you.

Good luck in your program planning. Let us know as soon as possible if you wish to plan ahead. We are standing by to help you plan a very exciting and worthwhile trip.

PRE-PLANNING GUIDE
PHILMONT SCOUT RANCH

Listed below are some steps to take and some helpful hints about planning your program:

1. Read your leader's guidebook over carefully. Review it with your group leaders and make certain all the information is well known.
2. Study the program planning information and review it with others.
3. List the program features according to the interests and desires of your group.
4. Plan a daily schedule that will take you into camping areas where these program features are offered. You can spend two days in the base camp if you desire. You do not have to return to the base camp from which you started.
5. Make out the attached itinerary sheet, showing your daily schedule. Send one copy to Philmont and allow us to go over it carefully and make any suggestions we might have.
6. The final program is sent back to you along with your base camp assignment.
7. Do this as soon as possible so we can give you a wider choice of base camps and other camping areas.

Helpful Hints

1. Do not plan on being on the trail every day. Take advantage of layovers in some camps to take full advantage of program, as well as time to do personal laundry, letter writing and rest.
2. Study commissary locations so that you are never out for more than three days without getting into a camp where food is available. You carry your food with you and three days is about all the extra weight you can carry.
3. Five or six hours of hiking time in one day is about the maximum amount your group can take. Shorter hikes are more enjoyable because you can take your time and enjoy the scenery and study nature and geology while enroute.
4. Plan side hikes, without packs, to points of interest either from a camp or from points on the trail where you can cache your packs and return to pick them up.
5. Do not waste morning hours. If you are to do any hiking that day, get on the trail early. It usually rains during the afternoon, and many days you can be at your next location prior to the rain. Morning hiking is more comfortable and beautiful than in the afternoon.
6. Each evening brief the entire group on the next day's program. Keep all of them informed at all times.
7. Do not plan on going from one end of the ranch to the other in one 12-day expedition. You can spend your entire time in any sector and return to the same base camp from which you started. You can start at Ponil and end at Cimarroncito or the Stockade. You can start at Cimarroncito or the Stockade and end your trip at either Ponil or Carson-Maxwell. You can start at Carson-Maxwell and end your trip at either the Stockade or Cimarroncito. Any of these arrangements are satisfactory.
8. Once you have established the base camps where you will start and end your trip, do not change these arrangements. You may change any scheduled camp in between these starting and ending points by checking with any camp director, but the base camps must remain as originally planned.

MAJOR PROGRAM FEATURESPHILMONT SCOUT RANCHNORTHERN SECTOR

<u>Camp</u>	<u>Staff</u>	<u>Program Features</u>
Ponil Base Camp	Yes	Campfire, small bore range and Hunters' Safety, horseback ride, burro check out and check in, nature study, conservation area, photography
Dan Beard	No	Trail camping, burros
Old Camp	Yes	Wildlife photography, forestry, western lore, burros
Indian Writings	Yes	Archeology, burros
Old Dean	No	Trail camping, burros
Dean Camp	Yes	Orienteering, burros
Dean Cow Camp	Yes	Western lore, burros
Pueblano	Yes	Hunters' Safety, gold panning, burros, 30.06 running deer range

CENTRAL SECTOR

<u>Camp</u>	<u>Staff</u>	<u>Program Features</u>
Cimarroncito Base Camp	Yes	Campfire, small bore range and Hunters' Safety, horseback ride, Mo-Skeet range, conservation and nature area, photography
Harlan	Yes	Burro check in and check out, Hunters' Safety, shotgun range, Mo-Skeet, side hikes
Bench	No	Trail camping
Ute Gulch	Yes	Archery field course
Aspen Springs	No	Trail camping
Webster Parks	No	Trail camping
Cyphers Mine	Yes	Geology, gold panning, gold mines, mining museum
Lambert's Mine	No	Geology, trail camping
Clark's Fork	Yes	Horseback ride, western lore
Stockade	Yes	Start and end trips, if desired
Lovers Leap	No	Trail camping

Central Sector (cont'd)

<u>Camp</u>	<u>Staff</u>	<u>Program Features</u>
Miners Park	Yes	Forestry, nature exploration, wildlife photography
Urraca	No	Trail camping
Red Hills	Yes	Nature, survival, astronomy
Black Mountain	Yes	Gold panning

SOUTHERN SECTOR

<u>Camp</u>	<u>Staff</u>	<u>Program Features</u>
Carson-Maxwell Base Camp	Yes	Campfire, horseback ride, conservation and nature area, Kit Carson Museum and house, photography
Olympia	Yes No	Nature study and wildlife museum
Abreu	Yes	Fishing, astronomy
Craggs	No	Trail camping, fishing
Rayado	Yes	Fishing, photography, nature
Agua Fria	No	Trail camping
Lost Cabin	Yes	Fishing, survival
Garcia	No	Trail camping
Lower Bonito	No	Trail camping
Beaubien	Yes	Western Lore, Mo-Skeet, side hikes
Porcupine	Yes	Fishing, side hikes
Crooked Creek	No	Trail camping
Brownsea	No	Trail Camping
Comanche	Yes	Fishing, trail crafts, survival
Buck Creek	No	Trail camping
Toothache Springs	No	Trail camping
Aguilla Springs	No	Trail camping
Bear Caves	No	Trail camping
Crater	Yes	Geology, wildlife photography

(Program features such as conservation projects, camp improvement, nature study, trail building, are available in all sections of the ranch. Contact the camp director of each camp you use for any special features that may not be listed above.)

COMMISSARY LOCATIONS

Indian Writings	Trail foods
Ponil	Fresh food menus and trail foods
Dean	Trail foods
Harlan	Trail foods
Cimarroncito	Fresh food menus and trail foods
Miners Park	Trail foods
Stockade	Trail foods
Crater	Trail foods
Porcupine	Trail foods
Beaubien	Trail foods
Rayado	Trail foods
Carson-Maxwell	Fresh food menus and trail foods
Abreu	Trail foods

At each camp where a commissary is located limited items are found in a trading post. These items are those needed in that particular area.

Each commissary location is equipped with short wave radio with assigned check-in times with the base station at Headquarters.