



PONIL -- Our base camp for preparations



Time out for lunch and a breath-taking sight



Off we go with friend burro carrying the heavy load

Philmont Southbound Expeditions

Evidently the most popular schedule. — Kick off at Ponil, then all the way across Philmont doing and seeing most everything. Begins 10 a.m. the first day and leaves following lunch the 13th day.

1. Arrive Philmont Headquarters around 10 a.m. Briefing by Director. To Carson-Maxwell for lunch and sightseeing and back to Headquarters for physical recheck. Trip to Big House. "Shake down" for camping Expedition. Supper. Free time.

2. Headquarters to Ponil. Breakfast and then leave for Ponil by truck about 9 a.m. and arriving at 10 a.m. Make camp, lunch in Mess Hall. Program meeting of leaders with Camp Director. Demonstration in campcraft (axemanship and cooking), and instructions in Commissary procedures. Prepare supper — own campfire.

3. Ponil. Instructions in trailcraft — first aid, compass, nature. Burro Packing and more campcraft. Meals at own campsite. Campfire after supper.

4. Ponil. All-day horseback ride. Preparations for Expedition.

5. Ponil to Bench. Pack Burros, leave for The Bench arriving around 3 p.m. Make camp, prepare supper and to bed.

6. The Bench to Cimarroncito. Pack up and hit the trail for Cimarroncito — the "crossroads of young America" — arriving about 3 p.m. Make camp. Leaders confer with staff to plan next day's program. Prepare supper. Free time. Perhaps this is the night (or it's tomorrow night) when you participate in a most unusual campfire program.

7. Cimarroncito. A day in/or about Cimarroncito. You might plan a Scouting Day in camp working on Merit Badges or problems having to do with the Silva Compass, the Signal Kit, the First Aid Kit or other good ole Scouting paraphernalia. Then there are possible interesting side trips to Hidden Valley, Webster Park, Ice Caves, etc. You visit with many other interesting units. (All schedules at Philmont have Cimarroncito on their itinerary).

8. Cimarroncito to Cyphers Mine. Breakfast, break camp, inspection, pack up and leave for Cyphers Mine. If you can get away early, you'll have most of the day at Cyphers in and

around these interesting old gold mines — the place to finish up that Rocks and Minerals Merit Badge. This section of Philmont in particular is a Geologist's Paradise.

9. Cyphers Mine to Porcupine. Pack up and move out the new trail to Porcupine via Clear Creek Mountain. This is the high point of the trip in more ways than one. You climb steadily — not necessarily hard — to the top of Philmont, Clear Creek Mountain, elevation 11,600 feet, and take a look at the world. We ought to call this Inspiration Point — you sure get a thrill. Into Porcupine about 4 p.m., prepare supper and hit the sack. (More than likely the fishermen in the crowd have pulled out the tackle and have a mess of trout by suppertime — it's possible).

10. Porcupine to Rayado. Pack up and "drift" down to Rayado . . . fishing along the way. Fairly easy to arrive there soon afternoon. Then, after making camp and staking out the burros, why not go fishing up the Agua Fria . . . some beautiful beaver dams up there. Take your camera, you might catch a beaver in action. Here's another big base camp and chances to become acquainted with more fellows from different parts of the country.

11. Rayado. A day fishing down stream or the Apache Peak hike for a "snowball fight". Some laundry probably should be done, or just rest up for the trip out.

12. Rayado to Crater Lake. Up early and take off up Webster Pass through the beautiful Bonito Canyon and up on Fowler Pass. There, why not tie up the burros and hike up Trail Peak to that old B-24 wreckage, an awful sight. Into Crater about 4 p.m. in time to "look around", get supper and hit the sack.

13. Crater to Headquarters and Adios. Up early again. Leave the burros in the pool — the burro pool, not Crater Lake — and your baggage (it'll be picked up by the truck) and then step off those last nine miles down the road or eleven miles via Tooth of Time. If you come by road, you'll be in Headquarters in time for cleanup and lunch. If by Tooth of Time, better take a nosebag and get into Headquarters about 2 p.m. We'll bid you adios shortly thereafter . . .