

A group of approximately ten Boy Scouts in uniform are gathered around a wooden post in a mountainous landscape. One Scout is holding a circular object, possibly a map or a sign. The background features a large, rocky mountain peak under a cloudy sky. The entire image has a greenish tint.

1964

## HIT THE PHILMONT TRAIL

PHILMONT SCOUT RANCH  
LAND OF HIGH ADVENTURE



Philmont, near Cimarron, New Mexico, is an outdoor camping empire sprawling over 127,000 acres of cold streams, ever-green forests, mountains that poke holes 11,000 feet into the clouds, and tough — as — rawhide traditions of the pioneer explorers of the old west.

Long-eared bellhops — burros, to you — bray out their “Hi, partner, glad you could make it,” then off you go skirting a chunk of the Santa Fe Trail in the northern sector of the ranch.

Philmont is for the birds — 200 different kinds — from the scrub jay to the ladder-backed woodpecker, and if your eyes

## A NATIONAL CAMPING AREA

are keen and you step softly you’ll get to know them. As for fish, fat and frisky rainbow trout snap at your bait and just about invite themselves into your frying pan.

Animals — name them and Philmont’s got them — burly broad-shouldered buffalo (that you only saw before on the reverse side of a nickel), black bear and sinewy mountain lions, beavers, badgers, bobcats, and low to the ground a pocket gopher peeks out at you and a pinon mouse scurries away and snuggles under a rock as your boot hits the sod nearby.

Philmont is history written in the rocks and blazed on pine



trees by Pueblo Indians at Agua Fria, Rayado, Bonita Valley . . . it is Cortez and his iron-willed conquistadors . . . mountain men, trappers, and scouts like Kit Carson who could reach down off his horse at full speed and pick a silver dollar off the ground.

Yes, Philmont is waiting out there for you to test its rugged trails, to live out under canvas and try its open sky for size, to let its warm breezes tan your hide, and to make you feel that you could hold your own with those great long-ago scouts and explorer brothers of yours.



## YOUR PHILMONT OPPORTUNITIES



The Philmont expedition is twelve days of "Gosh it's great" he-man outdooring come to life in the best tradition of the old west.

From the moment you pass through the gate at camping headquarters things happen. There's a medical inspection, then off you go to draw tents and trail gear, and in short order you're headed for the starting camp—your jump-off point for adventure.

There you're cued in on fire building, Dutch-oven cooking, foot care, back-packing, and how to get "unlost" with a map and compass.

After planning and plotting your own program with your buddies and deciding where to go and for how long, you're off for the trails.

Where will you go? What is there to see and do? It may be that your "Gang" will want to take a horseback ride so you plan to get into Carson-Maxwell Clarks Fork, or Ponil Camp where a ride can be scheduled for your expedition.

Some other things to see and do are:

Climb an 11,700-foot mountain

See the sunrise from a mountain top

Catch trout from a clear mountain stream

Tie your own trout flies

Help excavate an old Indian dwelling

Take part in a real Western campfire program

Build a check dam as a conservation project

Pack your food and gear for days at a time away from civilization

Fire on a rifle, shotgun, or mo-skeet range

Shoot at a full-size running target with a .30/06 rifle

Pan for gold like the old prospectors used to do

Take a picture of a deer in its native haunt

Ride a real western cow pony

Throw a diamond hitch on a burro

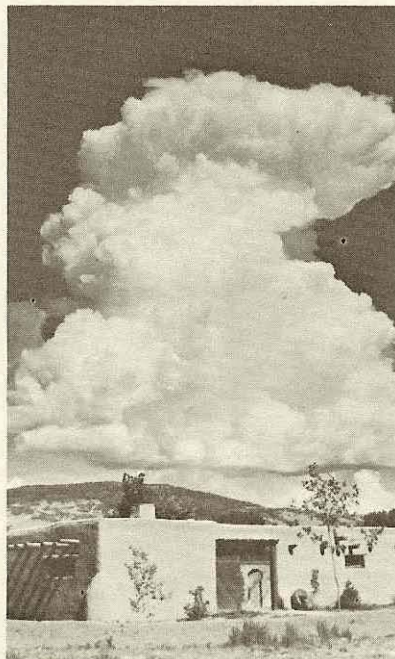
Follow tracks of deer, bear, turkey and other wild game

Hike through beautiful mountain valleys

See a herd of buffalo

Camp for days by clear mountain streams in beautiful aspen or pine groves

There are many, many more too numerous to give on a piece of paper. The trails you follow to do and see some of these things are full of adventure.



*Kit Carson Museum  
Carson-Maxwell  
Base Camp*



# FACTS YOU MUST KNOW

The Philmont Camping season opens on June 20. The last check-in date is August 20.

Applicants must be registered members of the Boy Scouts of America and at least **FOURTEEN YEARS OF AGE**.

Philmont has no maximum size for groups. Minimum-size group is one adult leader and two boys. Each group must have its own adult leader twenty-one years or older. For economy of transportation, leader's fees, etc., we recommend that ten or more campers go together.

Costs for a twelve-day Philmont expedition vary from one council to another, depending on the distance covered, tours, means of travel, food, etc. Your local council office can give you an accurate estimate.

**TO REGISTER:** The adult in charge of either a unit or a council group planning to attend Philmont on an Expedition should contact their local council office and make arrangements for their expedition.

Your local council will make the proper application to Philmont for your expedition on the special transmittal form they have for this purpose. Be sure to give first, second, and third choices for starting dates. A reservation fee of \$10.00 for each camper must accompany the council's transmittal. The Philmont fee is \$48.00 for a twelve-day expedition. The first half of the fee must be paid to Philmont 90 days prior to arrival. The balance can be paid on or before arrival. **YOUR RESERVATION FEE IS NOT REFUNDABLE AFTER SIXTY DAYS PRIOR TO YOUR STARTING DATE.**

**NOTE:** Travel expenses to and from Philmont are not included in the Philmont fee. Leader does not pay the Philmont fee if he accompanies ten or more Scouts or Explorers.

Get your reservation in early for a more desirable choice of dates.

