



2023

SUMMER ADVENTURE

Leaders' Guide

CONQUISTADOR COUNCIL BOY SCOUTS OF AMERICA





WELCOME!

We had the best time this summer and are so excited for 2023 that we are already working on updating everything from Registration to Check-in! With all we've learned from 2022, our program has been all but perfected for you! This extraordinary group of staff has set up 2023 to be bigger and better than ever. We've expanded our existing programs, have plans to update our facilities, and have a lot of projects for the off-season so that everyone who comes to Wehinahpay can enjoy better services and an elevated wilderness experience.

What's our leadership team been working on? New program facilities, updated registration portal access, more staff, and of course maintaining the Wehinahpay tradition of discovery and adventure. Not sold yet? Our mild temperatures and our beautiful property as the backdrop are reason enough to spend a week at WMC!

Every update and revision to this guide is a team of Staff working tirelessly to ensure that you have everything you need for a successful summer camp experience. If you have any questions, please feel free to contact us directly! We make ourselves available by phone, email and website contact, to make the process of planning for camp as easy for you as possible

Version 5. Updated 1/1/2023

Kim Merry
Conquistador Council Program Director
817-723-0828

About the Property

Featured in Scout Life's "8 exciting Scout Camps" Weh-In-Ah-Pay's location is rich with views, adventures and history. Established in 1927, the name of our camp is a fond description from the Mescalero Apache meaning "The Place Where the Morning Sun Gathers." Come walk the same paths as the Indigenous families, mountain men, buffalo soldiers, Dragoons, cowboys, and outlaws.

Our location is nestled deep into the Lincoln National Forest, sharing the area with a large number of native plants and wildlife. Frequent Cattle Drives and other wildlife make our roads worth taking slow, and don't forget to stop at the pull-offs for gorgeous views and Historical Markers!

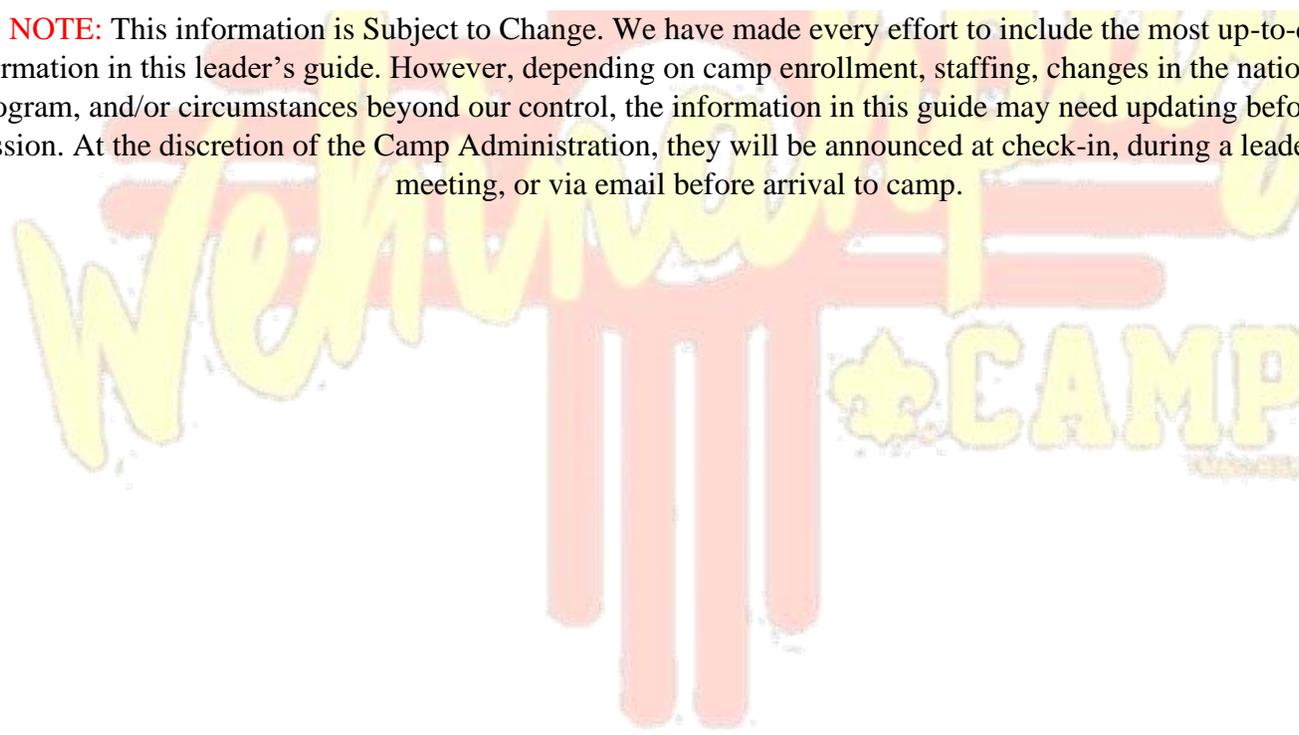


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NOTE: This information is Subject to Change. We have made every effort to include the most up-to-date information in this leader's guide. However, depending on camp enrollment, staffing, changes in the national BSA program, and/or circumstances beyond our control, the information in this guide may need updating before your session. At the discretion of the Camp Administration, they will be announced at check-in, during a leaders/SPL meeting, or via email before arrival to camp.



REGISTRATION

SUMMER 2023 DATES AND PRICES

Session 1: June 18 - 24

Session 2: June 25 – July 1

Session 3: July 9 - 15

Session 4: July 16 - 22

Session 5: July 23 - 29

Please note that we do not accommodate Troops in camp on Saturday. All troops should plan to check in at their specified time and Check out no later than Saturday at 9am. If you'd like to check out Friday afternoon, simply let us know in advance and we'll make sure you have everything you need to leave at that time.

Youth

(includes merit badge supplies, Camp Patch and one T-shirt.)

Adventure Camping- \$390

Adventure camping includes a wall tent and cot for each participant in our newly arranged hillside campsites. On the East side of Wehinahpay, there is plenty of tree shade, easy to navigate trails and luxurious shower houses to keep your scouts focused on program!

(\$375 Early Bird Discount) (\$400 Late Registration Fee) (\$25 off for in council Troops!)

Rugged Camping- \$365

Great for older scouts or Troops who enjoy camping in their own tents with their own gear! On the Upper East side of Wehinahpay you're not far from the other campsites and have the same access to our facilities but still just removed enough to feel like you're out in the wilderness on your own. It's the best of both worlds and at a lower price!

(\$350 Early Bird Discount) (No Late Registration Fee No Out of Council Fee)

Counselor In Training- \$300

For scouts who have "been there done that" or just know that a week of summer camp can't be long enough! We've developed a career building program that allows scouts to continue work on Merit Badges while living with and training along side Staff. More access to classes (even if they're full) and unlimited opportunities for mentorship. It's the most cost effective way to come to camp and can be anywhere from 1-6 weeks!

(\$200/week for each Additional Week)

Adult

(Includes access to our lounge with Wifi and free refreshments, Camp Patch and one t-shirt)

(One adult free for every ten registered youth)

Adult Participant - \$165

Sit back, relax, and let our staff take care of the week for you! Focus on visiting scouts in program areas, soak up WiFi in our newly renovated Leaders' Lounge, or take a class yourself!

(Flat Rate) (No Late Registration Fee) (No Out of Council Fee)

Adult Volunteer- \$0

For adult leaders 21+ who are excited for the opportunity to assist in our program areas (Requires additional forms and information) (subject to the approval of our leadership team)

Visitor- \$25

(covers 2 meals) (all overnight visitors must coordinate with our leadership team) (youth visitors under 11 are free)

HOW TO REGISTER

You'll be able to create your Troop profile via BlackPug at this link

<https://scoutingevent.com/413-Summeradventure2023>

The person signing you up will need:

- 1: How many scouts will be attending (don't worry if you only have an estimate!)
- 2: Access to finances associated with your registration/ a way to pay the \$200 deposit.

Making your BlackPug Profile

Follow the summer camp registration link from this guide or on our website.

Select the week you would like to register.

You will be given the option to set up an account or register as a guest the first time you use the Blackpug system.

We suggest that Troops create an account using a unit email rather than a personal one so your advancement chairs, Assistant Scout Masters and Treasurers can be given access later, depending on your Troop's needs.

This profile will be where all finances and advancement details are found before, during and after your time at camp.

Once you select the number of people, follow the prompts to complete your registration.

Don't worry about getting all of the information in in one go! Using "Additional Actions" on your profile, you can add + delete scouts, manage classes in bulk and check on your payment status/schedule

The screenshot shows the 'Event Details' page for the Boy Scouts of America Conquistador Council. It features a navigation bar with 'Calendar' and 'Event Details' tabs, and a 'My Account' dropdown. The main content area is divided into 'Event Details' and 'When & Where'. Under 'When & Where', there are three registration options for different weeks, each with a 'Register (draft)' button. A red arrow points to the first 'Register (draft)' button.

The screenshot shows the registration form with four input fields for participant counts. Each field has a dropdown menu and a 'Remaining' count. The fields are: 'Scouts BSA Youth' (Cost: \$450.00, 300 Remaining), 'Adult' (Cost: \$100.00), 'Webelos (new 2021)' (Cost: \$450.00, 300 Remaining), and 'Sibling BSA Scout' (Cost: \$300.00, 300 Remaining). A red arrow points to the 'Webelos (new 2021)' field.

The screenshot shows the 'Registration Contact' page in BlackPug. It features a navigation bar with 'Participants', 'Check Out', and 'Reports' tabs. The main content area is divided into 'Registration Contact' and 'Preview Information'. The 'Registration Contact' section has a 'Check Out Required' warning and an 'Update Information' button. The 'Preview Information' section has an 'Additional Actions' dropdown menu with options: 'Add Participants', 'Delete Participants', 'Delete Registration', 'Manage Participant Classes', and 'Payment Schedule'. A red arrow points to the 'Additional Actions' dropdown menu. On the right, there is a 'Check Out Required' warning box and a table of costs.

Item	Amount
Regular Price	\$450.00
Balance Due	\$400.00
Pending Early Discount*	\$-40.00
Balance*	\$450.00

*Requires payment in full by May 15 11:59 PM



Status	Name	Total Cost	Balance Due	Min Due Now	Paying Now
Scouts BSA Youth					
Checkout Required	Smith, John	\$450.00	\$450.00		0.00
Second week BSA Scout					
Checkout Required	Smith, Jane	\$350.00	\$350.00		0.00
Total		\$800.00	\$800.00	\$0.00	

PAYMENT

When making a payment you can choose what registrants to apply payment toward. This helps you to track who has paid.

Be sure to save

Using your BlackPug Profile

To log back on simply go to the Lookup or My Account options on the same link you used to register for camp!

You can use your registration number and email to log in which is great for giving access to other leaders and volunteers

Or you can use your personal/Troop account information

From your Black Pug profile you can now run reports, print off your roster, sign up for classes, and receive messages from camp staff!

PRO-TIPS

- Ensure that all adult leaders in your group have an email in their participant details. That way, they are sure to receive the same updates you do at the same time!
- Use the “Reports” button to download Scoutbook compatible advancement documents when you get home!
- Use the Parent Portal to allow families to make payments and sign their scouts up for classes themselves!

If at any time you need help

We are happy to help register your Troop over the phone or walk you through the BlackPug system.

Contact us from 10:00am-7:00pm Tuesday through Friday at our camp office

575.687.2691

Contact us after hours or schedule a call via Email

Kim.Merry@scouting.org

NOTES ON REGISTRATION

Registration

Once you're set up in the registration portal you'll need to set up your profile by completing these tasks:

- Update your Registration Contact Information
- Add another Adult Leader to additional contacts to ensure everyone stays in the loop!
- Set up your "Parent Portal"
- Communicate our "Important Dates" with Parents and Leaders

Parent Portal

The Parent Portal gives parents and scouts the chance to be involved in the camp planning process. Each Scout is assigned an I.D. and password that allows them to access your Troop's camp registration and edit only their own information. This tool allows Scouts to:

- Pay at their own pace without impacting the pricing of other Scouts.
- Adjust their information. Anything from Name to accessibility needs and allergies!
- Select Merit Badges and change their minds any time

There is no need to Opt Out of the Parent Portal, the default settings make the Registration Contact the only editor. Registration Contacts can collect funds and deposit them into the profile in portions or collect and assign specific amounts of money to Scouts at check-out.

Please keep in mind that Scouts not FULLY PAID by each deadline will be impacted by the fee schedule. We suggest communicating or posting this fee schedule (Important Dates) so that parents and Scouts can keep track of their progress and budgets.

Daily limits on your banking card, insufficient funds, internet connection and missing data on your profile may interrupt your payment by at least 24 hours.

We suggest paying 2 to 3 days before each deadline. A staff member is available by phone during normal business hours the weekend before each payment due date.

Important Dates

SEPTEMBER 1ST

Reserve a spot at camp, with a \$200 deposit before September 1st each year to lock in the previous year's prices for example, register by Sept. 1 2022 and save big on:

2023 Wehinahpay Mountain Camp: Summer Adventure

More programs, more amenities, more adventures for the same price! You can't beat it.

This is also when our program director begins going through Staff Applications will open each year!

JANUARY 1ST

Start inputting the names of your scouts and making some decisions about your group size!

FEBRUARY 1ST

Early Bird pricing ends. The scouts who have not yet been paid in full will be charged the "regular" pricing for their summer camp session.

MARCH 1ST

Merit Badge Registration opens!

All scouts who are FULLY PAID can begin making class selections and locking in their schedules.

APRIL 1ST

\$100 per person due to reserve the number of people you're bringing to camp. Scouts without their \$100 payments could be deleted to make room for waitlisted individuals on any full sessions!

MAY 1ST

Regular Pricing ends. Late fees are applied.

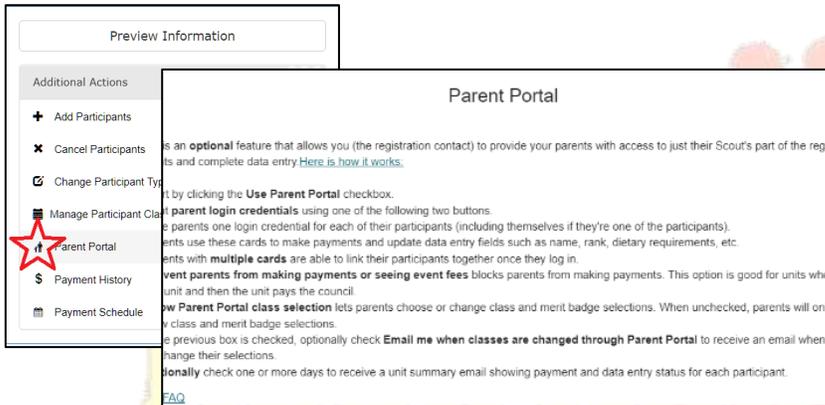
JUNE 1ST

This is also when our staff will begin making phone calls to every Troop!

We want to be sure you have the opportunity to ask any questions you may have, get reminders for important paperwork, and confirm the details of your registration with someone in leadership.

Your "Camp Call" will happen no later than 10 days before your session's arrival date.

USING PARENT PORTAL



TO TURN ON PARENT PORTAL

Note that the event contact (individual who signed up for camp) will need to log into BlackPug to complete this set-up.

This can also be done by another individual like the advancement chair, treasurer or SMIC. All they'll need is the Registration number and the email that was used to create the profile. They'll simply use the "lookup" feature at our registration link.

Anyone can access your account with this information so be sure to give it only to individuals you'd like to be able to make changes and see the personal information of your scouts and scout masters.

<https://scoutingevent.com/413-Summeradventure2023>

Log into BlackPug at the link provided above and notice the dropdown menu in your "Registration Contact" area called "Additional Actions". Here you'll find useful tools that allow you to edit your registration with ease.

When opening the "Parent Portal" you'll be greeted with a pop-up instructional page. Below you'll find all of the settings and information you need to successfully give parents and Scouts access to their individual profiles. This feature allows them to view and edit their scout's contacty, rank, classes and more, but not change anyone else's registration!

We suggest going into "Parent Portal Credentials" and printing out the info cards to hand out at your next meeting!

These cards include log-in information and links.

Use Parent Portal. Use the following reports to distribute parent login credentials.

Parent Portal Credentials

Parent Portal Credentials (EXCEL)

Prevent parents from making payments or seeing event fees.

Allow Parent Portal class selection.

If unchecked, parents will be able to view class and merit badge selections *but will not be able to change them.*

Want an email showing payment and data-entry status? Use the checkboxes below to pick your day(s).

Sun Mon Tue Wed Thu Fri Sat

PROGRAM SCHEDULE

A DAY IN THE LIFE

Flag Raising and BREAKFAST 7:00am FLAGS
CLASS PERIOD 1 Monday through Friday 8:30am-10:00am
CLASS PERIOD 2 Monday through Friday 10:30am-12:00pm
LUNCH The Dining Hall doors open at
PROGRAM WANDER Monday through Thursday 1:30pm-5:00pm
Flag Lowering and DINNER 5:30pm FLAGS
EVENING PROGRAM Monday through Thursday at 7:30 Friday starting immediately after dinner

What is Troop Day?

Plan your Troop Day for the Friday afternoon of your camp week.

Schedule an activity for that day or set it aside for the opportunity to relax before a long trip home. There are areas of interest away from camp in Cloudcroft, Ruidoso, and Alamogordo as well. Just be sure to plan transportation ahead of time and check out with our camp office before you leave the property.

Some Troops choose to spend all day Friday doing a group activity away from camp, just be aware that some elements of your scouts' classes will be missed!

Friday afternoon is also a great time for families to visit and stay for our closing campfire!

On Troop day, Dinner is at 5pm and campfire ends at 7:30pm to allow time to travel for Troops and parents who may need to leave early.

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday
7 a.m. - 8 a.m.	Please do not arrive earlier than your scheduled check in time.	Flags and Breakfast				
8:30 a.m. - 10:00 a.m.		Program Block Period I				
10:30 a.m. - 12:00 p.m.		Program Block Period II				
12:00 p.m. - 1:00 p.m.		Lunch				
1:30 p.m. - 5:30 p.m.	Check-in	Program Wander				Troop Day
5:30 p.m.	Rolling Dinner	Dinner				Dinner @ 5
6:30 p.m.	<u>Orientations</u>	SPL Meeting	SPL Meeting	SMIC Meeting	Merit Badge Mixer	Closing Campfire @ 6:30p.m.
7:30 p.m.	-Adult Leaders -Brave Trails -Volunteers -C.I.T -SPL	Opening Campfire	Selected Programs	Cowboy Campfire	Overnighters Depart	Staff Rush, Movie Night and Trading Post open late

NOTES ON PROGRAMS

WHERE TO WANDER?

Our afternoons are first come first serve, so where does that leave you and your scouts? In our Programs section of this guide you'll be able to see what our staff have to offer throughout the week during program wander. This can help scouts decide which areas they'd like to visit first and determine when they want to experience each activity! There are programs that happen every day and programs that only happen once, so be sure to look over the Program Area profiles! New programs will be added as we get closer to camp and when you get there, we'll have a detailed schedule posted at each area and in our common areas at camp. Focus on selecting each scout's two classes first and let them fill in the afternoons later on!

IMPORTANT NOTE: First year campers do not participate in program wander as they have a set schedule from 8:30am-5pm Monday through Thursday. Please reference our First Year Camper Guide for more details (available November 1st).

Making the most of your week

Scouts sign up for 2 periods of Program blocks, where our Staff facilitate specific activities that will take Scouts beyond the content of the Merit Badge book. Please advise your Scouts to read the descriptions of these classes carefully, take note of the requirements that will and will not be signed off, and be prepared with the appropriate gear.

Program Wander is designed to allow Scouts to take charge of their camp experience. Our staff are available to Scouts who want to earn individual Merit Badge at their own pace and to instruct Scouts in requested projects and activities!

Please note that while our Staff encourage Scouts to participate in and out of classes, the Scout ultimately defines their camp experience. The Staff at Wehinahpay Mountain Camp offer Merit Badge courses where Scouts are able to try new things, make mistakes in a safe environment and find support in their advancement.

The Big Board

"The Big Board" can be found at the Maddox (where our camp office, Trading Post, Medic and Leaders Lounge are located). The Big Board has it all, including changes in class meeting locations, daily quotes, weather and other updates. Miss an announcement at Morning Flag? All announcements are posted on the Big Board each day! Interested in trying out the ziplines? Meeting times for open programs are posted there too! When you check in at WMC, you will be given a masterclass in how to use the Big Board to your advantage during your tour.

This method of disseminating information is important to our communication once you are at camp, but it is not a replacement for reading this guide or listening to Staff instruction. This guide and the information found in the class catalog are what will prepare you and your Scouts for an excellent time at Wehinahpay Mountain Camp.



TYPES OF PROGRAMS

MERIT BADGE FOCUSED PROGRAM BLOCKS

At Wehinahpay, we don't offer individual Merit Badges during Class hours. From 8am-12pm we offer "Program Blocks" where Merit Badges that have similar themes or requirements are combined in class periods and developed into experiences that allow scouts to earn more, without overloading or repeating information.

Already have one of the Badges in a block? No problem! Our Blocks are made up of unique activities that won't feel like anything you've done before!

Only need one of the Merit Badges? No problem! Most of our areas offer single merit badges from 1-5pm program wander! Just wander in and ask a staff member for help!

ON YOUR MARK GET SET MERIT BADGES!

Every day from 1pm-5pm you will have the opportunity to choose your own adventure Day-of. There are no scheduled classes at this time so, if you have specific activities OR merit badges you'd like to do simply go to the appropriate area and the staff can get you started on a self-guided plan! If you have a hike planned with other Units or just want to relax, you have time in the schedule to do so!

14+ PROGRAM OPPORTUNITIES

For the scouts who have "been there, done that" Get ready for: Expedition Experience, Wehinahpay Conservationists, Living Historians, Trades deep dives, Mural Painting, Advanced Woodcraft and so many more! Take a look at our 14+ programs and see what specialized classes and wanderments there are!

Please read all information about these programs as they may require specific equipment/clothing to be brought.

PROGRAMS FOR ADULT LEADERS

Join us for Café Conversations every day in the Lounge at 1pm, where we discuss Merit Badge and Youth Development topics and update Adults on the goings on around camp, ask for feedback and enjoy the never-ending coffee OR take a certification course to beef up your toolbox of scouting skills! WFA, IOLS, High Adventure Prep, CPR/AED!

These programs are designed to prepare Adult Leaders for future adventures and offer opportunities for Adult Leaders to mingle and enjoy a week chalked full of fun and growth in scouting. Some trainings may have an additional fee associated with them that can be paid via Black Pug while registering. Please read all descriptions before registering for these programs.

Our WFA course fulfills the requirements for Adult Leaders to attend Philmont, National Jamboree and other selected scouting events.

EVENING PROGRAM

SUNDAY ORIENTATIONS

On Sunday, after a long day of travel, you'll have the opportunity to sit back and let the staff fill you in on everything you need to know for the week!

MONDAY

Cheer on the Staff, get into the scouting spirit and take in the scenery at our OPENING CAMPFIRE! You'll have had the opportunity to learn a little bit about your instructors and the programs they offer throughout your first day of classes, but here they'll make it their mission to attract your scouts to new adventures at their afternoon program opportunities!

TUESDAY

Can you make it through this many programs in one night!? On Tuesdays during PROGRAM FRENZY all the program areas are open for business all the way until the sun goes down! Check out the program board and show up as early as 7pm to be the first in line!

WEDNESDAY

Our Program Staff have been working their hats off all week, Scouts have been running around earning merit badges and crushing it in our program areas, Adult Leaders have been wrangling morning noon and night... Time for a **BREAK!**

At the COWBOY CAMPFIRE, take a load off and enjoy wild west jams and wild adventure stories told by our talented staff. WESTERN WEDNESDAYS are a camp favorite, and the staff go **ALL OUT**.

Feel free to dress the part with us and join the fun!

THURSDAY

There are some classes that have been planning and preparing for OVERNIGHTERS all week! Now they get to put their newly learned skills to the test.

This is a great time to come together as a camp at our Mountain Man rendezvous, the C.A.W.N.S. Star Party, Search and Rescue action scenerios, and Backcountry Outdoor Orienteering.

No class requirements to complete? Come on over anyway! There's a lot going on and plenty of fun to be had.

FRIDAY

Friday is **TROOP DAY**, after lunch our staff will be hard at work inputting merit badges and cleaning up from the week. This is your Troop's chance to bond at camp or leave and go on an adventure off property!

After an early dinner (5pm) we'll be topping it all off with a final Campfire led by the students in our classes!

We know that some may need to leave early in the morning or even Friday night so, campfire ends at 7:30pm!

Not leaving until the morning?

It'll be a staff vs. scouts showdown at FIELD GAME FRIDAY and they've been practicing all summer to be the best at Wowser Ball, but don't worry you'll catch on quickly!

You'll have the opportunity to vote on a movie for us to play on the BIG SCREEN. The office is open for check-out and Merit Badge updates, Our staff hang out on Staff Hill for ice cream and to answer questions about life at camp during STAFF RUSH and our TRADING POST is open late for you and your scouts to grab last minute items!



Arts and Handicrafts

Arts and Handicraft: Performance

Possible Complete Merit Badges Earned:
- Public Speaking

Possible Partial Merit Badges Earned:
- Theater
- Music

This program uses skills from each day to build up to larger/more technical projects by the end of the week. Please communicate to Scouts and Leaders that missing class/arriving late will make it difficult for staff to accommodate program.

Scouts will discover and learn what it takes to master the art of performance and find techniques that help them to communicate as leaders, followers and artists. "Communication focuses on how people use messages to generate meanings within and across various contexts, cultures, channels, and media. The field of communication promotes the effective and ethical practice of human communication."

In-Camp Available Requirements

Public Speaking: 1, 2, 3, 4, 5

Theatre: 2, 3c, 3d, 3e, 4a, 4b, 4c, 4d, 4e, 4f, 5

Music: 1, 2, 3d, 4a, 5

Arts and HandiCrafts: Craftsmanship

Possible Complete Merit Badges Earned:
- Wood Carving
- Woodwork

Possible Partial Merit Badges Earned:
- Drafting

This program includes technical assessments. If you have more than 5 youth registered, 1 adult leader may be requested to join. Please let us know (at check-in) if you have any +21 leaders who are interested in taking part in these elements to aid in supervision and safety. Scouts will explore the art of functionality of Wood. They will learn to use the types of raw materials that our ancestors used; be challenged to master basic skills of each and hone techniques to create pieces to take with them and care for back home. Wood is a material that is amazingly versatile, practical, yet beautiful. A skilled craftsman can use wood to fashion just about anything. You will find no end of useful, valuable, and fun items you can make yourself after this program block.

In-Camp Available Requirements

Wood Carving: 1a, 1b, 2a, 2b, 3a, 3b, 4a, 4b, 4c, 4d, 5, 6, 7

Woodwork: 1a, 1b, 1c, 2a, 2b, 3a, 3b, 4, 5, 6a, 6b, 6c, 6d, 6e

Drafting: 1a, 1b, 2a, 2b, 2c, 4, 6a[3], 7

Arts and Handicrafts: Printmaking

Possible Complete Merit Badges Earned
- Textile

Possible Partial Merit Badges Earned:
- Graphic Arts

This course goes through the fundamentals of design while leaving scouts with projects to bring home and show off for years to come! After this class Scouts will have the knowledge and skill to create and identify works of wearable art. In this course Scouts can expect to make:

- multiple designs to apply to future projects at home
- a shirt or tote bag with a stamp print that your scout helped develop as a class group
- a print of their choice (Large poster, 2 Small posters or 4 post cards) with a design made by themselves

In-Camp Available Requirements

Textile: 1, 2a, 2b, 2c, 2d, 3b, 3c, 3d, 3e, 3f, 4, 5, 6

Graphic Arts: 1, 2, 3, 7

Arts and Handicrafts: Studio Art

Possible Complete Merit Badges Earned:

- Art
- Painting

Possible Partial Merit Badges Earned:

- Pulp and Paper

This program uses skills from each day to build up to larger/more technical projects by the end of the week. Please communicate to Scouts and Leaders that missing class/arriving late will make it difficult for staff to accommodate program. Earn Painting, Pulp and paper, Art and Sculpture in this Studio Art program block.

Scouts will:

- develop multiple works of fine art from their paper and natural pigment to the design and completion.
- Gain a deeper understanding of the history of fine arts and careers in the field.
- Be able to identify elements of an art piece, both 2d and 3d

In-Camp Available Requirements

Art: 1a, 1b, 1c, 2, 3, 4a, 4b, 4c, 4d, 4e, 4g, 4h, 5a, 5b, 5c, 6, 7

Painting: 1, 2a, 2b, 2c, 3, 4, 5, 6, 7, 8

Pulp and Paper: 1, 2a, 2b, 2c, 2d, 3a, 3b, 3c, 4, 5, 6, 8

Brave Trails

Brave Trails: First Year Camper Program

Possible Complete Merit Badges Earned:

- Communication

Possible Partial Merit Badges Earned:

- Family Life
- First Aid

NOTE: THIS PROGRAM IS AN ALL-DAY PROGRAM This is Wehinahpay's First Year Camper program and is made specifically for anyone coming to camp for the first time or working on their rank advancement. Give new Scouters a jump-start with foundational outdoor skills, scouting basics and introductions to opportunities that wait for them in the BSA. They'll be set up for success with an introduction to 3 Eagle Required Merit Badges and the tools they need to get the most out of their Scouting career. Because this is an all-day class, we are able to send Scouts home with Rank Advancement and plenty of Brave Trails Exclusive program experiences from each of our Program Areas including:

This is an all-day program from 8:30am to 5pm. While breakfast and dinner are had in the dining hall with the scouts' Troop. Lunch is made by the scouts in the program area! **This program has its own First Year Camper Guide, publishing February 1st, 2023**

Please note that the additional fee goes toward the specialized training of our First Year Camper instructors, take-home goodies and program opportunities that are only offered to First Year Campers We ask that if you have more than five youth in this program that you send one adult with them to help in demonstrations and with guidance through activities.

In-Camp Available Requirements

Tenderfoot - 3a,3b,3c,4a,4b,4c,4d,5a,5b,5c,6a,7a,8

Second Class- 1b,2a,2b,2c,2d,2f,2g3a,3b,3c,3d,4,6a,6b,6c,8a,8b,9a,9b

First Class, 3a,3b,3c,3d,4a,4b,5a,5b,5c,5d,7a,7b,7c,7d, 7e

Communication: 1a, 1b, 1c, 1d, 2a, 2b, 3, 4, 5, 6, 8, 9

First Aid: 1, 2a, 2b, 2c, 3, 4, 5a, 5b, 6a, 6b, 6c, 7a, 7b, 8a, 8b, 8c, 8d, 9, 10a, 1b, 11a, 11b, 11c, 11e, 11f, 12a, 12b, 12c, 12d, 12e, 12f, 12g, 12h, 12i, 12j, 12k, 12l, 12m, 12n, 12o, 12p, 13a, 13b, 14

Family Life: 1,2,3,4,6a,7 (requirements 2,3, and 4 can be started but not completed at camp)

Brave Trails: Counselor In Training (CIT) Program

This program is specifically designed to engage and prepare Scouts for a future in leadership and education. NYLT, NAYLE and Education skills are taught along side personal growth at the Scout's own pace. Live and eat with Staff while you play like a participant! What could be better?!

The program highlights:

- Career development: leave with a resume, cover letter templates, interviewing skills and references from your time as an official Wehinahpay Staff Member
- Mentorship: Not only will scouts grow close with and be mentored by the Staff, they'll learn what makes a great leader and mentor and be able to offer what they learn to participants and their Troop back home!
- Earning Merit Badges: CITs earn Merit Badges just like other participants, but with a twist! Get the opportunity to teach others, offer assistance to staff, and get into programs that are at capacity!

Brave Trails: I.O.L.S

In Introduction to Outdoor Leadership Skills, you'll learn how to build a fire, use an axe, cook outdoors, use a map and compass, responsibly care for the outdoors, and much more. Even if you weren't a Scout in your youth, you'll come out of this course looking and acting like a seasoned camper. This course, combined with Youth Protection Training will make you an "fully trained" Scouts BSA leader

C.A.W.N.S

CONSERVATION, ASTRONOMY, WILDLIFE MANAGEMENT, NATURALS SCIENCE, SUSTAINABILITY

C.A.W.N.S: Friendly Fishing

Possible Complete Merit Badges Earned:

- Fishing
- Fly Fishing

Possible Partial Merit Badges Earned:

- None

More than just a pass-time, fishing connects us with the wildlife with which we share our planet. Enjoying this hobby while maintaining the proper balance and the dynamics that go with it requires attention and respect for the water. We use this stewardship tool to help minimize or eradicate the possibility of extinction of not only marine life, but of any given species. While this activity is relaxing and fun, it can become a technical sport or even necessary for living off the land.

"Every Scout ought to be able to fish in order to get food for himself. A tenderfoot [beginner] who starved on the bank of a river full of fish would look very silly, yet it might happen to one who had never learned to catch fish."

In-Camp Available Requirements

Fishing: 1a, 1b, 1c, 1d, 2, 3, 4, 5, 6a, 6b, 7, 8, 9, 10

Fly Fishing: 1a, 1b, 1c, 2, 3a, 3b, 3c, 3d, 3e, 4, 5, 6, 7a, 7b, 8, 9, 10, 11

C.A.W.N.S: Roots

Possible Complete Merit Badges Earned:
- Forestry

Possible Partial Merit Badges Earned:
- Plant Science
- Pulp and Paper

To earn this merit badge, Scouts will explore four of the most important plant science specialties: agronomy, horticulture, forestry and field botany. How do we use these resources that grow from the ground? What does it mean to analyze a Timber Stand? How are different plants used in medicine and art? All this and more in our Roots Program Block

In-Camp Available Requirements

Forestry: 1a, 1b, 1c, 2a, 2b, 2c, 3a[1], 3a[2], 3a[3], 3a[4], 3a[5], 3a[6], 3a[7], 3a[8], 3b, 4a, 4b, 4c, 4d, 4e, 5a, 5c, 6, 7a, 7b, 7c, 8

Plant Science: 1, 2, 3, 4, 5, 6, 7, 8C1 Opt 2, 8C3 Opt 2, 8D1 Opt 2, 8D2 Opt 2, 8D3 Opt 2, 8A1 Opt 3, 8A2 Opt 3, 8A3 Opt 3, 8B Opt 3, 8C Opt 3, 8D Opt 3, 8E Opt 3, 8F[1]a Opt 3, 8F [1]b Opt 3, 8F[1]c Opt 3, 8F[1]d Opt 3, 8F[2]a Opt 3, 8F[2]b Opt 2, 8F[2]c1 Opt 3, 8F[2]c2 Opt 3, 8F[3]a Opt 3, 8F[3]b Opt 3, 8F[3]c1 Opt 3, 8F[3]c2 Opt 3, 8F[3]c3 Opt 3

Pulp and Paper: 1, 2a, 2b, 2c, 2d, 3a, 3b, 3c, 4, 5, 6, 8

C.A.W.N.S: Sky Stuff

Possible Complete Merit Badges Earned:
- None

Possible Partial Merit Badges Earned:
- Astronomy
- Weather

Exactly what you'd think! Every look up and wonder "why is the sky the way that it is?" Well in Sky Stuff we look at weather science and astronomy to answer all of your most burning Sky related questions. Lay back, Look up and Learn about the great big blue!

In-Camp Available Requirements

Astronomy: 1a, 1b, 1c, 1d, 2, 3a, 3b, 4a, 4b, 4c, 4d, 5a, 5c, 6a, 6b, 6c, 6d, 7a, 7b, 7c, 8b, 8c, 9

Weather: 1, 2, 3, 4, 5, 6, 7, 8, 9a, 10, 11

C.A.W.N.S: Wehinahpay Conservationist

Possible Complete Merit Badges Earned:
- Soil and Water Conservation
- Environmental Science

Possible Partial Merit Badges Earned:
- None

While earning the Environmental Science merit badge, Scouts will get a taste of what it is like to be an environmental scientist, making observations and carrying out experiments to investigate the natural world and determining the next steps in our Human Impact. How do we manage the land with ecology in mind? Here Scouts will find out! Conservation is the duty of every person. Scouts will explore the remarkable complexity of our relationship with nature. Learn the tools and possibilities of a career in conservation and opportunities for volunteering.

Some highlights are:

- leaving a legacy through one of our many active conservation worksites
- Exclusive tool demonstrations: Sledge Hammers, Chainsaws and Backhoes
- A unique and rare Patch signifying the work and dedication of a Conservationist
- opportunities to learn about and complete some requirements for the National Outdoor Award and Distinguished Service Conservation Award
- The technical knowledge of Trail building and Service project planning (great for Eagle Scout preparations)

In-Camp Available Requirements

Soil and Water Conservation: To be updated.

Environmental Science: 1, 2, 3a[1], 3a[2], 3a[3], 3d[1], 3d[2], 3d[3], 3h[1], 3h[2], 3h[3], 4a, 4b, 5, 6

Living History

Living History: History and the BSA

Possible Complete Merit Badges Earned:
- Public Speaking

Possible Partial Merit Badges Earned:
- Scouting Heritage

How did you come to be a Scout? How did Wehinahpay come to be a BSA Camp? What has Scouting's impact meant to life in the U.S? So much history in our Organization and our relationship with Public Lands! Learn about what Scouts, National Park rangers, BLM Professionals, Forest Service Professionals, and Volunteers all have in common!

In-Camp Available Requirements

Public Speaking: 1, 2, 3, 4, 5

Scouting Heritage: 1, 2a[1], 2a[2], 2a[3], 2a[4], 2a[5], 2a[6], 2b[2], 2b[3], 2b[4], 3, 4c, 5, 6, 7, 8

Living History: History and You

Possible Complete Merit Badges Earned:
- American Cultures

Possible Partial Merit Badges Earned:
- Indian Lore

Scouts will learn by doing as they take part in this thoughtfully curated program. Understand our increasingly multicultural society through art, music, and clothing. As our Staff guide you through history, you'll learn of the indigenous communities of New Mexico all the way to the presentation of this information in the United States modern day. See the ways in which the past has led to our present nation through Living History demonstrations and interactions with historical artifacts. Learn how History can help you be an active citizen, aware of your rights and knowledgeable of how to seek information about other communities and cultures.

In-Camp Available Requirements

American Cultures: 1c, 1d, 1e, 2, 3, 4, 5

Indian Lore: 1, 2, 3d, 4a, 4b, 5a, 5e, 5f, 5g, 5h

Medical Programs

Medical Programs: Community Health

Possible Complete Merit Badges Earned:

- Disabilities Awareness
- Public Health

Possible Partial Merit Badges Earned:

- None

Look around at the Scouts in your unit, the members of your sports teams, and the kids in your class - you will see that each person has their own personalities, distinct interests and ideas, different physical features, and different strengths and needs. The field of public health deals with maintaining and monitoring the health of communities, and with the detection, cure, and prevention of health risks and diseases. Although public health is generally seen as a community-oriented service, it actually starts with the individual. From a single individual to the family unit to the smallest isolated rural town to the worldwide global community, one person can influence the health of many.

In-Camp Available Requirements

Disabilities Awareness: 1a, 1b, 2, 3c, 3d, 3e, 4c in Option A, 4c in Option B, 5a, 6, 7

Public Health: 1, 2a, 2b, 2c, 3, 4, 5b[1], 6a, 6b, 6c, 8

Medical Programs: Medical Training for Beginners

Possible Complete Merit Badges Earned:

- Emergency Preparedness
- First Aid

Possible Partial Merit Badges Earned:

- Search and Rescue

Designed for scouts of any age to learn advanced skills for emergencies when help from professional first responders may be far away. This course aligns with OSHA's Best Practices for Workplace First Aid Training Programs For Scouts who have an interest in High Adventure, The Medical Field or wish to attend large events like Jamboree or NOAC, this is a great training to have.

In-Camp Available Requirements

Emergency Preparedness: 1, 2a, 2b[1], 2b[2], 2b[3], 2b[4], 2b[5], 2b[6], 2b[7], 2b[8], 2b[9], 2b[10], 2b[11], 2b[12], 2b[13], 2b[14], 2b[15], 2b[16], 2b[17], 2b[18], 2c, 3a, 3b, 3c, 3d, 4, 5, 6, 6b[1], 6b[2], 6c, 7a, 7b, 8a[1], 8a[2], 8a[3], 8a[4], 8b, 9a, 9b, 9c

First Aid: 1, 2a, 2b, 2c, 3, 4, 5a, 5b, 6a, 6b, 6c, 7a, 7b, 8a, 8b, 8c, 8d, 9, 10a, 1b, 11a, 11b, 11c, 11e, 11f, 12a, 12b, 12c, 12d, 12e, 12f, 12g, 12h, 12i, 12j, 12k, 12l, 12m, 12n, 12o, 12p, 13a, 13b, 14

Search and Rescue: 1a, 1b, 2a, 2b, 2c, 3a, 3b, 3c[1], 3c[2], 3c[3], 3c[4], 3c[5], 3c[6], 3c[7], 3c[8], 4, 5, 6a, 6b, 6c, 7a, 7b, 7c, 7d, 8a, 8b, 8c, 9a, 9b, 10

Ropes

ROPES: Climb On

Possible Complete Merit Badges Earned:
- Climbing

Possible Partial Merit Badges Earned:
- None

A safety briefing is included in the first 30 minutes of this program EVERY DAY. Please communicate to Scouts and Leaders that late arriving scouts may be unable to participate if not present for the safety briefing. Climbing is a sport that can require tremendous muscular strength; unless you master techniques of mental toughness and have the willingness to practice hard to move upward. The adventure of climbing involves knowledge of knots and the ability to understand the physics of a load bearing structure. In this program block Scouts will:

- Earn the climbing merit badge, diving into technique and applications of the sport
- make their way through our Aerial Adventure Park solving climbing and teamwork puzzles along the way
- build and ascend various structures using knowledge of knots and physics

In-Camp Available Requirements

Climbing: 1a, 1b, 1c, 2, 3, 4a, 4b, 4c, 4d, 5a, 5b, 5c, 5d, 6a, 6b, 6c, 6d, 6e, 7a, 7b, 7c, 7d, 7e, 8, 9a, 9b, 9c, 10a, 10b, 11a, 11b, 11c, 12

Scout Skills

Scout Skills: Foundations of Camping

Possible Complete Merit Badges Earned:
- First Aid

Possible Partial Merit Badges Earned:
- Camping
- Hiking

Camping is one of the most favored activities for a Scout, it comes with many benefits but can require some skill. Here we'll give Scouts the foundational skills they need to enjoy camping to the fullest!

In-Camp Available Requirements

First Aid: 1, 2a, 2b, 2c, 3, 4, 5a, 5b, 6a, 6b, 6c, 7a, 7b, 8a, 8b, 8c, 8d, 9, 10a, 1b, 11a, 11b, 11c, 11e, 11f, 12a, 12b, 12c, 12d, 12e, 12f, 12g, 12h, 12i, 12j, 12k, 12l, 12m, 12n, 12o, 12p, 13a, 13b, 14

Camping: 1a, 1b, 1c, 2, 5a, 5b, 5c, 5d, 6a, 6c, 6d, 6e, 7a, 7b, 8a, 8b, 8c, 10

Hiking: 1a, 1b, 2, 3, 4a

Scout Skills: Camp Gadget Master Class

Possible Complete Merit Badges Earned:
- Pioneering

Possible Partial Merit Badges Earned:
- None

In-Camp Available Requirements

AVAILABLE FEB. 1ST

Scout Skills: Backcountry Baking

Possible Complete Merit Badges Earned:
- Communication

Possible Partial Merit Badges Earned:
- Cooking

In-Camp Available Requirements
AVAILABLE FEB. 1st

Shooting Sports

Shooting Sports: Archery

Possible Complete Merit Badges Earned:
- Archery

Possible Partial Merit Badges Earned:
- None

A safety briefing is included in the first 15 minutes of this program EVERY DAY. Please communicate to Scouts and Leaders that late arriving scouts may be unable to participate if not present for the safety briefing. Archery is a fun way for Scouts to exercise minds as well as bodies, developing a steady hand, a good eye, and a disciplined mind. This merit badge can provide a thorough introduction to those who are new to the bow and arrow - but even for the experienced archer, earning the badge can help to increase the understanding and appreciation of archery.

In-Camp Available Requirements

Archery: 1a, 1b, 1c, 2a, 2b, 2c, 2d[1], 2d[2], 2e, 3a, 3b, 3c, 4a, 4b, 4c, 4d, 4e, 5a Opt A, 5b Opt A, 5c Opt A, 5d Opt A, 5d Opt A, 5f[1]a Opt A, 5f[1]b Opt A, 5f[1]c Opt A, 5f[1]d Opt A, 5f[1]e Opt A, 5f[2] Opt A, 5f[3] Opt A, 5f[4] Opt A, 5a Opt B, 5b Opt B, 5c Opt B, 5d Opt B, 5e Opt B, 5f[1]a Opt B, 5f[1]b Opt B, 5f[1]c Opt B, 5f[1]d Opt B, 5f[1]e Opt B, 5f[2] Opt B, 5f [3] Opt B, 5f[4] Opt B

Shooting Sports: Shotgun Shooting and Rifle

Possible Complete Merit Badges Earned:
- Shotgun Shooting
- Rifle Shooting

Possible Partial Merit Badges Earned:
- None

A safety briefing is included in the first 15 minutes of this program EVERY DAY. Please communicate to Scouts and Leaders that late arriving scouts may be unable to participate if not present for the safety briefing. A shotgun is a precision instrument, designed to shoot a shot charge in a specific pattern to cover a designated area at a certain distance. Includes an introduction to Modern Cartridge Rifle use. A rifle, like any other precision instrument, is manufactured to perform a specific task and when aimed by a conscious Scout, can be a fun and safe activity. By earning this badge, Scouts can develop their shooting skills while learning safe practices.

In-Camp Available Requirements

Rifle Shooting: 1a, 1b, 1c, 1d, 1e, 1f[1], 1f[2], 1g, 1h, 1i, 2a Opt a, 2b Opt a, 2c Opt a, 2d Opt a, 2e Opt a, 2f Opt a, 2g Opt a, 2h Opt a, 2i Opt a, 2j Opt a, 2k Opt a, 2l Opt a, 2m Opt a

Shotgun Shooting: 1a, 1b, 1c, 1d, 1e, 1f[1], 1f[2], 1g, 1h, 1i, 2a Opt A, 2b Opt A, 2c Opt A, 2d Opt A, 2e Opt A, 2f Opt A, 2g Opt A, 2h Opt A, 2i Opt A, 2j Opt A, 2k Opt A, 2a Opt B, 2b Opt B, 2c Opt B, 2d Opt B, 2e Opt B, 2f Opt B, 2g Opt B, 2h Opt B, 2i Opt B, 2j Opt B, 2k Opt B, 2l Opt B, 2m Opt B, 2n Opt B

Skilled Trades

Trades: Automotive Maintenance

Possible Complete Merit Badges Earned:

- Automotive Maintenance
- Traffic Safety

Possible Partial Merit Badges Earned:

- None

Modern automobiles are important to many aspects of American life. Those who service automobiles must understand each principle, and how these principles interact to provide smooth, efficient performance. Owners of cars also benefit by understanding how their vehicles operate. This enables them to understand why certain periodic maintenance is required to keep their vehicles in tip-top shape.

In-Camp Available Requirements

Automotive Maintenance: 1a, 1b, 2a, 2b, 2c, 2d, 2f, 2g, 2h, 2i, 3a, 3b, 4a, 4b, 4c, 4d, 4e, 5a, 5b, 5c, 6a, 6b, 7a, 7b, 8a, 8b, 8c, 8d, 9a, 9b, 9c, 9d, 9e, 10a, 10b, 10c, 11a, 11b, 11c, 11d, 12

Traffic Safety: 1a, 1b, 1c, 1d, 2a, 2b, 3a, 3b, 3c, 3d, 4a, 4b, 4c, 4d, 5b, 5c

Trades: On the Air

Possible Complete Merit Badges Earned:

- Public Speaking
- Radio

Possible Partial Merit Badges Earned:

- None

HAMM operations and finding your "radio voice" are just two exciting experiences to be had in our Trades program area while Scouts are the On the Air!

Scouts get to enjoy:

- HAMM radio interviews with real licensed operators and even Gov. Professionals!
- facilitate and MC our final campfire at the end of the week
- Learn the science of the waves and the etiquette of radio use
- discover applications for radio use in safety, SAR, emergencies and careers

In-Camp Available Requirements

Public Speaking: 1, 2, 3, 4, 5

Radio: 1a, 1b, 1c, 1d, 2a, 2b, 2c, 2d, 3a, 3b, 3c, 4, 5a, 5b, 5c, 5d, 5e, 6, 7, 8, 9a[1], 9a[2], 9a[3], 9a[4], 9a[5], 9a[6], 9b[1], 9b[2], 9b[3], 9b[4], 9b[5]

Trades: Ranger Skool

Possible Complete Merit Badges Earned:

- None

Possible Partial Merit Badges Earned:

- Farm Mechanics
- Home Repair

The honor and pride in DIY. Learn how to go from knowledge and skill to hobby to professional in this class full of foundational Trades information! Spend a week with a real camp ranger! Learn the ins and outs of managing facilities and earn a limited edition patch for your time spent as an honorary staff member!

Exciting details are:

- Behind the scenes tours of our shop, water treatment facilities and Trades area
- Opportunity to assist our ranger in weekly duties
- Big machine demonstrations
- Leadership opportunities and service hour credits
- An in-depth tour of the property and "backstage pass" to our camp's improvement plans

In-Camp Available Requirements

Farm Mechanics: 1a, 1b, 1c, 1d, 2a, 2b, 2c, 3a, 3b, 3c, 3d, 6a, 6b, 6c, 7

Home Repair: 1a, 1b, 2a, 2b, 2c, 2f, 2g, 2h, 3a, 3b, 3c, 3d, 3e, 3f, 3g, 4a, 4b, 4c, 4d, 5a, 5b, 5c, 5d, 5e, 6a, 6b, 6c, 6d, 6e, 6f

Trades: Science Non-fiction

Possible Complete Merit Badges Earned:

- Robotics
- Space Exploration

Possible Partial Merit Badges Earned:

- Inventing

This program includes technical assessments. If you have more than 5 youth registered, 1 adult leader may be requested to join. Please let us know (at check-in) if you have any +21 leaders who are interested in aiding in supervision. In learning about inventing, robotics and space exploration, Scouts study how their favorite genre of entertainment could be a future career. Space is mysterious. Each time we send explorers into space, we learn something we didn't know before. We discover a little more of what is there. Scouts will come to understand the things we already know about the stars and the many methods of learning what we don't. Houston we've got a problem! Scouts will have to learn how robots function in the field to aid us in our mission, including how they move (actuators), sense the environment (sensors), and how robots understand what to do (programming); inventing a tool to solve a problem in zero gravity? Now that's something for the books!

In-Camp Available Requirements

Robotics: 1a, 1b, 2a, 2b, 2c, 3, 4a, 4b, 4c, 4d[1], 4d[2], 4e, 5a, 5b, 6a, 6b, 7

Space Exploration: 1a, 1b, 1c, 1d, 2, 3a, 3b, 3c, 3d, 3e, 3f, 3g, 3h, 3i, 4a, 4b, 4c, 4d, 5a, 5b, 5c, 6a, 6b, 7a, 7b, 7c, 7d, 8

Inventing: 1a, 1b, 2b, 3a, 3b, 3c, 3d, 4, 5, 6a, 6b, 6c, 7, 8a, 9

Trades: Welding

Possible Complete Merit Badges Earned:

- Welding

Possible Partial Merit Badges Earned:

- None

A safety briefing is included in the first 15 minutes of this program EVERY DAY. Please communicate to Scouts and Leaders that late arriving scouts may be unable to participate if not present for the safety briefing. This program uses skills from each day to build up to larger/more technical projects by the end of the week. Please communicate to Scouts and Leaders that missing class/arriving late will make it difficult for staff to accommodate program. This program includes technical activities with guidance from 1 of our staff. If you have more than 5 youth registered, 1 adult leader may be requested to join. Please let us know (at check-in) if you have any +21 leaders who are interested in taking part in these elements to aid in supervision and safety. In this exciting program, metal meets fire in a controlled and precise form. Learn the basics of connecting, cutting and decorating with welding systems,

In-Camp Available Requirements

Welding: 1a, 1b, 2a, 2b, 2c, 3, 4, 5a, 5b, 6a, 6b, 6c, 6d, 6e, 6f, 7a, 7b,

Wheeled Sports

Wheeled Sports: Mountain Biking Adventure

Possible Complete Merit Badges Earned:

- Cycling

Possible Partial Merit Badges Earned:

- Bugling

Take on the challenge in this program designed to prepare you for long trips, day rides, and rugged terrain. Scouts will hit the ground running and go from the basic physics of braking all the way to National Forest trail rides like a pro. Learn the necessary tools of maintenance and riding techniques that will get you going for the ride of your life.

In-Camp Available Requirements

Requirements Completed: 1a, 1b, 1c, 2, 3a, 3b, 3c, 4, 5, 6, 7b[1]a, 7b[1]b, 7b[1]c, 7b[1]d, 7b[1]e, 7b[1]f, 7b2, 7b3

Merit Badge Master List

We know many of our Scouts are focusing on advancement and need specific Merit Badges. Here we have made a list of merit badges, and if they are able to be completed in full here at camp, or if your Scout would be leaving with a partial. Almost all merit badges are available to be worked on during Program Wander, just make sure you sign up with that program area so they can be prepared to help you achieve your merit badge goals!

POSSIBLE TO COMPLETE

ONLY AVAILABLE AS PARTIAL

American Cultures	Painting	Bugling	Pulp and Paper
Art	Photography	Camping	Search and Rescue
Collections	Public Speaking	Cycling	Sculpture
Communications	Radio	Disabilities Awareness	Sustainability
Emergency Preparedness	Robotics	Drafting	Theatre
Environmental Science	Signs, Signals, and Cods	Farm Mechanics	Traffic Safety
Fingerprinting	Space Exploration	Fish and Wildlife Management	Weather
Fire Safety	Wilderness Survival	Gardening	Safety
Fishing	Wood Carving	Hiking	Plant Science
Fly Fishing	Woodwork	Indian Lore	Public Health
Forestry	Inventing	Insect Study	Nature
Home Repair	Leatherwork		Music
Orienteering	Metalwork		

AFTERNOON PROGRAMS BY AREA 1:30pm-5:00pm

Arts and Handicrafts	Open Craft: Come in and ask about specific Merit Badges or fun project
C.A.W.N.S	Service Projects: Get signed off on service hours and earn the Wehinahay Service Pin
Histories	Living History: Go back in time as Mountain Man, Cowboy or Dragoon
Medical Programs	CPR Certification: Get certified to save a life with CPR training that only takes one day
Ropes	Open Climb from 2:30pm to 5:00pm weather permitting
Scout Skills	Camp Gadgets and Merit Badges: Come by and choose your own adventure
Shooting Sports	Open Shoot from 1:30pm-3:00pm: purchase rounds in the Trading Post
Skilled Trades	Tinker Time: Each day there will be different things to experience and create
Wheeled Sports	Open Ride from 2:30pm to 5:00pm weather permitting

High Adventure

Backpacking or Base camping

You'll have the opportunity to trek through Lincoln National Forest and camp at our outposts or stay in one place and adventure throughout the day to return to your Cabin or Tent on base!

Our on and off property terrain is great for beginner to experienced hikers and backpackers, with plenty of views and stops along the way.

Our historic sites offer unique visits that aren't offered in the summer and our weather allows for cool mountain air during the rugged day and chilly temps at night to compliment the s'mores and warmth of the sleeping bag.

Philmont practice treks

We've worked together with Philmont Scout Ranch to formulate the perfect Practice Trek week long and weekender programs. Get ready with Philmont Ranger skills, Itinerary review sessions, Advisor prep and gear lists all created and offered by Philmont Staff Alumni!

Come in fully prepared to test your knowledge and skills or let us help your adult leaders plan the experience of a lifetime for your future scouts. Every step of the way from registering for a trek to planning the day to day so you don't miss any programs at your favorite Backcountry Camps!



Adult Leaders' Retreat

Time with fellow scouters and opportunities for a new kind of adventure

Who said you were done with YOUR adventures? Gather your Scoutmasters, ASMs and Parents for the opportunity to trek together and bond as leaders. We have classroom facilities and instructors for IOLS, team building exercises and Lodging for groups of 6 to 12!

Take your best friends on a trip through the National Forest or relax by our fireplace. This really is the "choose your own adventure" you just can't beat!



Register as a group or as a single Scout

Week Long Experience (Sunday through Saturday)- \$2150

(\$2130 Early Bird Discount) (\$2200 Late Registration Fee)

Holiday Weekend (Friday through Tuesday)- \$1500

(\$1480 Early Bird Discount) (\$1550 Late Registration Fee)

Weekend (Friday through Monday)- \$1475

(\$1450 Early Bird Discount) (NO Late Registration Fee)

BEST DEAL: Week Long Experience for a group of 8 (\$266.25 a person!)

Week Long Experience (Sunday through Saturday)- \$2820

(\$2800 Early Bird Discount) (\$2875 Late Registration Fee)

Holiday Weekend (Friday through Tuesday)- \$2440

(\$2420 Early Bird Discount) (\$2480 Late Registration Fee)

Weekend (Friday through Monday)- \$2400

(\$2420 Early Bird Discount) (NO Late Registration Fee)

BEST DEAL: Week Long Experience for a group of 12 (\$233 a person!)

Week Long Individual Participant - \$260

(\$225 Early Bird Discount) (\$275 Late Registration Fee)

(\$25 off for in council participants)

BEST DEAL: Week Long Experience for \$225 a person!

Ages 14-21

Do you have some Scouts looking for High Adventure and some looking for Summer Camp merit badges? Sign up a

Backpacking Crew along with you Camper registration and enjoy both! Send your older Scouts off on their

Backpacking Trip for the week while your Troop enjoys Merit Badge programs, we take care of everything. From

Shakedown and Gear rental to coordinating your Trek back in time for closing campfire!



You'll be able to access your Scout's profile via BlackPug at this link

<https://scoutingevent.com/?OrgKey=BSA413&reservationFromEmail=true&parentPortal>

The Scoutmaster in Charge can access all participant profiles, finances and classes associated with their registration by logging into their account OR parents can access program sign up and payment ability for their own Scout via the "lookup" tab. This is when those meeting and coordinate your scouts' schedules, or update full. It's a great way to encourage a scout in

Each scout has an ID and password assigned to their "parent portal" to activate. Scouts are not able to sign up

MOUNTAIN

UPAY
CAMP

Merit Badge & Activity Enrollment

UPDATING INFORMATION

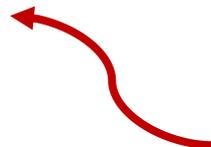
While you're signing up for Classes you can update necessary information like:

- Gender Identity
- Dietary Restrictions
- Date of birth
- Scouting rank

This is all found in the same place!

Don't forget to make notes for our Medic and Admin about any specific accommodations your Scout may need.

Scout name will be displayed here



SEARCHING CLASSES

You can search for Classes by Merit Badge, Program Block Title, Location or time that the program takes place.

The full class list can be found by clicking "view all classes" in blue (center of the screen)

When you find the program you're looking for, just click it! It will automatically move to the left and you're all signed up!



Classes		
	Click a class to REMOVE from	schedule
	SCY3 Art This merit badge concentrates on two-dimensional art, specifically drawing and painting... Day of Class: Mon, Tue, Wed, Thu, Fri Max participants: 15 Slots available: 15 Room Number: Handicraft Room 1 Additional Periods Offered: 6	1 (9-9:50)
	SCY6 Basketry Basketry is a handy skill for a Scout. A basket can be a sturdy companion on campouts,... Day of Class: Mon, Tue, Wed, Thu, Fri Max participants: 10 Slots available: 10 Room Number: Handicraft Room 1 Additional Periods Offered: 5	2 (10-10:50)
	SCY25 First Aid First aid - caring for injured or ill persons until they can receive professional medical... Day of Class: Mon, Tue, Wed, Thu, Fri	3 (11-11:50)

Available Classes		
	Click a class to ADD to	schedule
	SCY20 Emergency Preparedness Scouts are often called upon to help because they know first aid and they know about the... Day of Class: Mon, Tue, Wed, Thu, Fri Max participants: 20 Slots available: 20 Room Number: Dining Hall Shelter Additional Periods Offered: 2, 5	4 (1:30-2:20)
	SCY1 Animation Traditional animation tasks that will test a Scout's creativity, artistic skills, and... Day of Class: Mon, Tue, Wed, Thu, Fri Max participants: 10 Slots available: 10 Room Number: STEM 2	4 (2-3:50)
	SCY2 Archery Archery is a fun way for Scouts to exercise minds as well as bodies, developing a steady... Day of Class: Mon, Tue, Wed, Thu, Fri Max participants: 16 Slots available: 16 Additional Periods Offered: 2	4 (2-3:20)

When you have selected your classes from the right-hand side of the screen, they will appear in the left with the class period, program block information, and location. On-screen prompts will allow you to add or remove classes from your scout's registration.

And now your scouts are all signed up for their classes!

THINGS TO KEEP IN MIND

Individuals must be fully paid for parents or leaders to access the class registration pages. If you have any trouble assigning these funds, we are happy to do so on the administrative end (Be aware that the week before and week after March 1st will be incredibly busy with these requests. Assign funds early and allow 2-3 business days for response during this time.)

We are maintaining strict class-sizes to ensure the quality of our programs. If a Program Block is full, it's possible that it occurs during another class period. If you can't find a program you're looking for, feel free to reach out with any specific questions or concerns about your scout's advancement.

Scouts, parents, and leaders are more than welcome to edit and change classes right up until you leave for camp! When you arrive, you'll receive a master list of the classes that your scouts are in. All changes to this master list must be made by 8am on Tuesday. We do not require scouts to have permission from leaders to change classes on their own. Please be sure to communicate with your scouts if you or the parents have expectations for their schedule.

Some of our classes are not Merit Badge focused and will not count toward advancement so please be sure to read each course description carefully. All scouts are responsible for participation and completion of requirement in our Merit Badge courses to receive credit. Our staff encourage but do not require attendance, participation, or completion of any/all course work.



Health and Safety

We believe that it is always best to be prepared for the health and safety of our scouts. We have several different plans for both prevention and response to unwelcome visitors, hazardous weather, medical incidents, and the spreading of illness. Our protocol is made up of information from the BSA organization, the American Camp Association, the CDC, and local law enforcement, as well as those on our council committees as of 5/4/2022. This preparation is part of our approval process to run camp.

Any updates made to these procedures will be communicated to registered participants and published to our website in real time. Please be aware that these plans may change based on new information/resources. Note that any disruption to the enforcement of these procedures or refusal to comply with Staff instruction will result in removal from camp.

Unwelcome Visitors

We want parents to know that scouts are with only BSA registered individuals have access to campsites and program areas while scouts are on property. We identify individuals by wrist band color. Adult and Youth participants are identified by RED wristbands. Each person receives one wrist band upon arrival, and it is to be worn during the duration of your time at Wehinahpay. Conscious removal or transfer of a wristband will result in removal from camp.

We ask that your Troop match one another as much as possible and do their best to wear BSA related clothing (Troop or council activity shirts and BSA event shirts). Avoid Forest Green T-shirts (to help better identify staff) and bring enough shirts for your stay! Persons not identifiable by BSA related clothing will be approached by staff and can then be identified via wristband. If an individual with or without BSA clothing is seen without a wristband, we'll escort them to the Camp Office to issue them a new one at no charge, using their Troop photo (taken at check-in), their ID or a fellow leader's word to verify their registration or the sign-in book for guests.

In the event that a person without a wristband is identified as an Unwelcome Visitor

- All staff return to their program areas with scouts to continue program until instructed otherwise.
- The Camp Director, Medic on Call and the Ranger will become involved and assist in the removal of the individual from camp property or the official registration of the individual to continue their stay.
- Law Enforcement may be called at the discretion of the Camp Director, Medic or Ranger
- If the situation escalates, other precautions such as Lock-Down or Evacuation may be initiated.

The Lock-Down and Evacuation protocols for escalated situations such as aggressive individuals, possibly armed trespassers, or unauthorized transportation of a Scout are not published publicly and are given to registered Adult Leaders upon arrival. This is to ensure the safety of staff, leaders, and participants in these events.

Please note that any communication with Law Enforcement should be initiated by Camp Administration.



Hazardous Weather

The New Mexico sky can be hard to predict. Our staff are prepared to respond to, and continue program through, many scenarios of unfortunate weather. Rain or shine, we plan on having a blast at camp. However, we know that there are some storms that are better to wait out. We have a Flash Flood, Fire, and Extreme Wind safety plan that is discussed and communicated each week to all participants (based on upcoming weather patterns and Forest Service guidance). In the event of hazardous weather, the staff will expect full cooperation in any evacuation or shelter processes. It's a full group effort and requires patience and focus but can be the difference between an interrupted day of program and a stressful situation.

Medical Incidents

As it happens, playing in the woods can come with its risk of scraped knees and bruised elbows. It's our responsibility to respond to a range of medical scenarios and have made it our mission to be prepared to do so. During check-in, all Health Forms will be given to our Medical Services staff. There is not an exception for this piece of paperwork. No scout, visiting parent or leader is permitted to stay overnight on our property without it. It's vital that our medical staff have access to that information in the event of an injury or illness. This paperwork is referenced and used to determine the best care for each individual, so it's best for the paperwork to be filled by a guardian for youth or by the adult whose name is on the form. Any medical evacuation from camp will result in a pause in program and notification of the persons' emergency contact.

Spreading of Illness (see page 38 for Covid-19 specific policies)

None of us are strangers to the importance of hygiene and consistent monitoring of illnesses in a camp setting. While participants at camp will not be bathing every night, there are ample opportunities to wash hands or sanitize throughout the day and after using our latrines or facilities. Wehinahpay staff always have hand sanitizer with them and are great resources for extra wipes, masks, soap, or sanitizer for your personal use at camp.

We have a strict policy on respecting personal space both with participants and with staff. This is to create an environment where we work together to stop the spread of seasonal illness and germs. You may be asked to give one another space, where a mask, occupy different areas of a room, or our spaces may have signs to limit the number of people there/take certain precautions. These policies vary from program area to program area and will be communicated both verbally and in writing/signage at camp.

Like all the best Scouts, we encourage you to "be prepared" with 2-5 facemasks (bandanas or neck gaiters work great!). Masks are required to be worn at all times in the Medical Lodge and during the Sunday check-in process in the Camp Office.

There may be some scouts, adult leaders, or staff who have been advised to continue to wear masks for their health or who choose to do so. A scout is kind, and our staff will do our best to make sure everyone has the opportunity to take part in our programs safely. So please let our Medical Staff know if:

- You are in the high-risk category
- You need access to N95 masks for program settings
- You have any condition making mask-wear difficult or impossible



Other things you'll need to stay your healthiest include personal sized hand sanitizers, adequate under garments and socks for your stay, toiletries, allergy medication (if applicable), personal tissue packs, and of course your water bottle! Staying hydrated once you are at camp is an important part of staying well throughout your session.

Sharing water bottles is strongly discouraged and scouts will not be permitted in program areas without a water bottle of their own.

COVID-19 SPECIFIC PREPARATIONS

To ensure the wellness of other participants and the staff, we suggest Covid-19 tests to be taken as close to your travel as possible.

Individuals without the appropriate signatures on our HEALTH AND SAFETY WAIVER will not be allowed to enter Wehinahpay property.

ALL ILLNESS RELATED CANCELLATIONS WARRANT A FULL REFUND AT ANY TIME

REQUIRED FORM, DOWNLOAD OUR COVID-19 WAIVER HERE:

https://www.wmc-boyscouts.org/files/ugd/35bea0_82b4f8250a0c499bbf0c98194af5d5ff.pdf

A RESOURCE FOR YOUR USE: DOWNLOAD THE PARKING LOT QUESTIONNAIRE:

https://www.wmc-boyscouts.org/files/ugd/35bea0_c7711378fffb4d498a56288e05e3e151.pdf

REVIEW "SPREADING OF ILLNESS" ON PAGE 33

Contact Kim.merry@scouting.org with any concerns regarding Covid-19 specific preparations.

We're here to make this process as smooth as possible.

THINGS TO KEEP IN MIND

Refunds are not given for individuals or Troops who leave early for any reason. Inability to complete course work due to illness or physical limitation may warrant a refund for specific program fees (i.e. WFA or CPR certification, Program charges for Brave Trails and guide charges for LNT Training) at the discretion of the Camp Director. Failure to attend or complete coursework will result in the instructor withholding certifications.

Failure to comply with emergency instructions of our staff may result in the removal of the individual or Unit from Wehinahpay property. This includes but is not limited to preventative instruction, basic safety measures and instructions that help to maintain a positive and healthy camp atmosphere.

ADULT LEADERS:

As the individuals responsible directly for the safety of your scouts, please be sure that all scouts have reviewed the packing list and are prepared for the weather conditions of our property.

Rain Gear, warm layers and water bottles are vital for the health and safety of your scouts and are **REQUIRED** elements of our camp's packing list.

Travel to Camp

When should you Get to camp?

Do not plan to arrive any earlier than your assigned check in time.

We know things happen, travel takes longer than you had planned, vehicles require maintenance and flights are delayed. No worries!

Our Office stays open until the last crew checks in.

Let us know if an event causes your Troop to be delayed! We can save you some food and catch you up on anything you might've missed or send you off to bed for some much needed rest and plenty of guidance in the morning.

LOOKING TO STOP CLOSE BY?

The Conquistador Council owns 2 properties that are available for use on your way to camp. Camp Jim Murray located in Hobbs NM and Dowling Aquatics Base located in Carlsbad NM.

Contact our council office for more information:

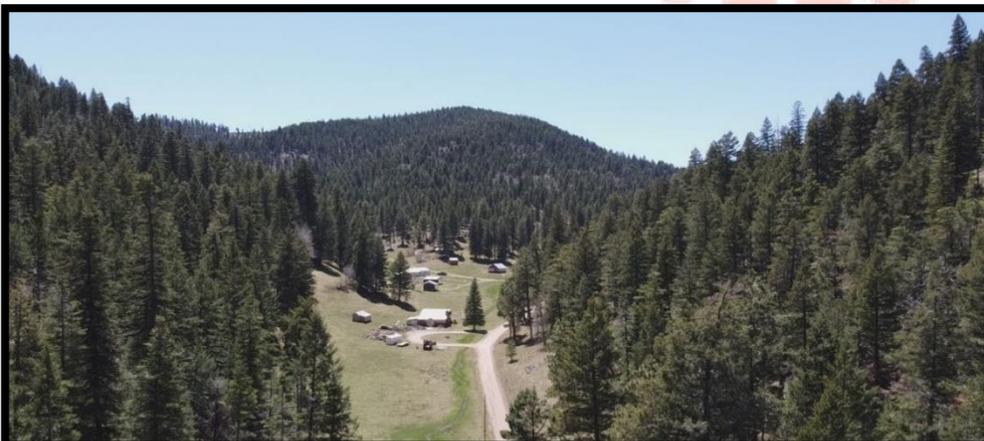
Phone 575.622.3461

www.conquistador-bsa.org

NOTES ON TRAVEL

Coming from the East: Do not pass Roswell or Artesia without filling up with gas. We suggest topping off again in Mayhill or Weed before coming into camp as well.

Coming from the West: Alamogordo has reasonable prices and as you head up toward camp it will get more expensive. We suggest getting gas before heading up the hill and then you'll only have to top off in Weed.





Before Arrival

ASSIGN CAMP RESPONSIBILITIES

The SMIC or Scout Master In Charge, as well as their Adult Leaders are to oversee the Troop at **ALL** times. For the duration of their stay at camp, they are responsible for the conduct and discipline of the Scouts. All activities engaged in by Scouts and leaders shall be strictly in accordance with the Scout Oath and Law and policies of the BSA. Encourage your unit to set an example by exhibiting good manners, fellowship, sportsmanship, and cleanliness.

The unit leader is responsible for maintaining the safety and cleanliness of the campsite and latrine area.

If your natural patrols are not coming to camp, organize summer camp patrols. Elect patrol leaders before camp. Work on ideas as summer camp patrols and have patrol leaders represent the group at camp. Your campsite is your home for a week, so work on making it represent your troop. Bring banners, flags, and other Troop merch to dress it up. Understand that the upkeep of a campsite takes everyone's effort! Each campsite has a spot for you to post assignments or Troop messages while in camp!

CONFIRM YOUR CLASS SCHEDULES

Let your scouts know that changes can be made all the way up to arrival! But classes fill quickly, and options become limited the closer you get to camp.

It's best to be fully paid and registered for classes early so they can be sure to get into the programs they're most excited about, pay any fees, gather supplies and pack accordingly.

Some certifications and badges have required attire or prerequisites that may need some attention before arrival. Please read program descriptions carefully to ensure accurate registration.

HEALTH FORMS AND GATHERING PAPERWORK

We know there are a lot of papers to keep track of, so we always suggest starting early! Keep a binder and slide the necessary forms in as you collect them.

Set deadlines for the scouts and parents that give you some wiggle room to chase down signatures etc.

The pre-camp paperwork checklist:

- Add to Black Pug: DIETARY RESTRICTIONS
- Add to Black Pug: GAURDIAN CONTACTS
- Add to Black Pug: CLASS SELECTIONS
- Collect: HEALTH FORMS and WAIVERS (printed)
- Collect: YPT, Weather Hazards certs. (printed)
- Here's a link to all of the necessary paperwork for you to download and complete!

<https://www.wmc-boyscouts.org/about-7>



COLLECT YOUR TROOP GEAR

The camp facilities and equipment provided by Wehinahpay are meant to enhance your experience in camp. Your Troop is responsible for conducting a check-in inventory to be sure you have everything you'll need in your site. If something is missing, please ask your Troop Guide to find a replacement. Carefully note any existing damage on ALL equipment and facilities, then sign the inventory form. You are then responsible for any loss or damage to equipment and will be charged at the end of the camp period based on this form.

The Trading Post offers complimentary supplies for creating camp gadgets and camp crafts. There are also gadget kits available for purchase!

You may wish to bring some items of your own with you to personalize your camp, aid in Troop programs, or make your stay more comfortable. We encourage getting creative!

Latrines are designed for disposal of human waste only. They are NOT garbage cans or trash disposal vessels. They were not designed to digest cans, foam products, bottles or greasy dishwasher. Please be sure to ask for your garbage cans to be emptied and bagged as needed and do NOT let them overflow.

Need to rent any camping gear? Let us know what you're looking for and if we have what you need, we'll have it ready for when you get here.

Refer to the packing-list on page 11 for a breakdown of personal and Troop gear.



LAST BUT NOT LEAST

We give every Unit a phone call 2 weeks before arrival to update you on your payment status, confirm your roster, double check your classes, answer questions, give a weather report and get last minute details all buttoned up.

This is your "Camp Call"

This phone call is the last opportunity for any refunds, getting help with Covid test information, or making significant changes to your arrival time.

It's vital that we connect with you before your arrival to ensure that we are as prepared as possible for your summer camp session.

If your schedule is hectic or you prefer to plan ahead and would like to schedule our call, send an email to Kim.Merry@scouting.org with your preferred date and time for a phone-call (between 2 and 3 weeks before your event).



What to Bring

Some tips on what to pack and how!

- Trunks VS. Duffles – A hard trunk is preferred by many campers as it's easy to open, sturdy and reliable. Note: it may be difficult to carry without a buddy! You can pack much more in a trunk than you can in a backpack or duffle bag, but straps make for less hassle when moving around our campsites and into your tents. If your main concern is space during travel, Trunks fit more but Duffles squish! Communicate with your Unit to be sure everyone is aware of how much space there is in your trailer and vehicles.
 - Label all belongings – Include your first and last name as well as your Troop Number on as many belongings as possible. You'd be surprised how many campers bring identical items.
 - Bring Layers – Although the summer in New Mexico can hit the 80's, the mountains are notorious for our frequently chill weather. Know that Hypothermia is one of the most common reasons for Med Lodge visits! Come with warm clothes!
 - Pack Some Extra Ziplock or Plastic Bags – Clothes and shoes can get muddy or ruined so pack some spare bags for any drenched clothes. This will also help your bag or trunk stay nice and dry.
 - Communicate with Adult Leaders regarding Medications –All medications, whether daily or as needed, MUST be noted on the BSA Health and Medical Record. Place all medications in a clear ziplock bag with your name and Troop number on it for easy access. Our Medical staff will check to be sure you have what you need and review your Troop's storage plan.
 - Don't forget your Day Pack! – While our Program Areas provide you all of the tools you need to successfully complete Merit Badges, you are responsible for a few things of your own. During the day you should plan to have:
 - Water Bottle of your own
 - Rain jacket and pants
 - Long pants or the bottom of your zip offs (required for climbing, biking, and C.O.P.E activities)
 - Flashlight or headlamp
- Scouts are likely to want:
- Journal and pen
 - Book for free time
 - Personal fishing gear
 - Personal PPE for C.A.W.N.S (like rated glasses, leather gloves or ear plugs)
- Any item we require you to have will be available in the trading post or by request (to rent from our Commissary or purchase from the Trading Post)

SEE OUR PACKING LIST AND GET STARTED!

CAMPER PACKING LIST

Print this page out for each of your scouts!

REQUIRED Personal Gear

_____	**Medications (in accessible Ziplock bag)	_____	*Mess Kit
_____	Backpack for daily use between classes	_____	Camp Mug/Camp Cup
_____	Heavy blanket	_____	Weeks' worth of Socks
_____	Warm Sleep Clothes	_____	weeks' worth of under garments
_____	30 degree Sleeping Bag (liner recommended)	_____	reusable facemasks (2-5 are recommended)
_____	2 warm layers of Sweater or Sweatshirt	_____	Leather boots or Hiking Boots
_____	Rain jacket and pants	_____	bathing supplies and towel
_____	1 pair of Jeans or long pants (sturdy fabric)	_____	dental hygiene supplies
_____	Activity Uniform as designated by Troop	_____	sunscreen and bug repellent (non-aerosol)
_____	Field Uniform	_____	2 or more water bottles
_____	Long sleeved shirt or flannel	_____	Campsite shoes/ Sandals
_____	1 100% cotton long sleeve shirt	_____	Closed toe shoes for program

RECOMMENDED ITEMS

_____	Watch	_____	Spending Money (we recommend \$50)
_____	Notebook & Pen	_____	Pillow
_____	Camera & Film OR phone charger	_____	Scout Handbook (especially important for our First Year Campers program)
_____	Hammock or personal tent (for overnights and campsite personalization)		
_____	Religious texts, prayer mat or other faith related items. (We recommend bringing spare faith related garments/headwear or planning on washing them throughout the week)		

We suggest each item of clothing and equipment be labeled with the camper's name and Troop number. This will be helpful in returning lost items to their owners!

*Our dining hall requires Scouts and Adult Leaders to bring a mess kit. We suggest a wide bowl and Spork-knife or chopsticks, but feel free to be creative and bring whatever works best for you! Dishwashing stations/storage are provided at the Dining Hall.

**Medications must match the written items on each person's health form and be noted on the Medications Log to be registered with our Medical Lodge upon check-in. We are able to store and assist in administering any medications you may need, but suggest the Troop manage storage and administration within their campsite.

PROHIBITED ON PROPERTY:

Alcoholic Beverages. Unregistered Medications or unregistered medical paraphernalia of any kind.
Fireworks. Firearms or Airguns of any kind. Personal Power Tools.



Upon Arrival

At the Gate

Your first stop when you arrive at camp will be medical check-in.

There will be a staff member at the gate of the property to welcome troops in! They'll have a Vehicle Pass for your cars and trailers as well as a few pieces of important information for your SMIC! They are also going to be controlling the traffic through our first Check-in stop! At this point **everyone is to remain in their vehicles.**

In the past we have had two staff members waiting inside the gate to run contactless temperature checks. Please be prepared for this dependent on the state of wellness in our local communities.

What happens if someone appears to be running a fever?

Our threshold for a fever is 99.5°F. Anyone presenting with a fever will be pulled aside to wait for 15 minutes in our Lodge for re-check. Medical staff may choose to perform a rapid-antigen COVID test on anyone with an elevated temperature. (Even if you've recently tested negative. However, we've caught fast-moving cases this way before. That's why we reserve the right to perform another rapid test on-site.) **If someone tests positive for COVID at check-in, they and everyone in their car will be sent home.**

Our road is one-way, and we do not have a shaded parking lot for you to wait in so, it's best to wait on the road near the shaded gate as we generally Check-in one troop at a time as per your assigned arrival slot.

Next up, **the Greeting Crew will direct the SMIC to bring the troop's medical paperwork to our Camp Director's Cabin** where our medical team are ready to file all of your health forms as quickly and accurately as possible.

Medical paperwork includes the following:

- Health and Wellness waivers for every participant (including adults)
- BSA Health Form parts A, B1, B2, and C for every participant (alphabetized)
- Medication Administration Logs (ALL medications must be listed for the scout on this form)





Medical Check-In

The best way to crush medical check-in.

When preparing your medical paperwork binder/folder, we ask that you:

- Put forms in alphabetical order by last name
- Organize your Health and Wellness waivers behind each person's medical forms OR in the same alphabetical order in a separate section of the binder
- Do not put stapled health forms in plastic sleeves - we will have to take them out! Front and back of every page of your form should be visible. (we suggest stapled forms get hole punched and put in the rings in order. This way our staff can remove the whole stack, look through them, and return them to the binder no problem!

Neglecting these three simple steps can cause 30 minutes to an hour of delay for you and your Troop. Help us streamline the check-in process and get you to your campsite faster so you can head off to the fun stuff!

What is medical staff looking for in your forms?

- We are checking the completeness of your forms. Individuals missing any page of the Health and Medical Record cannot stay overnight on camp property.
- We are checking for **allergies or medical conditions needing medical alert bands.** These conditions include (but are not limited to): asthma, severe allergies requiring Epi-Pen, diabetes type 1 and 2, seizure disorders or a history of seizures, and cardiac disease (excluding simple hypertension). We issue participants of any age these alert bands so that our staff can respond more effectively in case of an emergency
- We are checking your medication administration log **to ensure that any medications your troop has brought to camp are listed on the form,** to better respond to medical emergencies, offer more informed diagnosis, and avoid preventable issues by checking in with Adult Leaders and scouts throughout the week.
- We will also be confirming with you that any participant with a lifesaving medication (such as inhalers, Epi-Pens, or Glucagon) feel confident in carrying their rescue medication with them at all times.

CONTROLLED SUBSTANCE POLICY (expanded in Health and Safety on page.)

If you intend to lock up controlled medications or have medications that require refrigeration with our medical staff, we will collect those medications from you at this time. If you intend to administer medications for your scouts yourself, we will check with you that you have a lock box, or will be locking the medications in your car, and that you have a way to keep medications cool, if applicable. Then together we will sign the form to indicate who is responsible for locking the medications up.

Controlled substances MUST be locked up, either by you or by us. Common controlled medications include (but are not limited to): anxiety medications such as Xanax, Klonopin, and Valium; ADHD medications such as Vyvanse, Ritalin, Strattera, and Adderall; and pain medications such as Tramadol, Vicodin, and Percocet.

***** Any missing or incomplete forms are to be completed and returned to the medic lodge by 8:00pm! *****



Meet Your Troop Guide!

Arguably the best friend you'll ever have and the coolest staff member you ever meet.

When you arrive at The Maddox (our central office and camp hub), you will be greeted in the parking lot by a "Troop Guide" who is assigned to your unit for the entire week to ensure that you have everything you need for a wonderful camp experience.

Our Parking Lot Staff will help the troop park and unload while your Troop Guide takes your SPL and SMIC through the Camp Office process. They'll have all of the information they need to get you squared away for the week. All the SMIC needs to do is have the following items at the ready in an accessible box or bag.

- Form of payment for any outstanding camp fees.
- Current (PRINTED) YPT certifications for all 18+ participants/adult leaders
- Any updates or changes to the roster/class selections (written in detail)

As long as you have the items listed above, check-in is fast and easy. Your Troop Guide will assist you as you visit our Camp Office, Trading Post, Leaders Lounge and Med Lodge. These are all located at The Maddox building!



When you're finished in the Maddox, it's time to get you to your campsite! We suggest that mostly backpacks and duffels (with long straps) be used in packing. It's best to bring personal gear in a container that works best for you, but just know that heavy trunks may require a bit more Scouting Spirit to lift in and out of our Gear Transport Trailer.

BUT DON'T SET UP JUST YET

First, we'll take your Troop on a tour of the camp! While our camp is quite long, most of the tour happens in around 30-45 minutes! We'll take you up to the dining hall, over to The West Side (our program hill) and back down to the Maddox for the opportunity to sneak peek the Trading Post!

This tour gives your scouts the opportunity to map out where they need to be in the morning, but don't worry if you don't quite get it, or miss seeing your program area! Your Troop guide will be with you at breakfast to answer any lingering questions and see you off in the right direction!

ORIENTATIONS

Before your Troop guide leaves you for the evening to set up and settle in, they are going to sit down with you back at your site to discuss Orientation! We have orientations that take place right after dinner, they'll go over who needs an orientation and what individuals should be doing if they don't have one! That way you have a heads up and your SPL can communicate their expectations for the Troop before your first meal at camp!



Settle Into Your Site

Aaaaaah. Campsite Sweet Campsite. Your personal space for the whole week!

ADVENTURE CAMPING SITES

On “The East Side” we provide tents and cots set up and ready to go! Wall Tents in the Adventure Camping sites are more like 9x9 rooms than regular tents. They have hard floors and are supported by a metal frame that houses 2 canvas cots. These tents have sheltered many scouts and will hopefully shelter many more. So, it’s important to utilize the broom and sani-spray, report any leaks/floor issues, and close all doors and windows before leaving your campsite each day to prevent any fees associated with damage.



There is no overnight storage of food in the Adventure Campsites at Wehinahpay. Eating areas can be pointed out by your Troop guide if you plan on offering cracker-barrel or have any plans for cooking a meal during the week with the scouts.

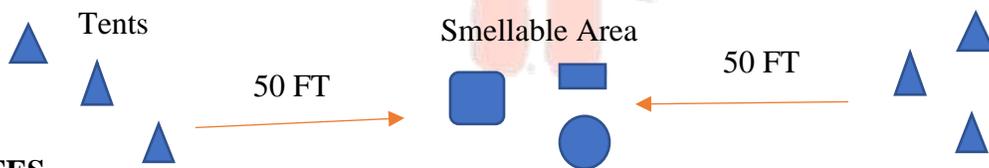
RUGGED CAMPING SITES

Rugged camping is on the “Upper East Side” just up the road from Adventure Camping and gives Scouts the opportunity to erect their own tents and truly personalize their site! This area shares one latrine and one shower house but has multiple wash stations for Troop use. Each Campsite has a firepit, water container (for splashing out fires), and picnic table. All it needs is your final touch!

If you are renting Backcountry Tents from Wehinahpay they’ll be waiting for you at your site. These tents are used year-round to offer program to hundreds of Scouts, we understand that wear and tear are inevitable but ask that you take care in using them. Rips in fabric, popped seams and some zipper issues can be repaired if you talk to us about them when they happen! Any misuse of gear, extensive damage or soiling of the tents could result in a fee upon return.

Food should be kept to the smellable area around the Picnic Table, Fire Pit and Designated Smellable storage. Tents must be erected at least 50 ft away from and not between any of these areas.

EXAMPLE:



ALL CAMPSITES

Remember that your campsite is your Home for the week. This means that your space should be respected by other Troops as well as your own Scouts. Please report any unscout-like behavior or activity to a Staff member so we can ensure a pleasant time for everyone in camp!



Things to Know

Please don't water our grass! Drinkable running water is available to every site and we ask that scouts only use the water when filling a container.

For example:

- Filling water bottles or drinking jugs
- Filling a pot or basin for handwashing
- Filling a bucket or Ziplock for laundry
- Filling your fire-splasher in preparation for a campfire

Campsites are checked by staff each night (usually starting at 9pm and finishing by 10pm). Here's what they'll be hoping to see when they visit. Items marked with \$ could result in a fine for your Troop or removal from camp.

- Firepits cold to the touch (\$)
- Clotheslines secured and gear off the ground
- Food cleared from sites or properly stored (\$)
- Outdoor trash receptacles sealed appropriately (\$)
- Latrines ready for use
- Troop decorations and signs appropriately displayed

This list of items is also used in our Honor Troop point system!

We currently have electricity available in specific tents for those with CPAP or other electrical necessities. **THIS SPACE IS LIMITED.** Let us know if you need access to electricity overnight and we can assign you to one of the sites closest to these tents. Please note that capacity may require adults to share a tent for electrical access.

HONOR TROOP

Every Unit is given a sheet of tasks, gadgets and challenges that award your Unit points. At the end of the week these points are added together and used to determine the Honor Troop for your session!

All you need to do is remember the Scout Oath and Law, pay mind to Staff instructions and get creative with your campsite! At Closing Campfire, the Honor Troop will be given a ribbon and special gift.

MAPS OF CAMP

Your Troop Guide will point out what they can during Check-in, but it's impossible to see from one end of camp to the other. We have a large map across from the "Big Board" in front of the Maddox. Our troop guide will explain the use of the Big Board as well as point out notable distant locations on the map so that your Scouts can easily orient themselves and find their classes in the morning!



USING THE MAIN ROAD

Our main road is really our most used trail in camp and it is one way. **DO NOT DRIVE BETWEEN 8AM AND 5PM WITHOUT STAFF PERMISSION/ESCORT.** There will be projects along the side of the road, participants and scouts walking to and from classes, as well as deliveries and maintenance vehicles. We coordinate all vehicles very carefully and any additional activity can be hazardous.

NOTE: we have some smaller Scouts as well as 3 K9 staff members who may be difficult to see when walking alongside other people. When driving, we ask that all vehicles stay to the UPHILL side of the road to allow safe passage for these individuals who may be difficult to see.

TRAILS AND NAVIGATION

As we're developing our trail system, you may be prompted to follow stakes, blazes or small flags to get around camp. These trails have varying levels of quality at this stage of development. Please let us know if you have difficulty getting around camp and we would be happy to assist you with our commissioner's buggy or share an alternate route that is shorter/easier on the body.

PROGRAM AREAS

Our program areas all have flags waving at their entrance as a marker. Some of our program areas include potentially dangerous activities, so we ask that you note any red flags flown alongside the program markers and do not enter those areas (Range flags at Shooting Sports and Safety Zones around COPE and Climbing). All program areas are marked on our large map but left blank on personal map prints. We do this to de-clutter our small maps and allow Scouts to write in information that is most applicable to them!

A Scout is Clean

Each troop will be assigned a day (either Monday, Wednesday or Friday) and a shower house to clean, along with other Troops. Your shower house that you are assigned to will be check by one of our admin staff. Failure to report to your cleaning day could disqualify your troop from honor troop.



Dining Hall Procedures

- Troops will meet on the dining hall parade field lined up for breakfast and dinner. From there, the camp director or program director will dismiss you into the dining hall for meals.
- backpacks, jackets, walking sticks must be hung on the hooks outside of the dining hall.
- Please don't sit, stand or hang on the railings outside of the dining hall.
- Please don't let the dining hall doors slam.

Hoppers

Hopper is someone who helps in the kitchen and in the dining hall. Hoppers are the backbone of making the dining hall run smoothly and enjoyable. Through your cheerful service we are able to run a safe and efficient dining service

Adult

Each Troop is assigned a meal to help our staff manage our youth hoppers and ensure that the dining hall runs smoothly. One adult per unit is to report to the dining hall staff at the beginning of the meal for hopper responsibilities and then for dish duties after the troop is dismissed. Failure to report to an assigned meal could disqualify your troop from honor troop.

Through your cheerful service we are able to run a safe and efficient dining service.

Youth

Two scouts from each troop will be hoppers. Their duties include

- Showing up 15 mins early to each meal to set up their table
- Bringing out the food for their table.
- Keeping up with their assigned task throughout the meal
- Directing the Troop while cleaning up their table after every meal
- Sweeping and mopping their area around their table
- Getting a staff member to check on the area before dismissing the troop

Failure to fulfill hopper duty could disqualify your troop from honor troop



Phone service and WiFi

Be aware that phone reception is non-existent for most carriers up at camp. If you need to make a reliable call, we have a couple options! There are two landlines at camp for use upon request, and for Adult Leaders we have WiFi access, Coffee, snacks, a printer and personal device storage in the Leaders Only “Wehinahpay Café” upstairs in the Trading Post.

The WiFi here is available during Trading Post hours (8am-5pm and 7pm-9pm) to send messages, check email, update parents etc.



MAIL

We go out to the post office every Monday, Wednesday and Friday. Expect all mail to take a day longer than usual due to the remote location. Mail will be distributed at the meal after its pick-up or during Adult Leaders Café the next morning.

Scouty McScout, Troop 0000
Wehinahpay Mountain Camp
319 Potato Canyon Road
Sacramento, NM 88347



UNIFORM AND CAMPER SHIRTS

Uniforms: Wehinahpay Mountain Camp recommends the following camp attire:

- During the day and all evening program: Participant Tee
- Dinner, campfire, and services: Field Uniform or Dress Uniform
- Morning assemblies and breakfast: Field uniforms are optional but not recommended unless you have a pack to store them in for the day or an adult leader to collect them before program.

Camper Shirts: Wehinahpay Mountain Camp provides 1 Camper shirt per participant. More shirts are available for purchase in our Trading Post OR Troops are welcome to bring their own. Whether you’re designing a shirt for camp (feel free to use our art), have a design for your Unit, or are simply matching in color we do ask that you match as much as possible AND AVOID FOREST GREEN SHIRTS AS THIS IS OUR STAFF COLOR.

Please note that it is not the role of the camp staff to be the “uniform monitor,” however, we do insist that uniforms be worn correctly and appropriately, out of respect for other units and The BSA Program.



TRADING POST AND WEHINAHPAY CAFÉ

CLOSED DURING BREAKFAST
Opens at 8am

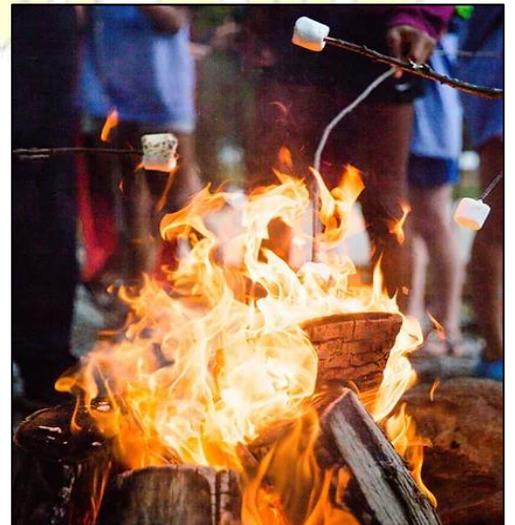
HOT COFFEE
Monday through Friday 8:00am-10:00am

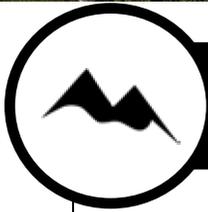
OPEN DURING LUNCH
Monday through Friday

½ OFF SNACKS DURING FAIR DAY
Fridays 1:00pm-5:00pm

CLOSED DURING DINNER
Closes at 5:00pm

OPEN FROM 6:30PM-7:30PM
Monday through Friday



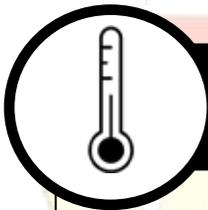


ELEVATION

Wehinahpay is located in a narrow canyon high in the Sacramento Mountains. We sit around 8,500 feet above sea level and some of our hiking trails have areas that sit well above that. One of the downsides to our elevation, is altitude sickness. Make sure that you and your scouts drink plenty of water. It is also helpful to do some preparation BEFORE camp to help everyone have a better time!

Being proactive with hydration at least 72 hours before your trip and walking each day for a week before will help the scouts be ready for our terrain.

Note- our campsites are all located uphill from many of our program areas and Adult Leaders are not permitted to take vehicles past our parking lot. We advise Adult Leaders with limited mobility to discuss their options with our staff before their arrival. Personal UTVs and Bikes may be permitted, ask about our policies to see if anyone in your group qualifies.



TEMPERATURES

Wehinahpay temperatures range from 45 degrees at night to 75 degrees at the heat of the day. Make sure that your troop packs accordingly. Even if you have a warm sleeping bag, it is 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.

On rainy days, temperatures seldom reach higher than 70 degrees. Pack waterproof gear and bring a few extra under-layers just in case.



LET US KNOW

Call-out Ceremonies: The Order of the Arrow is the Boy Scouts of America’s national honor society. Members can opt to have a Call-out ceremony here at camp, as long as your home Lodge gives you written permission to do so. Our Call-out happens on Friday during the closing campfire, so bring your sashes to represent your Lodge and give us that information Tuesday during your session at the latest.

Cracker Barrel/ Thorns + Roses: If your Troop has any nightly traditions or you have a plan to offer a special snack on Troop night, let us know! We’d be happy to help you store your food items and check your campsites a little later to avoid interrupting your time together.

Rank Advancement Scoutmaster Conferences: Wehinahpay boasts a gorgeous location called “12 Points” for privacy or moments of reflection. We highly suggest using this spot for Scoutmaster Conferences, Acknowledgment of your faith, discussions with patrols or members of your Unit and to encourage reverence. Due to the secluded nature of 12 Points, we ask that Adult Leaders inform us of their use to avoid interruption, maintain YPT and ensure others are able to utilize them as well.

Cobbler Cook-off: Use our pantry or bring your own! Cobbler Kits are available for purchase in our trading post, but if you have a recipe that is sure to win this Dutch-oven event, we can store the necessary ingredients for you! Space is limited so be sure to contact us in advance with your # of entries and to secure a spot for your eggs in our fridge!

Private vehicles: Full-sized vehicles are not permitted in campsites and are not to be driven in or out of camp Monday-Thursday, unless approved by the Camp Administration. Vehicles present a safety hazard as our main road is also our main trail. This rule will be strictly enforced for both staff and participants; some disabilities or circumstances may warrant a vehicle pass.

Ask our staff about bringing a personal UTV, Golf Cart or Bike for ease of mobility around camp. Please contact Kim.merry@scouting.org to make a request. These requests do not carry over from year to year. Note that Helmets, Gloves, and The Online training certification is required for UTV usage. Note that UTVs Go to the ATV Safety Institute site online course link:

<https://cvt.svia.org/login/index.php> certificate must be brought with you to camp.



K9 Staff Members

Wehinahpay Mountain Camp has three K9 Staff members.

For this reason, we do not allow non-service animals to attend camp events.

Dude: Is a Catahoula German Shepard mix. His main responsibility is with cattle and Cayote/Bear control. He's a sweetheart and a Certified "Good Citizen" meaning he loves it when scouts visit with him but will not generally approach people while he is "on the job." He remains mostly in the office or leashed with a staff member on perimeter walks. Please keep in mind that Dude is a BIG dog, especially compared to the size of some of our younger scouts. If you have scouts who may be fearful of him or scouts who are allergic, please let us know! It is no trouble at all for us to have Dude spend time at home with his siblings while your scouts are here.

Setsu: Is a Husky Shepard mix. She is our Med Lodge's Emotional Support Animal. Her priority is keeping campers happy even when times may be tough and she's especially great with Scouts who are missing home. Setsu has a LOT of fur and with how loving she is, it's easy to find your shirt or pants with a bit of fluff stuck to them after interacting with her. She's a Medium to Large sized dog and is quite spunky and interactive. If you have scouts who may be fearful of her, or if you have scouts who are allergic, please let us know! It is no trouble at all for us to give her some PTO while your scouts are here.

Ruger: Is a Blue Healer Staffordshire Terrier mix. In his younger years was the model for our Summer Adventure Patch! While he no longer models or has antlers and has shrunk quite a bit, he still likes to make camp visits when he can. He's a Small to Medium sized chunky dog who is a fetch champion and is chill as can be. If you have scouts who may be fearful of him, or if you have scouts who are allergic, please let us know! Ruger will have no problem signing autographs away from camp.

Please let us know if your group will be accompanied by a service animal.

Our policy is to keep all K9 Staff Members in their homes and away from program/campsite areas for the duration of a Service Animal's stay. This is to allow the Service Animal space to effectively do their job and prevents confusion amongst staff and participants regarding

Animals that may or may not be pet/played with.



DOUBLE CHECK YOUR MERIT BADGE INFORMATION

Merit badge Credits are available on Friday at 1:00pm in the Wehinahpay Cafe. We will give you a print-off of the merit badges earned, listing both completed and partial merit badges.

You are welcome to print off unlimited copies of this report when you leave camp. All you need to do is log into the registration system and click on the report that you would like to run and print it out in “Blue Card” format.

If you have any questions or you feel like there has been a mistake, this is the best time to speak with our Camp Director to get the issue resolved. Any merit badge completions made on Friday afternoon will be reflected online by Monday morning.

SIGN UP FOR YOUR NEXT ADVENTURE

Wehinahpay Mountain Camp not only provides excellent summer temperatures but also unique Fall and Winter camping experiences.

The Sacramento Mountains will change colors and typically have snowfall from January thru March. Whether it’s a weekend campout or a High Adventure Trek, reserve your cabins or register your older scouts before you leave camp for some gnarly discounts!

APPLY TO BE ON STAFF

Fill out a Staff application for 2023 or sign up to stay for the rest of the summer! We’re always looking for volunteers with specialized skills (21+), Counselors in Training (13-18), and Program Staff (14+).

Every Friday, our staff host a small get together on “Staff Hill” where participants can ask questions and see what life is like as a Wehinahpay Staffer!

CHECK-OUT

SCHEDULE DEPARTURE TIME

During Check-in, we’ll discuss and schedule your departure time so that we can help where needed and get you out of camp in a timely fashion. It’s best to be ready to leave before your Departure time to ensure safe and efficient travel.

Your departure time is rather strict, as our road is not wide enough for two vehicles to pass one another. Missing your departure time may result in a delay of up to 20 minutes to allow camp and work vehicles safe passage into the camp.

PACK UP

A staff member will meet your troop at your campsite 20 minutes before your departure time so that we can help with a final sweep, assist in bringing the last of your gear to vehicles and begin the check-out process with you. Coordinating tasks with your scouts ahead of time helps campsite break down run smoothly.

CHECK OUT

Receive your patches and thank you packet from the office and pay any incurred fees at this time.

The Trading post will NOT be open for new purchases, only final pay-out transactions will be taken at this time. Please be sure to complete final purchases and collect your desired merchandise by Friday (when the Trading Post is open until 9pm)

DEPART

We ask that Troops leave camp no later than 9AM on Saturday. Breakfast will be grab n’ go style foods beginning at 6AM.

SAFE TRAVELS!





MOUNTAIN
Wehinahpay
CAMP





Discrimination Policy

It is the policy of Wehinahpay Mountain Camp not to discriminate against any person based on gender, identity, race, color, religion, creed, age, marital status, any legally protected characteristics, or characteristics of self-expression within the administration and participation of any program.

Wehinahpay Staff will endeavor, as far as practically applicable, to meet the needs of disabled participants and staff under the direction of the Americans with Disabilities Act of 1990. Any Scout or leader with a disability requiring the intervention of the camp staff, presence of an assistant or service animal, or requiring specific program materials should contact the camp administration before attendance at summer camp.

Privacy Notice

By participating in the Conquistador Council activities, you agree to allow the Conquistador Council to use your image in camp and council promotional materials.

Emails and Names are collected for promotional messages and future opportunities for program facilitated by the Conquistador Council and its properties.

No financial or medical information is collected without registration or saved after your registered event by Wehinahpay Mountain Camp.

WEHINAHPAY MOUNTAIN CAMP

319 Potato Canyon Road
Sacramento, New Mexico 88437
575-687-2691