



2024 LEADER'S GUIDE TO SUMMER CAMP

Welcome to Wehinahpay Mountain Camp 2024. Our staff has been working year-round to ensure we continue to offer the best program in the Southwest. With fantastic merit badges, an excellent COPE program, first-year camper program, beautiful mountain views, and cool temperatures, Wehinahpay is the place to be this summer.

Now is the time to start preparing for your 2024 experience. The information in this guide and on our website will be your key to an exciting and meaningful summer camp experience. Digital copies of both this leader's guide and the links to registration are available at www.wmc-boyscouts.org for your convenience. If you have any questions after reading this guide or need any further assistance, please feel free to contact us directly.

On behalf of the Conquistador Council and the Wehinahpay Mountain Camp staff we look forward to seeing you in 2024.

Yours in Scouting,

Karl Shelton

Karl Shelton
Scout Executive
Conquistador Council

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Updates will come with more information regarding camp and the offered program.



Registering for

CAMP

Session Dates



Session 1: June 16-22

Session 2: June 23-29

Cub Camp: TBA

Session 3: July 7-13

Session 4: July 14-20

Session 5: July 21-27 (Pending)

There will be a waitlist available for those who want to add more participants after sessions fill up. See <https://scoutingevent.com/413-76666> for up-to-date information on session availability.

Units are dynamic, and fluctuate in size, we understand that you want to give all your Scouts the opportunity of summer camp, so be sure to sign up early to reserve those spots before they're gone.

Registration Types



Up-to-date pricing information may be found on the registration page linked below.

<https://scoutingevent.com/413-76666>

Youth Participants

Adventure Camping Youth

The gold standard of a Scout's summer camp adventure: opportunities for merit badges, special programs, evening activities, and much more, **all included in one fee.**

Counselor in Training

For Scouts who want a taste at what it is like to be a staff member at Wehinahpay, we offer a quality Counselor in Training program that allows trainees to learn the ins and outs of staffing while working on merit badges.

Adult Participants

Adult Participant

Enjoy the mountain environment and relax, focus on your Scouts, or take a class yourself. First adult leader **free** with youth registration, further discounts apply for every ten additional youth registrations.

Adults may volunteer to aid in teaching classes at summer camp. Should you be interested, please contact program leadership through karl.shelton@scouting.org with your inquiry. Volunteers may qualify for discounted registration costs.

Visitors

Visitor Pass (Day)

Visitors may enjoy spending time at our beautiful camp watching their Scouts learn and enjoy the outdoors. Two meals are included.

Visitor Pass (Overnight)*

Visitors who wish to spend the night will need to coordinate with camp administration prior to arrival to camp.

*Visitors who wish stay overnight must be registered BSA members who have an up-to-date YPT certificate submitted to camp administration prior to their arrival to Wehinahpay Mountain Camp.



Why Wehinahpay?

Mountain Air

Our location is optimal for a true mountain experience: cool and mild temperatures, high altitude camping to prepare for other adventures, and a vast array of wildlife.



Lifelong Impact

Many discover lifelong friendships and future careers through Scouting. Find passion you would never have thought about in our camp programs and activities.



Aerial Adventure Park

Challenge yourself on our multi-level ropes course which houses 17 unique elements to traverse and overcome. Climb and leave up on the ladder, or take a leap of faith from the QuickFlight™ to end your course.



Modern Shower Houses

Wash the day away in our new shower houses on East Side. Our facilities make keeping a Scouts clean a breeze. Each private stall has a toilet, sink, and full-size shower.



Program

Merit Badge Program

COPE/Climbing Area



Climbing

3

Scouts will learn the skills of climbing, rappelling, and belaying. They will have many opportunities to practice throughout the week on our 30 ft climbing tower. Due to the limitations of the equipment it is recommended Scouts be a minimum of 100 lbs and cannot exceed 275 lbs.



1

1-hour class/day



Eagle Required

2

2-hour class/day



Pre- or Post-Req
Required

3

4-hour class/day



Recommended for
younger Scouts

A

All day class/day



Recommended for
older Scouts

The above icons are used in the Program Information section to help you easily identify the characteristics of each class. Be sure to read the program description for details about that particular program.

Ecology Area



Environmental Science



2

This Eagle-required badge is a two-hour session. It requires daily hikes, field notes, and experiments. There is a great deal of written material and Scouts should bring a paper notebook.



Fishing and Fly
Fishing

2

You get a line, I'll get a pole, we'll all go down to the fishing hole and earn ourselves two merit badges! In this two-hour class Scouts learn how to use a regular spin cast as well as a fly rod and reel. Scouts are encouraged to bring their own fishing pole, though some poles are available. Some prior knowledge of fishing is recommended but not required.



Forestry

1

Scouts will learn all about the trees found around Wehinahpay and how to identify them. We are unique as our forest contains both conifers and deciduous trees. Forestry requires a leaf collection and report so Scouts should bring their own paper notebook.



Nature

1

Nature is an excellent introductory merit badge to the Ecology area. It requires some hiking and observation as Scouts learn about the area around them.



Weather

  **2**

In this session, Scouts will our Earth's weather affects us all! Requirements 8 and 9 may be completed before arriving at camp.

Handicrafts Area



Art and Sculpture

1

This fun one-hour merit badge session teaches Scouts to explore their creativity. They will paint, draw, and sculpt in a variety of media.



Basketry

 **1**

Each Scout will learn multiple ways to weave a basket and make one to take home. This is an excellent merit badge for young Scouts.



Leatherwork

 **1**

This is another good badge for young Scouts. Requirement 3 may be done before arriving at camp or may be completed at camp.



Woodcarving



Great for young Scouts! Whether it's carving an elaborate piece or just whittling around the campfire, Scouts will always be using skills that they learn from here. Totin' Chips may be earned during Open Scoutcraft. Knives are available for Scouts to use or Scouts may use their personal carving knives.

Scoutcraft Area



First Aid



Scouts will learn what to do when faced with a medical emergency. A notebook is recommended so they can take notes about skills such as splints, bandages, and CPR. Scouts should bring a serious attitude because the skills they learn here might save their or someone else's life.



Orienteering



In this session, Scouts will learn how to read and use a map and compass to traverse the land. This merit badge involves a lot of walking over the mountainous terrain, a good pair of hiking boots is necessary.



Wilderness Survival



What would you do if you were lost and stranded in the woods or a desert? Learn the skills of self-reliance and how to build shelters and start fires from nothing. This merit badge requires an overnight camping trip, an opportunity for which will be offered at camp. Requirement 5 requires putting together a personal survival kit, this may be done prior to arriving at camp, but will be completed at camp. Scouts should bring the necessary equipment and materials to camp.

Shooting Sports Area



Archery

2

Scouts experience the safe shooting of a lightweight compound bow. It is fun and challenging. Here, Scouts also learn how to make an arrow and a bowstring.



Rifle Shooting

2

Scouts will learn how to safely handle and use a rifle in a sporting fashion and shoot precisely. They should have the ability to safely control a 10-lb target rifle.



Shotgun Shooting

2

This program will teach Scouts the basics of handling and shooting a shotgun along with safety precautions for firearms. Scouts should be able to manage, aim, and shoot a 20-gauge shotgun. Recoil is a concern for smaller Scouts.

Trades Area



Automotive Maintenance

2

Here Scouts acquire hands-on skills in vehicle upkeep and repair, covering tasks like oil changes and tire rotations for a practical understanding of automobile maintenance.



Robotics



2

Scouts will dive into the amazing world of robotics. They will have the unique opportunity in the Tech Center to build, program, and control a robot of their own!



Welding



2

More goes into welding than just sticking two pieces of metal together! In this session Scouts will learn about the different types of welding machines and weld types on a flux core, gas torch, and arc welding machines.



Trail to First Class

(First Year Camper Program)

The Trail to First Class (TFC) program is designed primarily for Scouts who are new to Scouting and are coming to camp for the **first time**. The purpose behind the program is to give new Scouts a jump start by teaching them the basic outdoor skills needed for their Scouting career. Such skills include camping, fire building, wood tools, knots, lashings, first aid, map and compass, and nature study.

Each Scout will receive credit for the rank advancement requirements that they complete at camp.

More information regarding the details of this program will be released in a later update of the *2024's Leader's Guide to Summer Camp*.



3





For Our Older Scouts

Challenging Outdoor Personal Experience (COPE)



3



The Challenging Outdoor Personal Experience, or COPE program is a week-long high adventure activity for older Scouts that teaches advanced team-building and problem solving skills. Scouts will learn to work as a group and function as a team to meet a series of high and low COPE elements. Wehinahpay has one of the finest high ropes courses in any BSA summer camp. The goal of COPE is to build leadership, self-esteem, decision making, trust, and teamwork. This is accomplished by progressing, as a group, through a series of physically and mentally challenging exercises.



Twilight Activities (Evening Program)

Many opportunities are available for activities in the evening prior to lights out. Some activities have been scheduled by camp staff and are open to all Scouts and leaders. Other activities may be done on a unit basis and can be scheduled by the unit leader through the appropriate area director.

Sporting Arrows—Shoot arrows at thrown foam targets in the air! Similar to trap shooting, but with arrows.

Meadow Games—Come play different games with other troops and even a few staff!

Open Ranges—The shooting sports staff will open the ranges to allow Scouts and Scouters to come shoot.

Climbing and More—When you walk through camp you can't help but notice the climbing tower and ropes course that looms over the valley. This will be an opportunity for you to experience it first-hand. Our climbing staff will train and guide you. The climbing area is home to a zip-line course and giant's swing.

Totin' Chip—The Scoutcraft Area will be training Scouts who need their Totin' Chip the first two nights of evening program.



Adult Leader Opportunities



There is still plenty for adult leaders to do at Wehinahpay. We promise you won't be sitting in your campsite, unless of course, that is what you want to do! The following are leader opportunities that we have to offer at camp. Leadership trainings change from week to week based on the availability of instructors. Some of those courses may not be offered your particular week. If you are a district or council level trainer feel free to talk to the Program Director and teach a course.

Leader Cookoff



Showcase your cooking skills in our leaders' cookoff, which is open to any adult leader, not just Scoutmasters! Whether it is a pot of chili, cobbler, baked beans, jambalaya, or homemade bread, plan to participate in this event. There is a separate entrée and dessert category. After the judging, all leaders are invited to taste all the different entries. Participants must bring their own cooking supplies and ingredients. A fridge is available for food storage.



Trainings



Various adult leader trainings will be scheduled throughout your week at Wehinahpay Mountain Camp. These trainings may include leader specific training such as Scoutmaster and Assistant Scoutmaster, as well as CPR/AED, and I.O.L.S. training. Leader trainings will be posted at camp for all interested parties.

COPE Again!



Adults will have the opportunity to participate in COPE activities if space remains after Scouts register.

Service Opportunities



If you are a carpenter, plumber, electrician, or just a general handyman, your skills are always needed at camp. The Camp Ranger will be glad to suggest a list of projects to any interested leader. Please contact the Camp Ranger Brian Chambers well in advance of your arrival if you are interested in helping (brian.chambers@scouting.org).





Health and Safety

The Mountainous Environment



Elevation

Wehinahpay is in a narrow canyon high in the Sacramento Mountains, about 8,500 feet above sea level. In addition, some trails in and around camp reach well above that. One of the downsides of our elevation is altitude sickness, especially from unites traveling from much lower elevation. Make sure you

don't over-exert yourself as you acclimate. It's also helpful to make some preparations before arriving to help everyone have a better time.

Hydrating properly at least 72 hours prior to your trip and walking each day for a week beforehand will help both you and your Scouts be ready for our terrain.

Weather

Wehinahpay's temperatures range from the upper 30s at night to the lower to mid-80s in the day. Make sure that your troop packs accordingly and be sure to review the weather forecasts for the area in the week leading up to your visit. Even if you have a warm sleeping bag, it's not a bad idea to bring an extra blanket just in case. Jackets that you can layer are essential for your comfort, especially on cooler days and during evening program. Both of which are usually available in the camp's trading post.

On rainy days, temperatures rarely reach higher than 70 degrees. Pack waterproof gear and bring a few extra underlayers just in case. Keep rain gear available upon your arrival to camp.

Wildlife

Wehinahpay Mountain Camp is a wilderness setting where it is common to encounter various forms of wildlife. Dangerous forms of wildlife at Wehinahpay could include bears, mountain lions, elk, or the Wowzer. While encounters with any of these forms of wildlife are extremely rare, you should be on the lookout. Bears typically stay out of campsites but food and other objects that may appeal to their sense of smell should be locked securely in the troop's trailer or in vehicles in the parking lot. No food or drinks, other than water, in the campsites.

On the upside, Wehinahpay is largely void of biting insects such as mosquitos, ticks, chiggers, etc.

While at Wehinahpay you may also see a variety of hummingbirds, Western Tanagers, bees, and other wildlife.



If at any point you or another member of your unit have questions regarding the content of this Leader's Guide, summer camp in general, or registration don't hesitate to reach out to the camp administration through Conquistador Council Executive Karl Shelton at karl.shelton@scouting.org.

Please bear in mind that this document will be updated in the time prior to summer camp 2024 as program is further developed and other important items are addressed. Such updates will be posted to the camp's website (www.wmc-boyscouts.org) and to the camp's Facebook page.

Keep an eye out and we look forward to seeing you this summer out at Wehinahpay Mountain Camp!

A Note for Leaders





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