



2024 LEADER'S GUIDE TO SUMMER CAMP

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

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

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

Yours in Scouting,

Karl Shelton

Karl Shelton
Scout Executive
Conquistador Council

2024 Leader's Guide— February Update

It's finally here! An update to the leader's guide for Wehinahpay Mountain Camp.

Update at a glance:

- Scoutcraft Area merit badge options expanded.
- Return of the Trail to Eagle Area, focused on Eagle required merit badges for those gunning for success.
- Information regarding merit badge registration.
- The current class schedule.
- Additions to the health and safety section, covering med forms and procedure, and dietary needs.
- A travel section covering how to get here, a possible place to stay on your way to camp, fun places to visit around camp, and info regarding travel while on camp.
- A map to camp.

Look for  which marks a new or updated section.

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



Registering for

CAMP

Session Dates



Session 1: June 16-22

Session 2: June 23-29

Cub Camp: TBA

Session 3: July 7-13

Session 4: July 14-20

Session 5: July 21-27 (Pending)

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

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

Registration Types



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

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

Youth Participants

Adventure Camping Youth

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

Counselor in Training

For Scouts who want a taste at what it is like to be a staff member at Wehinahpay, we offer a quality Counselor in Training program that allows trainees to learn the ins and outs of staffing while working on merit badges. This program runs for 3 weeks.

Adult Participants

Adult Participant

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

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

Visitors

Visitor Pass (Day)

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

Visitor Pass (Overnight)*

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

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



Why Wehinahpay?

Mountain Air

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



Lifelong Impact

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

Aerial Adventure Park

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



Modern Shower Houses

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



Program

Merit Badge Program

COPE/Climbing Area







Climbing

3

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



- 1** 1-hour class/day  Eagle Required
- 2** 2-hour class/day  Pre- or Post-Req Required
- 3** 4-hour class/day  Recommended for younger Scouts
- A** All day class/day  Recommended for older Scouts

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

Ecology Area



Environmental Science



2

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



Fishing and Fly Fishing

2

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



Forestry

1

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



Nature

1

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



Weather

2

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

Handicrafts Area



Art and Sculpture

1

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



Basketry

1

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



Leatherwork

1

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



Woodcarving



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

Scoutcraft Area



Camping



Scouts will be taught the basic skills of both front and back country camping. They will be taught the importance of Leave No Trace. Scouts are welcome to bring some of their own gear, but it is not required. Requirements 4b, 5e, 7, 8d, and 9 may be done before or after attending camp.

Requirement 9b-1 and 9b-6 may be completed at camp.



Emergency Preparedness



Here, Scouts will learn how to recognize, prevent, prepare for, and respond to a wide variety of emergency situations. They will need to bring a pen and paper with them to class. The First Aid Merit Badge is a prerequisite. Requirements 2c, 7, and 8c may be completed before or after attending camp.



First Aid



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



Orienteering



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



Wilderness Survival

2

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



Rifle Shooting

2

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



Shotgun Shooting

2

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

Shooting Sports Area



Archery

2

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

Trades Area



Automotive Maintenance

2

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



Robotics

 2

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



Welding



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



Citizenship in the World



In this 1-hour course, Scouts will learn about diplomacy, international trade, and foreign relations. It is recommended that Scouts have already earned Citizenship in the Nation. Requirement 7 may be completed before or after arriving at camp.



Communication and Public Speaking



Here, Scouts will learn basic communication skills needed in today's society. As an added bonus, the Public Speaking Merit Badge will be taught in conjunction. Communication requirements 5, 7, and 8 may be completed before camp.



Trail to Eagle Area



Citizenship in the Nation



During this eagle required badge, Scouts will learn about the U.S. Constitution and the Bill of Rights, along with some of the unique history of the United States. Requirements 5, and 7 may be completed prior to or after arriving at camp.



Trail to First Class

(First Year Camper Program)



3



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

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

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





For Our Older Scouts

Challenging Outdoor Personal Experience (COPE)



3



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

NEW

Program Registration

Class registration will open May 13, 2024, one month prior to the first week of summer camp. Come prepared with your dream schedule!

A Scout's balance must be paid in full to be eligible for class registration. Once paid, when class registration opens, a link will be sent out to register.

Some classes are hard capped for safety concerns (COPE/climbing and shooting sports in particular). Waitlists will be made available once classes fill up, but there is no guarantee that these will be folded into the classes at the time of your session.

The current version of the class schedule may be found on the next page.



Program

NEW

Program

WEHINAHPAY MOUNTAIN CAMP								
Area	Class	9:00	10:00	11:00	LUNCH	2:00	3:00	4:00
COPE/ CLIMB	COPE							
	CLIMBING MB							
ECOLOGY	ENVIRONMENTAL SCIENCE							
	FISHING AND FLY FISHING							
	FORESTRY							
	NATURE							
	WEATHER							
HANDICRAFT	ART AND SCULPTURE							
	BASKETRY							
	LEATHERWORK							
	WOODCARVING							
SCOUTCRAFT	TFC (FIRST YEAR CAMPER)							
	CAMPING							
	EMERGENCY PREPAREDNESS							
	FIRST AID							
	ORIENTEERING							
	WILDERNESS SURVIVAL							
SHOOTING SPORTS	ARCHERY				LUNCH*			
	RIFLE SHOOTING				LUNCH*			
	SHOTGUN SHOOTING							
TRADES	AUTOMOTIVE MAINTENANCE							
	ROBOTICS							
	WELDING							
TRAIL TO EAGLE	CITIZENSHIP IN THE NATION							
	CITIZENSHIP IN THE WORLD							
	COMMUNICATION/PUBLIC SPEAKING				LUNCH*			
NOTE: SHADED AREAS INDICATE CLASS TIMES, CLASS HOURS SUBJECT TO CHANGE								
*CLASS MEETS AT ITS START TIME, LEAVES FOR LUNCH, AND THEN RETURNS AFTER LUNCH TO COMPLETE THE SESSION								



Twilight Activities (Evening Program)

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

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

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

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

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

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



Adult Leader Opportunities

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

Leader Cookoff

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



Trainings

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

COPE Again!

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

Service Opportunities

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



The Mountainous Environment



Health and Safety

Elevation

Wehinahpay is in a narrow canyon high in the Sacramento Mountains, about 8,500 feet above sea level. In addition, some trails in and around camp reach well above that. One of the downsides of our elevation is altitude sickness, especially from units traveling from much lower elevation. Make sure you and your Scouts drink plenty of water and don't over-exert yourself as you acclimate. It's also helpful to make some preparations before arriving to help everyone have a better time.

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

Weather

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

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

Wildlife

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

On the upside, Wehinahpay is largely void of biting insects e.g. mosquitos, ticks, and chiggers.

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



NEW

Medical Forms and Procedures

All Scouts and Scouters attending camp must have a physical examination before attending camp and must have the proper medical form completed. The Boy Scouts of America requires an *Annual Health and Medical Record* for all Scouts and Scouters attending a Scouting event. This examination must be performed by a licensed health care provider—Physician (MD, DO), nurse practitioner, or physician assistant. These forms are available on our website, under the forms tab at <https://www.wmc-boyscouts.org/forms>. Please use the most current version of this form. Contact your district executive if you have any questions. Each Scout and Scouter will have a health re-check when they arrive at camp. The unit's medical forms will be kept on file with the camp's medic. They will be returned to the unit leader at the end of the week. Adult leaders and visitors who will be in camp less than 72 hours are not required to have a complete physical. However, a personal examination history (parts A and B) is required. Please make arrangements for a physical examination to be completed prior to arriving at camp. Any Scout or Scouter that does not have a completed health form, including the medical examination, may not remain on camp property.



The Boy Scouts of America requires that parts A, B, and C of the *Annual Health and Medical Record* be completed before attending camp.



Alamogordo, NM has urgent cares for last minute checks, but WMC cannot confirm availability of these services.

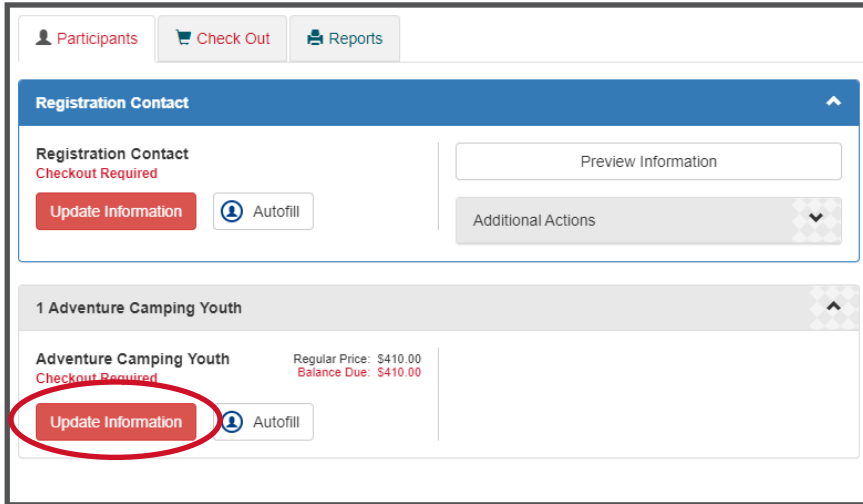
Required Medical Forms

All Scouts and leaders are required to have a physical examination before camp and complete the appropriate medical form. Do not bring original medical forms. Please bring copies in a 3-ring binder. This will be returned at check-out. Scouts and leaders must have parts A, B, and C completed of the *Annual Health and Medical Record*.



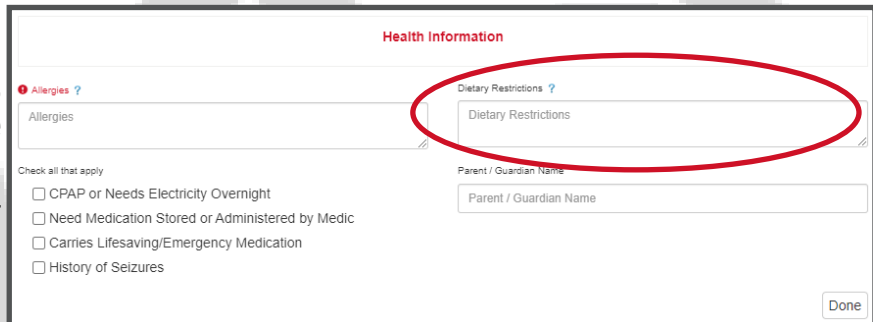
Dietary Needs

Scouts and Scouters who have dietary needs should fill out the appropriate information on BlackPug in a timely manner to allow for our chef to give proper care to every individual who needs such things.



On BlackPug, navigate to the participants tab of your registration and click on the "Update Information" button for the participant you wish to list dietary needs for. Doing so will create a pop-up with several fields to fill out.

At the bottom of this pop-up, under health information, the "Dietary Restrictions" field may be filled out as necessary.



Should the dietary needs of an individual be serious enough to warrant the camper to bring their own food with them, there is a food storage area set aside for such things. Such situations should be brought up prior to your arrival to camp with the camp chef. To start these discussions, please contact the camp administration through Karl Shelton at karl.shelton@scouting.org.





Travel

NEW

How to Get Here

Wehinahpay Mountain Camp is located deep in the Sacramento Mountains nested within the Lincoln National Forest. See The Trail to Wehinahpay under the Resource section for details about road travel.

Google Maps may lead you to an incorrect location that has a sign stating they are not the camp. Double check where Google is taking you prior to getting on the road.

Keep in mind, the closest gas station to camp is 30 minutes away in the small town of Weed. We recommend you stop off in a larger town on your way in. When traveling from the East from Roswell or Artesia, when traveling from the West, Alamogordo or Cloudcroft.

Food options from the East are severely limited after passing Artesia, Mayhill being the nearest with food options. From the West, Cloudcroft is your last chance to dine at a restaurant before heading into camp.

The closest Walmart is in Alamogordo, 1.5 hours away.

Need a Place to Stay on the Way?

NEW

The Conquistador Council owns Dowling Aquatics Base located in the heart of Carlsbad, NM. Many units find this to be a convenient overnight camping spot while traveling to Wehinahpay. Dowling Aquatics Base is approximately 20 minutes from Carlsbad Caverns National Park and 2.5 hours away from Wehinahpay, which makes it ideal for an overnight location.

The council also owns Camp Jim Murray in Hobbes, NM. Approximately 3 hours away from Wehinahpay, this too is an ideal spot for an overnight location.

For those units attending summer camp at WMC, there is no extra charge for overnight accommodation*. To reserve a spot, contact the council office at (575) 622-3461, or the Conquistador Office Manager Diann Conde at diann.conde@scouting.org. To reserve a spot, contact the council at least 45 days in advance of your attendance.

*Accommodations only include a place to stay, units deciding to use Dowling Aquatics Base as an overnight stay must provide their own lodging/tents and food. Space available is first come, first served.



Be on the lookout for wildlife when driving on the mountain roads and especially careful in low light or night conditions. Live-stock have also been known to wander the roads.

NEW

Things to do Outside of Camp

Whether you want to have some fun to or from camp, or want to have a unit outing during Family Day on Fridays, there's plenty to do and places to visit around the camp.

Carlsbad Caverns National Park

2.5 hrs from WMC

Located in the Chihuahuan Desert of Southern New Mexico. It features more than 100 caves. The Natural Entrance is a path into the namesake of Carlsbad Cavern. Stalactites cling to the roof of the Big Room, a huge underground chamber in the cavern. Walnut Canyon Desert Loop is a drive with desert views. Rattlesnake Springs, a desert wetland, attracts reptiles and hundreds of bird species.



White Sands National Park

1.5 hrs from WMC

Located in the state of New Mexico and completely surrounded by the White Sands Missile Range. The park covers 145,762 acres in the Tularosa Basin, including the southern 41% of a 275 square mile field of white sand dunes composed of gypsum crystals.

New Mexico Museum of Space History

1.5 hrs from WMC

A Smithsonian Affiliate, the museum is accredited by the American Alliance of Museums (AAM), and stresses the significant role that the state of New Mexico has played in the development of the U.S. Space Program through collecting, preserving, and interpreting significant artifacts relevant to the history of space.



White Sands Missile Range Museum

2 hrs from WMC

At the museum you can trace the origins of America's missile and space activity, find out how the atomic age began, and learn about the accomplishments of scientists like Dr. Wernher von Braun and Dr. Clyde Tombaugh at White Sands. Displays also include the prehistoric cultures and rip-roaring Old West found in southern New Mexico.

International UFO Museum

2.25 hrs from WMC

Located in Roswell, NM, in the downtown district, the museum largely focuses on the 1947 Roswell Crash and later supposed UFO incidents in the United States and elsewhere.



Travel

NEW

Traveling in Camp



Visitor parking across from the Maddox building is for leaders and visitors and drivers will be parked upon their arrival. Visitors may not drive past this designated parking area. Those who wish to leave for town during the week must inform the parking crew prior to being parked, and handling of organization is handled on a case-by-case basis.

Visitors may not drive up to campsites during the week. Our ranger and check-in staff assist you in getting troop trailers and other gear to your campsite from the parking area. Single axle trailers might be able to go up into campsites pending decision from the camp ranger. No double axle trailers will go up in a campsite.

While in camp, please observe the posted speed limits of 15 and 5 miles-per-hour (5mph around the lake and Maddox parking lot) for the safety of campers, our staff, the roads, the wildlife, and yourself. The main road is also used as a trail so be on the lookout for people and wildlife walking along the road.

Visitors and campers may not use the staff parking, located on the North side of the main road, next to the Maddox building.

Please do not bring your personal UTVs to camp, operation of these vehicles is prohibited on camp property.



WMC is a mountain camp and as such the terrain can be difficult to pass. Closed toed shoes are required for all activities in camp. Please have them on upon your arrival to camp. Open toed shoes may only be used as shower shoes.

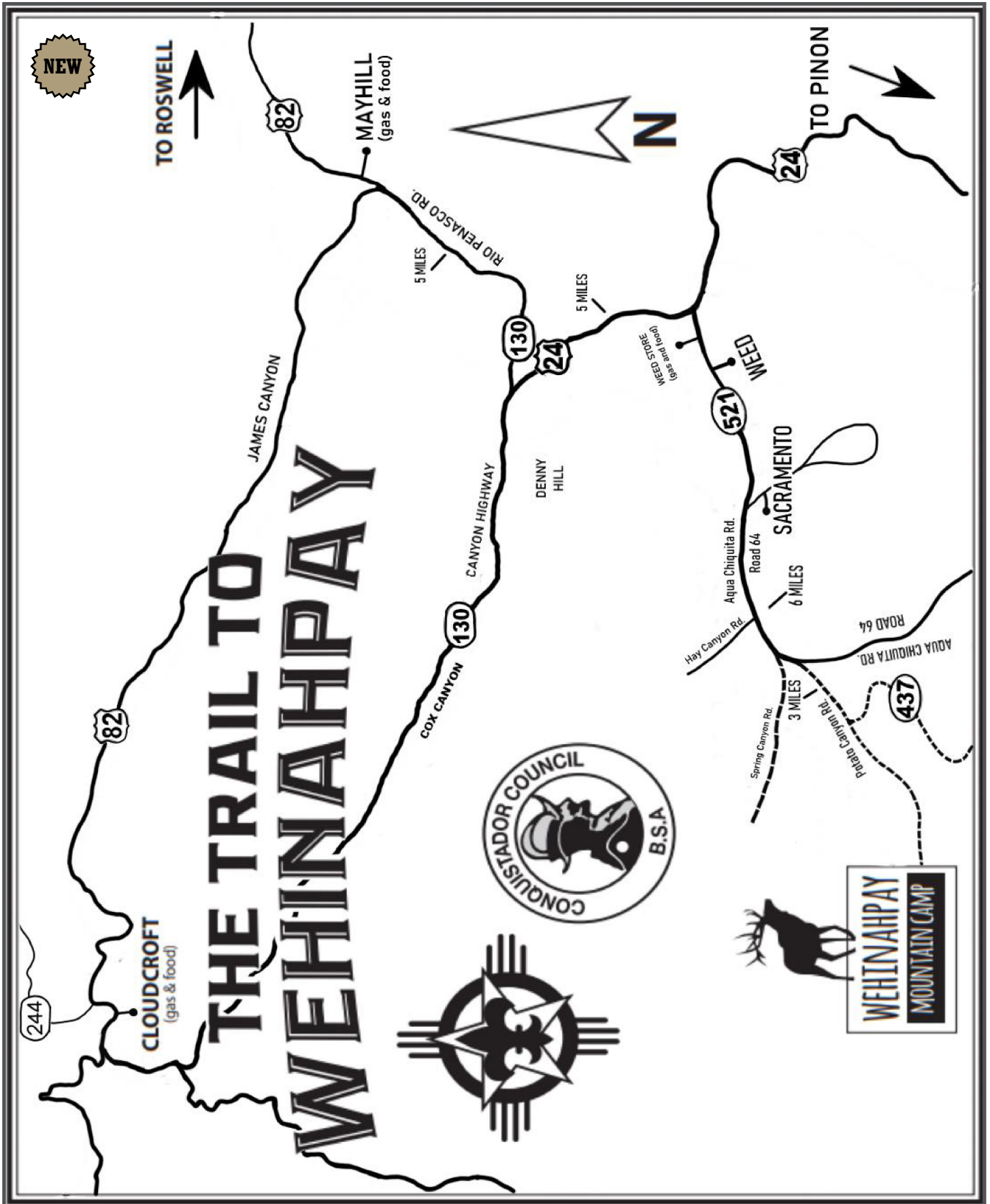
You and your Scouts are welcome to bring a bicycle to traverse the camp and get from place to place. The following must be followed while doing so:

- Follow the guidelines set out in the Guide to Safe Scouting
- All cyclists must wear a helmet at all times when riding their bicycle.
- All traffic laws, including speed limits, must be followed.
- You must stick to the roads, traveling through campsites and cutting across the valley is prohibited.
- Locks or other methods of securing your bicycle cannot be destructive to the camp and the nature surrounding it.



Failure to comply with these rules are handled on a case-by-case basis. Leaders, if a Scout in your unit violates these rules, staff may request that you restrict access to their bicycle.

It's up to everyone to keep the roads, and paths safe for all to enjoy.





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

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

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

A Note for Leaders





CONQUISTADOR COUNCIL, BSA + 2603 N. ASPEN AVE. + ROSWELL, NM 88201
WEHINAHPAY MOUNTAIN CAMP + 319 POTATO CANYON RD. + SACRAMENTO, NM 88347