



WMC Check-In Packet

Greetings from Wehinahpay Mountain Camp! We're excited to have you and your unit joining us this summer for a fantastic Scouting adventure.

This packet contains crucial information regarding the procedures for your arrival and check-in to our wonderful camp, as well as check-out and some other important details to remember.

When it's 100 degrees and you're packing, it's hard to imagine you'll need long sleeves and a jacket, but up here you will. Please refer to the recommended packing list in the leader's guide.

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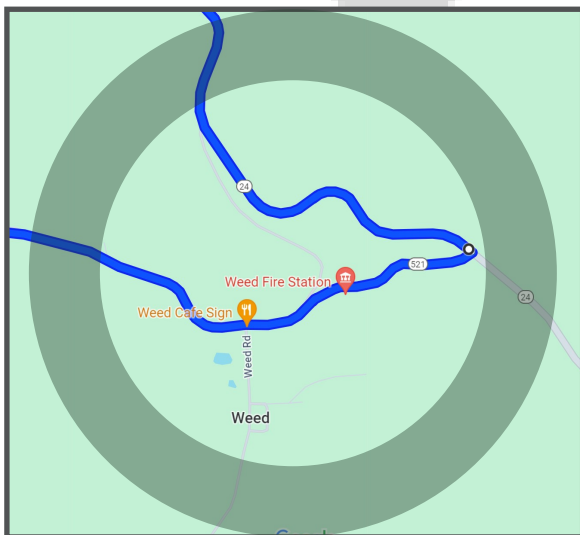
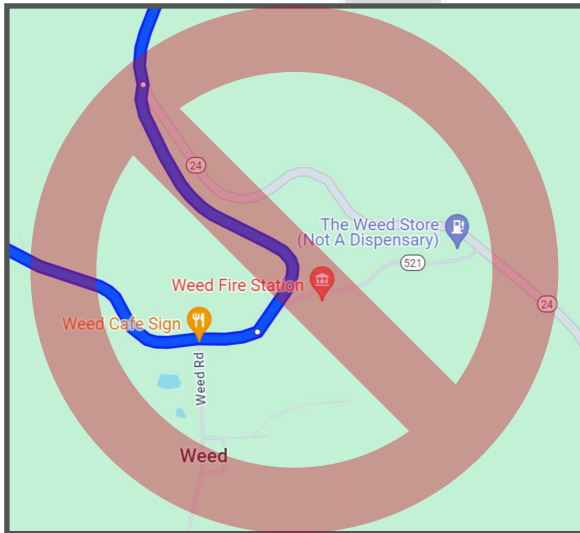
How to Get Here



Address:

319 Potato Canyon Rd.
Sacramento, NM 88347

At the turnoff from traveling South on NM-24 onto State Highway 521/ Agua Chiquita Rd. Google Maps may take you on Lunim Rd. This is a dirt road that is not passable (nor is it easy to turn around) and you should avoid on your way up to camp, instead take the turnoff by The Weed Store further down the hill.



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, Roswell, Artesia, or Mayhill, when traveling from the west, Alamogordo or Cloudcroft.



Need a Place to Stay on the Way?

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 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 Hobbs, 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 these overnight accommodations*. To reserve a spot, contact the council office at (575) 622-3461, or the Conquistador Office Manager Diann Conde at diann.conde@scouting.org. at least 45 days in advance of your attendance.

*Limitations listed in leader's guide.



Arrival



Check-in **begins** at **1:00 PM MDT** and will continue **until** **4:00 PM MDT**. Units are welcome to arrive early, but **must communicate such desires prior to your arrival to camp.**

Keep in mind that once you head up into the mountains, you'll likely lose cell signal so plan communications with your unit and with us at camp accordingly. This is vital if you and your unit are delayed.

The first meal served is dinner on Sunday.

Upon passing the front gate and the sign at the entrance to camp you'll continue along Potato Canyon Rd. passing by Family Camping and Crystal Lake until reaching the main parking lot. **Please stay as far right on the road as you can.** There, you will be greeted, parked, and prepared for the next steps by our parking

crew and troop guides.

As a reminder, closed toed shoes are required on camp. Please have them on upon your arrival to camp.

If there is a vehicle that will not be staying overnight let the parking crew know upon your arrival so they can plan accordingly.

For vehicles staying, drivers will receive a parking permit to write some key details and will need to have it placed on their dash during the duration of your stay.

Per our emergency procedures cars are backed in two to four deep. The parking crew will do their best to keep units together, but please let the parking crew know if your vehicle will leave camp during the week.



Trailers

If your unit chooses to bring a trailer up to camp please bear the following in mind:

- Not all campsites have space for trailers
- Double-axle trailers cannot go up in campsites
- Campers may not drive up to campsites
- The camp ranger has the final say for if your trailer can go up into your campsite or not
- Wehinahpay offers the hauling of gear via flatbed trailers during check-in

Check-In Process

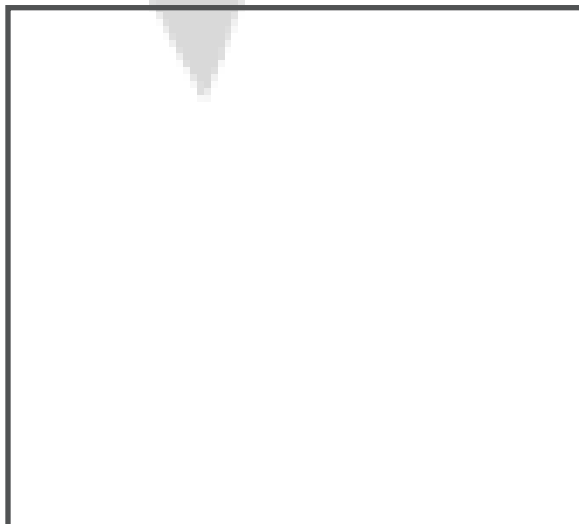
After parking, the Scoutmaster, or adult designee will need to go to the Camp Office located in the Maddox Activity Center adjacent to the parking lot. The following should be with them for check-in:

- 3-ring binder (or other organizer) of alphabetized **hard copies** of every Scout and Scouters' BSA *Annual Health and Medical Record* (parts A, B, and C) and supporting documentation (insurance cards, vaccination records, exemption request form 680-451)
- Completed Unit Vehicle Seat Availability form. Found at the end of this packet and the end of the leader's guide. (More info on p.##)
- Copy of an adult leader's Hazardous Weather Training certificate (minimum one adult)
- Payment for any outstanding balances
- Course registration lists for Scouts not yet signed up for courses due to outstanding balances, as well as two alternatives per class.
- Scouts and Scouters who need their medication refrigerated and the aforementioned medications.
- Non-emergency (not inhalers and EpiPens) prescription medications and medication log for review by the medic. Medications should be in their original bottles.

- Order of the Arrow Call-Out Ceremonies: For out-of-council units, courtesy letters from the unit's home lodge with a list of every elected candidate's name if you plan on having Scouts and Scouters called out at Wehinahpay. If we do not receive a letter from the lodge or someone's name is not in the letter, Wehinahpay and Kwahadi Lodge cannot call them out. To send this letter in advance, please have your lodge email the letter and names to our Camp Director Michael Beaumont at michael.beaumont@scouting.org.

After taking care of the check-in process with the camp administration in the office, the Scoutmaster, or adult designee, will be directed to the Med Lodge in the North end of the Maddox to go through the med check process with the camp medic.

Upon completion of business at the Med Lodge, the Scoutmaster or their adult designee may pick up their unit's camp t-shirts!



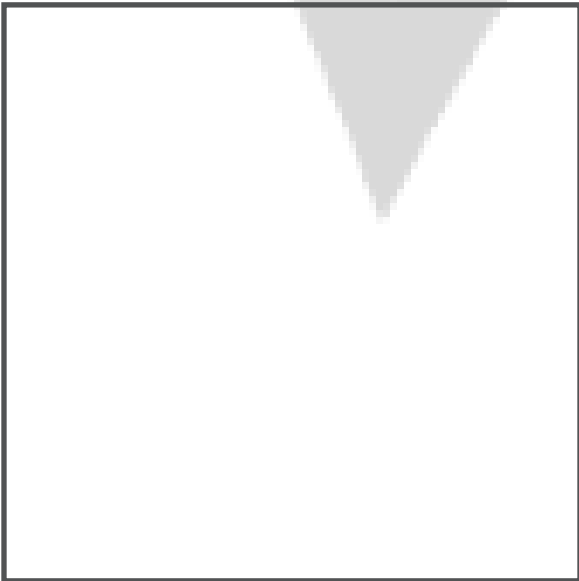
Everyone Else



While the Scoutmaster or their adult designee handles the check-in process, everyone else will be directed by the parking crew and their troop guide to get gear hauled up into the campsite and offloaded.

Depending on the size of your unit and how much gear you have, this process may take several trips, please listen to instructions from the parking crew and your unit's troop guide to keep things flowing smoothly.

Once all gear is in your unit's campsite, prior to unpacking everything the troop guide will go through the check-in campsite inspection with your unit's SPL, once it is completed and depending on time, you'll either unpack or jump straight into the camp tour.



Weather at Check-In



Occasionally, check-in day is greeted by rain, from light showers to heavy storms. When this happens, delays **WILL** happen, as is the nature of...well, nature. Please keep an eye on the forecast for your arrival and have rain gear easily accessible.

Keeping everyone safe, things moving, and your gear dry is our priority during this time but our response varies depending on the severity of the weather. Please listen to and follow instructions from our parking crew.

If you want to look at the weather leading up we recommend adding both Sacramento, NM and Cloudcroft, NM to your devices. We're technically in Sacramento, but our elevation and weather patterns commonly align with Cloudcroft.



Inspection and Fees

Our check-in and check-out inspections are in place to ensure fair judgement for responsibility of damage to our tents and cots in our campsites. If a cot or tent in your campsite is damaged during your stay your unit may be subject to additional fees.

Fees:

- Damaged cot—\$100.00
- Damaged Tent—\$600.00

Fees are added to your unit's remaining balance and must be paid to receive your unit's patches and other items from check-out.

CPAP Rentals and Power in Campsites

Power is not available in campsites.

For those who need the use of a CPAP machine, Wehinahpay has

battery banks for CPAP use available for check-out through the Med Lodge. If the battery is not returned at the end of the week, or is returned damaged or non-functional, a fee of **\$125.00** will be added to your unit's balance to be paid before receiving your check-out packet.

CPAP batteries may be charged at the shower houses or in the Leader's Lounge.

Power is available at both the Palo Verde and Chisum shower houses. Scouts and Scouters are not permitted to run an extension cord from an outlet to their campsite.

Check-Out

The check-out process starts long before you and your unit's departure. Official discussions for getting gear down from campsites and check-out times will start at the Wednesday leader's meeting.

Check-out begins as early as the first unit desires, but all units must be out the gate no later than 10:00 AM MDT.

Please note, if there are multiple requests for the same check-out time, that we will do our best to meet those requests, but there may be some delay.

Your Scoutmaster or their adult designee will need to bring the following with them to check-out:

- Payment for any outstanding balances
- Any items, keys, or batteries checked out by the unit
- Filled out camper reviews

Prior to receiving your check-out packet including your patches, your unit's troop guide will conduct a closing inspection in your campsite. You will be unable to check-out until the office receives the closing inspection sheet signed by your unit's troop guide.

Leader's Lounge

The Leader's Lounge is available for adult leaders to relax, conduct business, enjoy coffee, and more.

Lockers are available for storage, keys may be checked out from the Maddox Office and must be returned prior to checking out from camp. Loss of your key will result in a \$10.00 fee assessed before departure.

A refrigerator is available in the lounge for use by adult leaders. This is also where food/ingredients for the Leader Cookoff can be stored. Items in the fridge should be labeled with a name and unit number. Items left in the fridge after your departure will be removed and disposed.

No food in campsites.

It is up to the Scouters who use the

Leader's Lounge to keep it clean and tidy. A volunteer schedule will be posted for daily cleaning and trash removal.

If the lounge is not kept tidy it may be closed at the discretion of the camp administration.

Internet Connection

Scouters, but not Scouts, will have the option to connect to the Internet through the Camper+ network. Scouters may not share network information with Scouts. Scouters should not leave their connected devices with Scouts; it is very easy to share network information from a connected device.

To connect to the network you will need to stop by the office and a member of the camp's administration will enter the network information for you.

All activity online should follow BSA's policies. **Streaming of any kind is prohibited.** Save the photos and video sharing until you get home.

Wehinahpay Mountain Camp reserves the right to disable the network and change the password at any time to facilitate camp business functions.



Fire Restrictions

As of May 30, 2025 the Lincoln National Forest and the properties within are in under Emergency Stage 2 Fire Restrictions.

Fire danger is set to very high.

Similarly, Otero County has issued open burn restrictions.

At this time, no campfires nor open flames are permitted.

Smoking within the confines of one's personal vehicle in the absence of Scouts is still permitted, but see the Lincoln National Forest's fire restrictions for details about smoking off camp property.

No smoking outside.

Food on Camp

All meals are provided from Sunday dinner after your arrival to a continental breakfast on Saturday as you check out.

As mentioned in the leader's guide, please fill out any dietary restrictions under your registration. These will be confirmed with our dining and medical staff during the check-in and camp tour process. Should someone's dietary restrictions require them to bring their own food, this will be communicated with the dining staff and will be stored appropriately in the dining hall.

Food does not go up into campsites.

A fridge is available in the Leader's Lounge as previously mentioned to store any food, ingredients, or snacks that you bring.

Tents and Cots

Wehinahpay Mountain Camp provides canvas two-man tents and two cots in every tent in the campsites.

There is no room in the campsites to bring your own tent and set it up.

There is no room in a tent for three.

Should you wish to bring your own cot, we simply ask that you store the original cot disassembled in the tent and reassemble it prior to your departure. This will be a part of the closing inspection during check-out.

Unit Vehicle Seat Availability Form



As a part of our emergency procedures we need to know how many open seats are available in vehicles in camp in case of an emergency evacuation of the camp.

Not all those who arrive at camp do so in vehicles that stay in camp.

To aid in this, a form has been developed for you to share the total number of seats available in your unit's vehicle(s) and the number of open/available seats in your vehicle.

This form will need to be filled out prior to arriving to camp and turned in during the check-in process.

If you have members of your unit being dropped off please organize before arriving who those members will be riding with and have it reflected on the form accordingly. If you do not have enough seats to accommodate those, make a comment on the form.

If your unit(s) are brother/sister units and are traveling together in the same vehicles, submit one form with both units' information on the form, clearly indicated.

Contacting Camp Leadership



Camp is almost upon us; we are here at camp preparing for your arrival. If you need some answers in the meantime feel free to contact the following:

Camp Office Phone | (575) 687-2691

Camp Director Michael Beaumont
michael.beaumont@scouting.org
For general camp questions

Program Director Walter Stagaman
walter.stagaman@gmail.com
For program, class, and Black Pug concerns

Camp Commissioner Scott Schmitz
wmccommissioner@hotmail.com
For sites and leader programs

Camp Ranger Brian Chambers
brian.chambers@scouting.org
For service project setup and campsite/tenting questions.

Council Office Manager Diann Conde
diann.conde@scouting.org
For Black Pug and monetary concerns

Scout Executive Karl Shelton
karl.shelton@scouting.org

Classes Affected by 2025 Merit Badge Updates

The program is ever changing and adapting to its surroundings, the following classes had a requirements change between the initial publishing of the leader's guide and now and how it impacts the class itself. The following badges are listed by area then alphabetically.

COPE/Climbing



Climbing

Still completable at summer camp.

Ecology



Environmental Science

Still completable at summer camp.



Fish & Wildlife Management

NOW PARTIAL. Requirement 5 can be completed before or after attending camp.



Fishing

Still completable at summer camp.



Nature

Requirement 4 is partially completed at camp. It can be fully completed before or after.

Scoutcraft



Emergency Preparedness

Requirements 3, 9c, 9d can be completed before or after attending camp.



First Aid

Still need to bring a personal first-aid kit. Still completable at summer camp.

Range and Target Activities



Archery

Still completable at summer camp.



Rifle Shooting

Still completable at summer camp.



Shotgun Shooting

Still completable at summer camp.

Important Class Info

THE FOLLOWING IS REQUIRED TO ATTEND THE CLASSES LISTED:

Automotive Maintenance

- Long sleeve pants and shirt (cotton preferred)

COPE program and Climbing class

- Long sleeve pants (not athletic or sweatpants material)
- No baggy clothing

Welding

- Cotton or denim long-sleeve pants and shirt.
- Close-toed leather boots
- No nylon, no synthetics.