WE-HIN-AH-PAY

MOUNTAIN CAMP









2027 LEADER'S GUIDE TO SUMMER CAMP

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Summer camp, a quintessential part of every Scout and Scouter's journey. For Scouts it is an opportunity to learn new skills and earn those evasive merit badges. For Scouters, it is a chance to relax, take trainings, and help their Scouts grow in the beautiful outdoors. And for all, a week away from home gives us the chance to make and reinforce lifelong friendships, learn about ourselves and the nature we are surrounded by, and take a step back from the routine of our daily lives.

We invite you to join us in the southern mountains of New Mexico to have that essential experience while celebrating 100 years of providing camping experiences for Scouts and Scouters across New Mexico and the United States—for that privilege, we thank you.

Wehinahpay, and Scouting has changed a lot since 1927, but our aim to provide you the best experience possible with a star-studded program experience has not. So, whether you're brand new, or a seasoned camper, when you step out of your tent in the morning and the majesty of the mountains greets you, know that the great day ahead of you was a century in the making.

If you have any questions or if there is something we can do to help prepare you for your summer camp adventure, please don't hesitate to contact us.

Yours in Scouting,

Walter Stagaman

Walter Stagaman
WMC Camp Director
Conquistador Council

REGISTRATION ANNOUNCEMENT

The deadline for guaranteed FREE T-shirts is Sunday, April 25, 2027 at 11:59 PM MDT. Registrations or changes to shirt-sizes on Black Pug will not be guaranteed.

2027 Leader's Guide— First Edition

Update at a glance:

- PROGRAM UPDATES
  - ASI ATV Safety Course (14+) makes a return
  - The Trail to Eagle Area renames to Vanguard as the area broadens to focus on civics as a whole.
  - Pioneering and Law merit badges added. (More changes on the way)
- Added emergency procedures section to allow you to be more familiar with our practices before stepping foot on camp.

Look for NEW which marks a new or updated section.

CAMPERSHIPS ANNOUNCEMENT

The lessons and beauty of Wehinahpay are a gift to all. If you know a Scout might miss out on a summer at camp due to financial reasons, please encourage their parent/guardian to contact the council office as soon as possible as assistance may be available. Call or email Valerie Stagaman (valerie.stagaman@scouting.org) or Diann Conde (diann.conde@scouting.org) at the council office (575) 622-3461.

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



NEW

Session Dates

Session 1:	June 13—19
Session 2:	June 20—26
Cub Camp:	June 27—29
Session 3:	July 4—10
Session 4:	July 11—17

There will be a waitlist available for those who want to add more participants after sessions fill up.

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 the following link: https://scoutingevent.com/413-wmc2027

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.**

Adult Participants

Adult Participant	Enjoy the mountain environment and relax, focus on your Scouts, or take a class yourself. The cost of one adult is discounted for every ten youth registered.

Adults may volunteer to aid in teaching classes at summer camp. Should you be interested in teaching Scouts or Scouters this summer please contact program leadership through walter.stagaman@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. Three meals are included. **No walkups allowed.**
Visitor Pass (Overnight)*	Visitors who wish to spend the night need to coordinate with camp administration prior to arrival to camp.

*Visitors who wish stay overnight must be registered Scouting America members who have an up-to-date Safeguarding Youth certificate submitted to the 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.



Great Food and Mountain Water

Our mountains are home to quality natural mountain spring water and a chef who does wonders in the kitchen. Great food and options for all, even those with special diets.



Aerial Adventure Park

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





Modern Shower Houses

Wash the day away in our 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.

Other Important Dates

Early bird registration ends	December 31, 2026 at 11:59 PM MDT
T-shirt size deadline	April 25, 2026 at 11:59 PM MDT
Merit badge registration opens	May 1, 2026 at 12:00 PM MDT
Pre-camp Zoom leaders' meetings	Dates can be found on the Black Pug page.

Refund Policy

Cancellations made prior to May 1, 2026, will afford the unit a full refund, including the deposit.

Between May 1, 2026, and 14 days prior to the event, units will be refunded 50% of payments made.

Within 2 weeks of the event, any refund given will be at the discretion of the camp director or council program director.

Program Area Locations

COPE/Climbing—COPE—COPE Area

COPE/Climbing—Climbing Merit Badge—Climbing Tower

Ecology—Lake Lodge, Yurt, and Crystal Lake

Handicraft—Conex Building

Range and Target Activities—RATA Ranges

Scoutcraft—Derek Brooks Pavilion

Trades and Technology—Technology Center, aka the "Tech Center"

Vanguard—varies, typically Jack Danglade Dining Hall

COPE is an all morning class so the distance isn't an issue between classes

It is recommended either to be a speedy walker with a buddy or to avoid putting RATA classes right next to Ecology classes due to the lengthy walk.



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Program

1 1-hour class

2 2-hour class

3 3-hour class

A All day class

Eagle Required

P Pre– or Post–Req Required

Recommended for younger Scouts

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.

Merit Badge Program

Most merit badges can be completed at camp, but some require prerequisites, special projects, or other considerations. Those final merit badge requirements will have to be completed at home.

Merit badges are listed by program area with a short description of each badge including any requirements that may or must be completed at home, and the prerequisites (if any) for the badge. There are also a few helpful tips on what to bring.

Keep in mind when building one's schedule distances required to travel between periods. Going from the shooting ranges to the lake or vice versa is generally not recommended for back-to-back periods.

Our recommendation for younger or older Scouts is up to leader interpretation, unless explicitly stated otherwise, there is no age minimum for the merit badge program at Wehinahpay.

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. **Long pants (no sweatpants) are required.**



Ecology Area



Bird Study

1

Is it Superman? A plane? No! A bird! In this class Scouts will have the opportunity to see the beauty of the avian species and learn more about bird life. Scouts should bring a notebook. Start r5 before camp for the best chance of completion.



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.



Fish & Wildlife Management

P 1

Scouts will learn to conserve and manage the world's wildlife. Proper stewardship by maintaining the proper balance among animals can minimize the risk of extinction. Requirement 5 can be completed before or after attending camp.





Fishing

2

You get a line, I'll get a pole, we'll all go down to the fishing hole and earn ourselves a merit badge! In this two-hour class Scouts learn how to use a regular spin cast rod and reel. Scouts are encouraged to bring their own fishing pole, though some poles are available. Some prior knowledge of fishing is recommended.





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

P 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. r4's completion varies.



Soil and Water Conservation

P 1

Water plays an important role in our environment, especially in the Southwest. Scouts will do an in-depth study on the conservation of soil and the role that soil plays in environmental protection. There is some written material for this badge so Scouts should bring their own paper notebook.



Weather

P 2

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

Handicraft Area



Art and Sculpture

P 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. Art requirement 6 can be completed before or after camp.



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

1

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

P 2

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.



First Aid

2

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 and Signs, Signals, and Codes

2

In this session, Scouts will learn the map and compass as well as learning how to navigate and use signs, signals and codes. SS&C req 7 may completed before, during, or after camp.

NEW



Pioneering

2

Pioneering—the knowledge of ropes, knots, splices, and lashings. Build your tools and structures in this course using your own two hands.



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 4 requires putting together a personal survival kit and first aid 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.

Range and Target Activities



Archery

2

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



Rifle Shooting

2

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





Shotgun Shooting

2

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



Trades Area



Automotive Maintenance

2

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





Photography

2

Beyond capturing family memories, photography offers a chance to be creative. Many photographers express their creativity using lighting, composition, depth, color, and content to make their photographs into more than snapshots. Good photographs tell us about a person, a news event, a product, a place, a scientific breakthrough, an endangered animal, or a time in history. **Scouts must bring their own camera and USB cable so they can download pictures to a computer.**





Welding

2

More goes into welding than just sticking two pieces of metal together! In this session Scouts will learn about the different types of welding machines and weld types on a flux core, gas torch, and arc welding machines. **Long pants that are denim or canvas (no synthetics), long-sleeve shirts (no synthetics) are required. For safety, non-perforated leather or canvas shoes are required (no synthetics).**

Vanguard Area



Citizenship in the Nation

P 1

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.



Citizenship in the World

P 1

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

P 2

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 or after arriving at camp.

NEW



Law

1

Here Scouts learn about the types and history of law in our world. The purpose and methods of enforcement, protection agencies, careers, and more of the legal profession.



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.



Class includes rank requirements:

Tenderfoot—1c, 2c, 3a-d, 4a-c, 5a-d, 7a -b, 8, 9

Second Class—1b-c, 2a-c, 2e-g, 3a, 3c-d, 4, 5a, 5c-d, 6a,e, 7a, 8b, 9a-b

First Class—1b, 3a-d, 4a-b, 5a-d, 6b-d, 7a-f, 9b-c



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 Scouting America 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. **Long pants are required.**



NEW

ATV Adventure (Scouts 14+)

3

ATV Adventure returns to Wehinahpay this summer. From "never seen an ATV" to experienced riders, this program takes Scouts through the All-Terrain Vehicle Safety Institute's safety training.

In this three-period course, Scouts will learn how to ride safely and responsibly, be "rider-active" while hill riding, perform emergency stops, quick turns, and riding over obstacles. They will also learn about proper protective gear, regulations, where to ride, ATV maintenance, and environmental concerns.

Long-sleeve shirts, long pants (no sweatpants), and over-the-ankle boots are required every day.



Program Registration

Class registration will open **May 1, 2025 at 12:00 PM MDT**. 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, parents and leaders will be able to register their Scout(s) in classes on Black Pug.

Some classes are hard capped for safety concerns (COPE/climbing and RATA in particular). If there are open slots after class registration closes, class changes can be made upon your arrival to camp.

Registering on Black Pug

Black Pug has a wonderful how-to video on their YouTube at the following link:

https://www.youtube.com/watch?v=Tat1XJ2UF-U&t=1s.

Additionally, information pertaining to accessing the parent portal so you can register on an individual basis can be found here: https://youtube.com/playlist?list=PLGp-1PFhlCejNQyNAiGJ1cMpff8_ZqRzR&si=zy5TdRPV62zBymSE.



NEW

We’re cooking up something good



Program schedule coming soon!



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.

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

Open Fishing—Crystal Lake is open for Scouts and Scouters to fish rainbow trout. Some staff supported fishing times are provided. All Scouts must have at least one adult leader from their unit present at the lake to fish outside of the class. The lake is closed between sunset and sunrise.

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 training and guide you.

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



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. NOTE: fire restrictions control this activity.



Trainings

Various adult leader trainings will be scheduled throughout your week at Wehinahpay Mountain Camp. These trainings may include CPR/AED and I.O.L.S. training. Leader trainings will be posted at camp for all interested parties. Should you be qualified and interested in teaching, please reach out to camp admin.

COPE Again!

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

Adult 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).



Other Programs and Awards

Other than our general program offerings and trainings for Scouts and Scouters, we offer some special programs and awards available to everyone who attends summer camp.



Honor Troop Award

We are pleased to announce the return of our honor troop program, recognizing troops that give summer camp their all and get the most out of their experience here at Wehinahpay. The award is a ribbon for a troop's ribbon poles

Requirements at the end of the guide.





Honor Camper Award

We are pleased to announce the return of our honor camper program, recognizing those Scouts and Scouters who give summer camp their all and get the most out of their experience here at Wehinahpay. The award is a pin to be placed on the camp's patch for that summer.

Requirements at the end of the guide.



WMC Postcard Competition

Photographers one and all are invited to submit photos from their stay at Wehinahpay. At the end of the season, submissions will be reviewed and one to three lucky winners will have their photo on postcards available in the camp's trading post the following summer.

The Mountainous Environment



Elevation

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

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 can 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. Carry it with you during the day.

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.

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



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. Scouting 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.scouting.org/health-and-safety/ahmr/. Please use the most current version of this form. Contact your district executive if you have any questions. Upon your arrival to camp the camp medic will go through the medical forms of your unit with the unit representative handling check-in and may require additional medical screening of unit members. 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.

Parts A, B, and C of the *Annual Health and Medical Record* must be completed before attending camp.

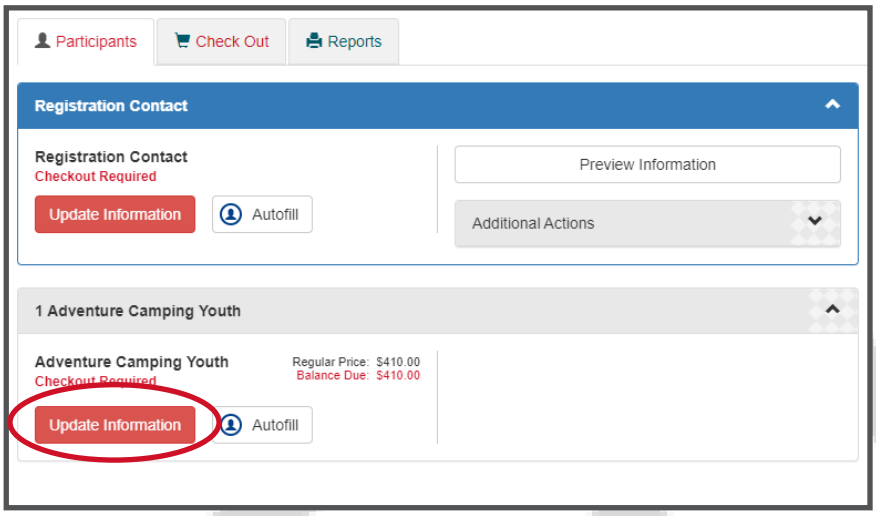
Required Medical Forms

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 Scouters must have parts A, B, and C completed of the Scouting America's *Annual Health and Medical Record*.

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

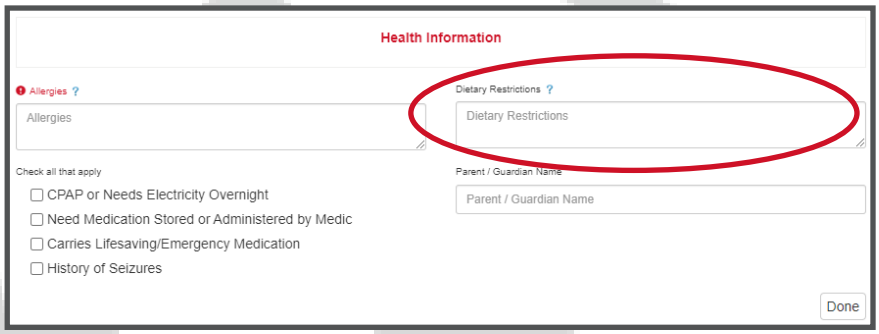
Dietary Needs

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



On Black Pug, 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 Valerie Stagaman (valerie.stagaman@scouting.org)

Medications

Scouts and Scouters who need and have regular or emergency (e.g. inhaler or EpiPen) medications should follow the policies of their unit regarding possession of medication. Should medication require refrigeration, there is a fridge available in the Med Lodge, access to which should be discussed with the camp medic prior to and during check-in. For prescribed medications that are controlled substances, upon review from the camp medic it may need to remain in the Med Lodge during your stay. All medication should be properly secured by the unit, camp, or individual (for emergency medications) and in line with the policies of Scouting.



Travel

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.

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?

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 or from 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 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 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 or Camp Jim Murray for an overnight stay must provide their own lodging/tents and food. Space available is first come, first served.

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 Field Day on Wednesday, there's plenty to do and places to visit out of camp.



Carlsbad Caverns National Park

2.5hrs 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

1.5hrs from WMC

Located minutes from Alamogordo 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

1.5hrs from WMC

The museum is accredited by the American Alliance of Museums (AAM), and stresses the significant role that 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

2hrs 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

2.25hrs from WMC

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

Traveling in Camp

Visitor parking across from the Maddox Activity Center is for leaders and visitors, 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 organization is handled on a case-by-case basis.

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.

Operating a personal UTV on camp property is prohibited. Please do not bring them to camp with you.

You and your Scouts are welcome to bring a bicycle to traverse the camp and get from place to place. You MUST adhere to the following:

- 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.
- 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.



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

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.



Camp Policies

Camp is a place for fun and excitement, and the foundation of that experience is a safe camp. The following policies are set to give our Scouts the best experience possible.

Weapon and Knife Policy

Weapons—Firearms and Bows

Scouting America prohibits the carrying of firearms by Scouts and Scouters who are not law enforcement officers within their jurisdiction except those used in the program under the supervision of the RATA director.

The same policy is in effect for personal archery equipment not approved by the camp administration to be used as instructional material in the teaching of the camp's archery program under the direction of the archery instructor and the RATA director.

Camp Knife Policy

It is illegal in the state of New Mexico to carry a switchblade, gravity knife, or a balisong/butterfly knife. In addition, New Mexico also prohibits the concealed carry of the following: a dirk knife, poniard, or any type of dagger; a bowie knife; a butcher knife; and any weapon that can cause dangerous wounds.

Otherwise, in accordance with the Scouting's policy on knives, there is no ban on fixed-blade knives, nor is there a limit on blade length. Also noting that *The Scouts BSA Handbook* contains the program for the safe and responsible use of knives. Scouting believes choosing **the right equipment for the job at hand** is the best answer to the question of what specific knife should be used.

With that in mind, it is up to the unit to determine what they allow their Scouts to carry to camp and it is at the discretion of the camp administration to deem a camper's choice and use of a knife as inappropriate for use on camp property.

Scouts must have a valid Totin' Chip on their person to use knives and other cutting instruments. Similarly, a Scout must have one present to purchase a knife in the camp's trading post. The Scoutcraft Area offers Totin' Chip training for evening program at the start of the week.

Smoking Policy

The use of tobacco, tobacco products or similar (e.g. dip, nicotine gum, or Zyn pouches), e-cigarettes, personal vaporizers, electronic nicotine delivery systems that simulate tobacco smoking, and similar products herein referred to as tobacco products is limited on the property of Wehinahpay Mountain Camp.

An important way adult leaders can model healthy living is by following Scouting America's policies regarding tobacco use. Leaders should support the attitude that they, as well as youths are better off without tobacco in any form and to not use them at any Scouting activity involving youth participants.

Use of tobacco products is limited to the confines of one's own personal vehicle (no truck beds) or off of camp property in appropriate areas as designated by local businesses and city ordinances. Such activity may not take place around or near Scouts and Scouters under the age of 21.

Scouters cannot place tobacco product waste in the camp's trash receptacles and must dispose of any waste outside of camp in appropriate trash receptacles.

Violations of this, or any of Wehinahpay Mountain Camp's, or Scouting's policies may result in an early departure. Let's all have a good time and enjoy summer camp safely.



Campfires

Sitting around a campfire, enjoying fellowship and the nature around you is a staple of the summer camp experience. At Wehinahpay, this is no exception.

The U.S. Forest Service and local county controls our fire restrictions. The active fire danger is posted on a sign on the parade field in front of the dining hall and is updated as needed along with announcements.

Campfires are only allowed in the designated fire pits within each campsite. Each campsite is also equipped with a fire water barrel, No. 10 cans to use for filling and emptying the barrel, and a fire flapper.

Please remember to follow safe fire building practices.

Ask the camp ranger for specifics about wood sourcing. Wood cannot be brought from out of state.



What Not to Bring to Camp

Firearms, ammunition, and bows, as previously mentioned, are not allowed in camp; only those supplied by the RATA Area are to be used.

As outlined in the Scouter Code of Conduct, Scouting activities are not a place to possess, distribute, transport, consume, or use any of the following items prohibited by law or in violation of any Scouting rules, regulations, and policies: alcoholic beverage or controlled substances, including marijuana.

In addition **no pets** are allowed on camp property.

Fireworks are not allowed in camp. This is Scouting America policy.

Generators are not allowed as they are disruptive to other units. If electricity is needed for a CPAP accommodations can be organized to facilitate those needs.

Finally, we recommend that items such as MP3 players, electronic games, and other electronic devices not be brought to camp. Summer camp is an outdoor experience, and these items are not appropriate to that experience.







NEW

Emergency Procedures

Fire—On Camp. If a fire breaks out on camp, either structural or wild, note the time seen, approximate size, and location of the fire. Get this information to the camp ranger or other member of the camp administration as soon as possible. The next steps decisions will be handled by the camp's fire authority to put out the fire, contact the local fire department, and/or evacuate the camp.

Fire—Near Camp. If a fire breaks out near or approaches the camp, the following will occur: the camp's fire authority in consultation with local emergency services will determine if there is a need to evacuate or remain in camp. These will be handled on a case-by-case basis.

Alarm Activation or Fire Alarm. A siren and radio announcement will go out in the case of a fire drill or full camp assembly. Upon hearing the siren or radio announcement, or instruction by a staff member, congregate with your unit at the north end of the Maddox, off of the patio and take a head count.

Lost Camper. If a camper(s) is reported missing the following will occur:

- Please provide staff with:
  - Name of the potential missing person
  - Unit information
  - Appearance (looks and clothing on that day)
  - Last seen
  - Program schedule (if during program time)
- Check common places where the potential missing person(s) could be (e.g., a nearby bathroom, the camper's tent, and program area). Additionally the sign-in/out sheet will be checked at the front desk.
- If the camper(s) is not found, they will be deemed missing.
- The camp will be assembled at the Maddox for a full role call and next steps.



Policy



Hazardous Weather. WMC's summer camp season overlaps with the local monsoon season that typically hits in July. Regular rainfall and high winds are common.

Due to the breadth of the camp, areas are grouped together and operate independently during weather events unless decided upon by the camp administration.

In case of thunder or lightning, the following occurs:

- Climbing tower and AAP and COPE Areas close
- Crystal Lake closes
- RATA ranges unable to operate safely close.

These areas remain closed and/or cease operation until 30 minutes pass without audible thunder or visible lightning.

In the instance of lightning, a heavy storm, or hail, the following occurs:

- Program areas will shelter in place if the program area is within a building or pavilion large enough to properly shelter those present.

In the instance of lightning, a heavy storm, or hail, the following occurs:

- Program areas will shelter in place if the program area is within a building or pavilion large enough to properly shelter those present.
- For program areas that do not have adequate shelter, gather those nearby and find the nearest shelter as safe to do so. This could be nearby program area with adequate shelter, the Maddox, dining hall, family camping center, or a shower house pipe chase.
- The Maddox and dining hall are the main gathering points for units and staff when heavy storms continue for extended periods of time. The camp administration will communicate when this is required.
- Unless otherwise directed, it is the responsibility of the unit's leadership to move from shelter in tents during a storm. During heavy and large hail events, tents should be avoided.
- If you are off camp when a storm hits, shelter where appropriate in accordance with Scouting's Hazardous Weather Training. Communicate if possible to your unit or staff on camp your situation.



Intruders. All authorized visitors are required to check in at the front desk in the Maddox building. Campers and visitors are identified by wristband, staff wear identifying staff uniforms.

If an unauthorized and/or unidentified individual is found on the property or is not entering via the front gate, they are deemed an intruder and are trespassing on the premises.

Notify staff of the intruder. If it is safe to approach, instruct them to go to the Maddox to follow proper check-in procedure. Go with them until either being able to pass this to a staff member or you and the person makes it to the Maddox.

Please provide the following information, especially if the intruder is deemed dangerous, you are otherwise unable to approach, or they do not come to the Maddox:

- Identity and intention (if given)
- Height, appearance, gender
- Location and direction of travel

Campers should not get into a physical altercation with the intruder or attempt to escalate the situation.

Animals and wildlife. Wehinahpay is home to a variety of wildlife. Campers and staff are instructed to leave the wildlife alone. In the case that an individual interact or have a confrontation with wildlife where the individual touches, is bitten, or is struck by an animal the following will occur:

- If they touch an animal but are not bitten or struck by the animal, they must wash the area that came into contact with it.
- If they are bitten, stung, or struck by the animal they must go to the camp medic for medical supervision and/or treatment.

Bloodborne pathogens and biohazard exposure. Those exposed to blood or other biohazardous substances should go to the medic and follow their instructions for treatment.

Communicable diseases and Infections. A Scout is clean, follow good hygiene practices. All campers and staff wash their hands before entering the dining hall to prevent the spread of diseases. Campers who feel unwell at camp should visit the camp medic. Cases will be handled on a case-by-case basis.

What to Bring to Camp

Individual Checklist

- ☐ Scout Uniform
- ☐ Several pairs of socks
- ☐ Jacket
- ☐ Raincoat or poncho
- ☐ Extra undergarments and shirts
- ☐ Hiking and/or tennis shoes (CLOSED TOED SHOES REQ)
- ☐ Bath towel and soap
- ☐ Toothbrush and toothpaste
- ☐ Sleeping bag or sheets, blankets, and a pillow
- ☐ Flashlight and extra batteries
- ☐ Jeans or long pants
- ☐ Hat or cap
- ☐ *Scouts BSA Handbook*
- ☐ Scouting America's *Annual Health and Medical Record* ("copy," filled out and signed. See the Health and Safety section of the leader's guide for more information)
- ☐ Spending money
- ☐ Sunscreen
- ☐ Water bottle
- ☐ Stationary/notebook and a pen or pencil
- ☐ Watch

Optional

- ☐ Camera
- ☐ Pocket knife (see the Knife Policy section of the leader's guide for more information)
- ☐ Sunglasses
- ☐ Hammock + straps (required)
- ☐ Camp chair
- ☐ Religious text, faith related items and head-garments

Troop Checklist

Completely optional, but possibly exciting things to bring and use at camp to elevate your experience.

- ☐ Troop flag
- ☐ First Aid kits
- ☐ Patrol flags
- ☐ Troop gadget(s)
- ☐ State flag (may fly in campsite or if your unit signs up for a flag ceremony)
- ☐ Bow saws/hatchet/axe for firewood (see the Campfire section in the leader's guide for more information)
- ☐ Water cooler
- ☐ Rope



Alas, a blank page, nothing to see here friend.

THE TRAIL TO
WEHINAHPAY
TO ROSWELL
MAYHILL
(gas & food)
82
TO PINON
24
N
RIO PENASCO RD.
5 MILES
5 MILES
JAMES CANYON
130
24
NEEDLES STORE
(gas and food)
WEED
521
SACRAMENTO
CANYON HIGHWAY
DENNY
HILL
Aqua Chiquita Rd.
Road 64
6 MILES
Hay Canyon Rd.
ROAD 64
AQUA CHIQUITA RD.
82
130
COX CANYON
3 MILES
Spring Canyon Rd.
Potato Canyon Rd.
437
244
CLOUDCROFT
(gas & food)
CONQUISTADOR COUNCIL
B.S.A.
WEHINAHPAY
MOUNTAIN CAMP

WELCOME TO
WEHINAHPAY
MOUNTAIN CAMP, BSA
SINCE 1927
Sacramento Mountains, New Mexico
Elevation 9,000 ft.
TO SACRAMENTO/
CAMP ENTRANCE
CRYSTAL LAKE
LAKE LODGE
YURT
MOUNTAIN MAN
DEREK BROOKS PAVILION
AGUA FRIA
ZIA
PALO VERDE
AGUA CHIQUITA
SIERRA BLANCA
UPPER CORONADO
TWELVE POINTS
PALO VERDE SHOWERHOUSE
LINCOLN
NOGAL
PARKING
CORONADO
LOWER CORONADO
VISITOR LATRINE
CHISUM SHOWERHOUSE
CHISUM
EL MORO
P.K. HURLBUT CENTER
KOERTNER CLIMBING TOWER AND AERIAL ADVENTURE PARK
TECHNOLOGY CENTER
MADDOX BUILDING
Camp office, WI-FI, leaders lounge, Medic
CONEX BUILDING
COUNCIL FIRE
STAFF HILL
PARADE FIELD
DINING HALL
VISITOR LATRINE
WEST SIDE
DESHURLEY CHAPEL
SHOOTING SPORTS RANGES
Archery, Rifle
Shotgun, Cowboy Action
COPE COURSE
N
WEHINAHPAY MOUNTAIN CAMP,
BOY SCOUTS OF AMERICA
319 POTATO CANYON ROAD
SACARAMENTO, NEW MEXICO 88347
575-687-2691
CONQUISTADOR COUNCIL,
BOY SCOUTS OF AMERICA
2603 NORTH ASPEN AVENUE
ROSWELL, NEW MEXICO 88201
575-622-3461
CONQUISTADOR COUNCIL
B.S.A

Session:____ Unit:____ Name:_____

Wehinahpay Mountain Camp Honor Camper Award Program

The Wehinahpay Mountain Camp Honor Camper Award Program is a prestigious honor identified by a special pin only achieved by those Scouts and Scouters who strive to get the most out of their summer camp experience. The steps to earning this award are outlined below. Complete either option 1 or option 2. Have the staff member responsible for the activity/event/area sign off/initial next to the item and submit this handout to the program director at the Friday SPL meeting.

Option 1

Scouts: Complete 5 of the following

1. Take at least three merit badge classes
2. Open archery
3. Open rifle or shotgun
4. Open climbing at the climbing tower
5. Aerial Adventure Park
6. Open fishing
7. Complete one of the offered one-day merit badges. Each badge earned this way counts individually.
8. Attend Staff Rush and submit a Staff Rush interest form.

Option 1

Scouters: Complete 5 of the following

1. Volunteer for two hours in the trading post. (See the business manager)
2. Participate in an inner-troop activity.
3. Participate in an offered training class.
4. Drive for a field trip.
5. Volunteer in the Trail to First Class program.
6. Participate in any of the twilight activities open areas (Climbing, RATA, etc...). Each counts individually.

*Teaching/covering a merit badge class for the week earns the award.

Option 2 (Scouts and Scouters): Complete one from the list below, and three from the list above.

Scouts:

1. Trail to First Class program
2. Project C.O.P.E. program
3. Camp service project

Scouters:

1. Serve as an assistant ranger for one camp service project.
2. Participate in the leader's cookoff competition
3. Help supervise the dining hall cleanup for three meals. (Get the initial from the dining hall steward each time)
4. Serve as an RSO at the ranges (requires NRA certification and authorization from RATA director)
5. Help the COPE/Climbing area as a certified instructor (requires Level I or Level II COPE/Climbing certification)

1. _____
2. _____
3. _____
4. _____
5. _____

1. _____
2. _____
3. _____
4. _____
5. _____

*Additional items may be added to the lists during the camp's operation.

Session:____ Unit:____ SPL:_____
Troop Guide:_____

Wehinahpay Mountain Camp Honor Troop Award Program

The Wehinahpay Mountain Camp Honor Troop Award Program is a prestigious honor identified by a special ribbon only achieved by troops whose Scouts and Scouters went above and beyond during their summer adventure and truly got the most out of the camping experience. The steps to earning this award are outlined below. Have staff members responsible for the activity/event/area/inspection sign off/initial next to the item and have the SPL submit it to the program director at the Friday SPL meeting. A troop must complete **eight** of the items listed below to earn the Wehinahpay Mountain Camp Honor Troop Award. A Scout is trustworthy.

Initial	Item
	Participate in/run a camp-wide flag ceremony (PD)
	Perform a skit or song at closing campfire (PD)
	Construct and maintain an appropriate camp gadget in the campsite, properly dismantling it before leaving. (Commissioner)
	Fly a US, state, or troop flag in the troop's campsite. (Commissioner)
	Have at least 70% of the Scouts and 70% of the Scouters in the troop earn the Wehinahpay Mountain Camp Honor Camper Award.
	As a troop, participate in the shower house cleaning schedule and follow the posted cleaning instructions.
	As a troop, participate in a camp service project. (Ranger/Project Foreman) [MB service projects do not count]
	A Scout is clean, pass daily campsite inspections
	Monday (Commissioner)
	Tuesday (Self)
	Wednesday (Commissioner)
	Thursday (Neighbor, see assignments on the board)
	Friday (Self)
	Be on time for all meals and camp-wide events
	On Wednesday's Field Day, have at least 70% of the troop participate in one of the following:
☐	On-Camp – Earn a one-day merit badge
☐	On-Camp – Organize a troop hike in the surrounding region (participation in the 5-mile hike with Scoutcraft covers this)
☐	Off-Camp – Visit one of the places of interest surrounding Wehinahpay Mountain Camp, return safely, and share with a member of camp staff a photo from the visit and briefly explain what you learned and/or saw during your visit.

WEEKLY SCHEDULE

	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
7:00 AM		(:20 FLAGS)	(:20 FLAGS)	(:20 FLAGS)	(:20 FLAGS)	(:20 FLAGS)	CONTINENTIAL BREAKFAST
7:30 AM		BREAKFAST	BREAKFAST	BREAKFAST	BREAKFAST	BREAKFAST	
8:00 AM							UNIT CHECK OUT (LAST UNIT OUT BY 10:00 AM)
8:30 AM		LEADER'S MEETING	LEADER'S MEETING	LEADER'S MEETING	LEADER'S MEETING WITH EXECUTIVE	LEADER'S MEETING	
9:00 AM		PERIOD 1	PERIOD 1	ONE DAY MBS AND OPEN PROGRRAM AREAS	PERIOD 1	PERIOD 1	
9:30 AM							
10:00 AM		PERIOD 2	PERIOD 2		PERIOD 2	PERIOD 2	
10:30 AM							
11:00 AM		PERIOD 3	PERIOD 3		PERIOD 3	PERIOD 3	
11:30 AM							
12:00 PM		ASSEMBLY (:20) FIRE DRILL	ASSEMBLY (:20)		ASSEMBLY (:20)	ASSEMBLY (:20)	
12:30 PM		LUNCH	LUNCH	BOXED/BAGGED LUNCH	LUNCH	LUNCH	
1:00 PM		SPL MEETING	SPL MEETING		SPL MEETING	SPL MEETING	
1:30 PM							
2:00 PM		PERIOD 4	PERIOD 4	ONE DAY MBS AND OPEN PROGRAM AREAS	PERIOD 4	PERIOD 4	
2:30 PM	UNIT CHECK-IN						
3:00 PM		PERIOD 5	PERIOD 5		PERIOD 5	PERIOD 5	
3:30 PM							
4:00 PM		PERIOD 6	PERIOD 6		PERIOD 6	PERIOD 6	
4:30 PM							
5:00 PM	FLAGS (:20)	FLAGS (:20)	FLAGS (:20)	FLAGS (:20)	FLAGS (:20)	FLAGS (:20)	
5:30 PM	DINNER	DINNER	DINNER	DINNER	DINNER	DINNER	
6:00 PM							
6:30 PM	ADULT LEADER'S MEETING SPL MEETING				STAFF RUSH		
7:00 PM		EVENING PROGRAM	EVENING PROGRAM	TROOP NIGHT	EVENING PROGRAM OVERNIGHT ASSEMBLY		
7:30 PM							
8:00 PM	OPENING CAMPFIRE				OA SOCIAL	CLOSING CAMPFIRE	
8:30 PM			SASPARILLA NIGHT				
9:00 PM							
9:30 PM							
10:00 PM	QUIET HOUR	QUIET HOUR	QUIET HOUR	QUIET HOUR	QUIET HOUR	QUIET HOUR	

SCHEDULE IS SUBJECT TO CHANGE PLEASE CONTACT THE CAMP ADMINISTRATION IF YOU HAVE ANY QUESTIONS.

*HOPPERS MUST REPORT TO THE DINING HALL 15 MINUTES PRIOR TO MEALS

*TROOPS ASSEMBLE AT THE GATE OUT TO THE CAMPFIRE RING AND ARE RELEASED TO THE RING 15 MINUTES BEFORE CAMPFIRE

*FIELD UNIFORMS REQUIRED FOR: DINNERS, CAMPFIRES, AND IF ACTING AS COLOR GUARD

*CLASS PERIODS RUN 45 MINUTES WITH A 15 MINUTE PASSING PERIODS. A 1 PERIOD CLASS IS 45 MINUTES, A 2 PERIOD CLASS IS 1 HOUR 45 MINUTES, A 3 PERIOD CLASS IS 2 HOURS 45 MINUTES.

HYDRATE PROPERLY, YOU'RE AT ALTITUDE AND IT'S NOT AS OBVIOUS

WHERE'S YOUR BUDDY, YOU NEED ONE.

THIS IS RUGGED TERRAIN, PLEASE WALK, DO NOT RUN

Unit Vehicle Seat Availability

Being prepared and safe is key for a great camping experience. If the camp must evacuate, everyone needs a space in a vehicle to do so. Due to the varying natures of arrival, some campers may not have a vehicle on camp during the middle of the week. To account for this possibility the camp will keep an accurate record of the number of open seats within the passenger vehicles on camp.

This sheet must be turned into the camp office for a unit to check in. If more space is needed, fill out multiple sheets and staple them together.

Unit	Driver Name	Make/Model	Color	Open Seats	Total Seats

If your unit is using transportation such as a charter bus that does not stay in camp during the week we will need the contact information of the driver:

Unit: _____

Driver Name: _____

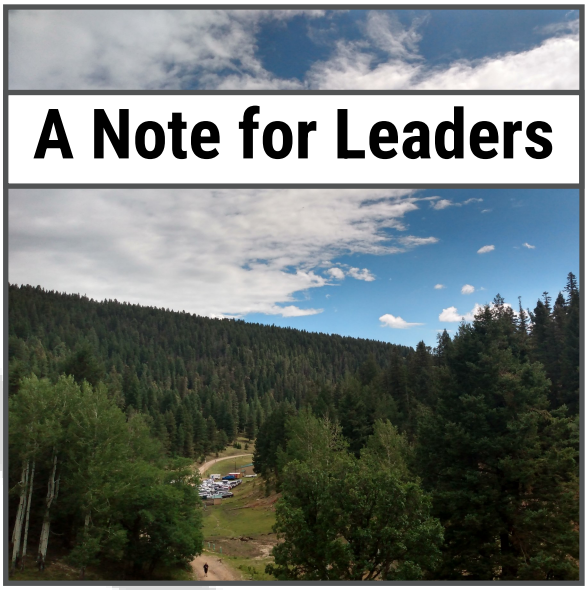
Phone Number: _____

Company: _____



If the vehicle you came into camp in remains in camp, you leave in the same vehicle during an evacuation.

A Note for Leaders



If at any point you or another member of your unit have any questions don't hesitate to reach out to the camp administration through Camp Director Walter Stagaman at walter.stagaman@scouting.org

This is the first edition of the 2027 leader's guide and more is yet to come. Updates will be announced on social media and on the camp's website. Look for the date in the bottom left corner of pages.

Classes are still subject to change, so once merit badge registration opens up, be prepared for additions or changes as our program further develops. If something major is changed you will be notified additionally.

Be on the look out for check-in information to best prepare you and your Scouts for your arrival to Wehinahpay, it will contain key details regarding timeline and the check-in process. (Likely this will drop in late April or mid May.)

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





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