Troop 1 & 6001 Summer Camp 2020

Wehinahpay Mountain Camp 319 Potato Canyon Road Sacramento, NM 88347

January Parent Information Meeting

- 1. Travel to Camp
 - a. Depart on June 13th
 - b. Lunch in Amarillo
 - c. Overnight stay in Roswell, NM
 - St. Andrew's Episcopal Church 505 N Pennsylvania Ave. Roswell, NM 88202
 Father Dale Plumber Church: (575) 622-1353
 - d. Visit International UFO Museum & Research Center
 - e. Arrive to camp, early afternoon
- 2. Travel from Camp
 - a. Depart on June 20th
 - b. Lunch Restaurant
 - c. Overnight Stay in Amarillo, TX
 - i. St. Peter's Episcopal Church 4714 NW 4th Avenue Amarillo, TX 79106 Liz Larson Cell: (806) 576-9052 Church: (806) 353-9594
 - d. Arrive in Edmond on June 21st
- 3. Camp Fees & Payment Schedule
 - a. Camp Price: \$365 per youth (Early bird), \$125 per Adult
 - i. Includes camp meals, merit badge fees and a t-shirt
 - b. Travel Meals: \$3 per scout per meal (cover with troop fundraising)
 - i. Lunch (3), Dinner (2), Breakfast (2)
 - c. Extra Trip Costs
 - i. UFO Museum Adults = \$5 Youth ages 5-15 \$2
 - ii. Fuel, Average cost per vehicle = \$200 (cover with troop fundraising)
 - iii. T-Shirts for Camp (4) = \$25
 - d. Scout \$390, Adult \$155

Due Date	Scout	Adult
2/24/2020	\$170	\$50
4/20/2020	\$170	\$50
5/18/2020	\$50	\$55

- 4. Fundraising
 - a. For individual scout account
 - i. CAMP CARDS!

Simply the best individual fundraiser we have in the council. Sell each card for \$10 and the scout gets \$5 for their scout account.

- b. For the troop
 - i. Chili Supper & Auction March 7th

Help by donating auction items and selling admission tickets to the supper.

- 5. BSA Health Forms A, B & C must be completed for both scouts & adults. This includes a physical.
- 6. Adults must be current with Youth Protection Training.
- 7. Merit Badge Selections due no later than Feb 24th. (otherwise, desired selections may be full)
- 8. Additional Parent Meeting on June 1st.
 - a. Letters to camp
 - b. No cell phone reception
 - c. Special food needs & allergies