

Eastern US to Unit 34 camps:

Get to Roswell, NM or eastern NM you want to get map quest or GPS to get you on the way to Mayhill, NM. From here you can pick up on the general driving directions to camps!

From Roswell, NM you will want to take NM Hwy 285 south towards Artesia, NM.

*note: before you depart Roswell get gas, snacks everything you need as that's about it for gas and stores until you return to Roswell!!

South of Roswell, NM you will want to keep an eye out for signs for the prison. Shortly after the prison you will take a right onto HWY 13. This is a little shortcut to HWY 82. You will want to head for Mayhill on 13. You will intersect with HWY 82 turn right (towards Cloudcroft and Mayhill) take HWY 82 through the VERY small town of Mayhill NM.

Just AFTER Mayhill you will turn left onto HWY 130. You will follow HWY 130 until you see a left turn onto HWY 24 (sign here for Weed and Pinon) turn left here and follow HWY 24.

Now start to look for mile marker 18. You will turn left just before MM18 (approx. 50 yds). On the left where you are going to turn will be some mail boxes, on the right will be Pinon Draw ranch signs. You will cross a cattle guard right away. You will go .08 miles from this first cattle guard and turn right at the small fork (should be a Compass West Outfitters sign here). You will cross a 2nd cattle guard about ½ way. After you turn, follow road to camp.

NOTE: Roswell is about the END of cell service, make your calls here. This is about it for gas stations, snacks, phone, people, everything before camp.

From Roswell to camp is about 2-2.5 hours going slow. Please check the time if you are in Roswell before 11, stop and have lunch.

**Text me at 505-860-3197 as you leave Roswell so we know you are on the way.
Please try and not get into camps before 1pm we want to be ready for you!!**

*note: Hwy 24 goes in a loop from HWY 130 to HWY 82. You can also turn left on HWY 24 toward Duncan/Pinon NM and follow it to mile marker 18, the turn is easy to miss so I like to send people through Mayhill because it's easy to find the turns this way.