



EXECUTIVE SUMMARY

WHEN: June 2013 – date to be assigned once we know who is actually going.

CONTINGENT LEADER: Tom Grandy, Ashland, tomgrandy@msn.com, 330-749-2552.

HOW MANY: 32 Total – 4 Crews of 6 Scouts and 2 Adult Leaders each.

HOW LONG: 7 Days Total at SeaBase + Possibility of Key West visit depending on time/costs.

TRAVEL ARRANGEMENTS: Fly to Miami, Charter Bus to SeaBase Drop Off

WHAT ADVENTURES ARE OFFERED: Choice of Coral Reef Sailing **–OR–** Out Island Adventure

PHYSICAL FITNESS: Must be able to pass BSA swim test and high adventure physical requirements.

PHYSICAL DEMANDS: The Sea Base programs are **PHYSICALLY CHALLENGING**. You will be in the water a great deal, so go swimming with your crew at your local pool often. You will be frequently lifting your body in and out of the water onto boats and docks.

COMMUNICATIONS: Need email address for communications will be sent this way. If you do not have internet access or do not check it often, please note this on your application so we can mail important information to you via post.

WEB SITE: Check out www.bsaseabase.org for video and additional information.

EXPERIENCE: For Coral Reef Sailing adventure, no sailing experience is necessary, you will be taught there. Camping, Cooking, and Wilderness Survival skills will help you on the Out Island adventure.

LICENSES: The Out Island Adventure requires a 3-day Florida fishing license to be purchased.

OPTICAL OPTIONS: If you wear glasses, you may want to consider purchasing a snorkel mask with prescription lenses. Snorkel101.com has them for about \$100. Very Optional!

EQUIPMENT: Very low equipment needs for this High Adventure. See lists below.

About SeaBase



The Florida National High Adventure Sea Base is a unique Scouting program that offers aquatics programs found nowhere else. Whether your interests lie in sailing, scuba diving, rustic camping on an undeveloped barrier island, fishing or a combination of all, this is the place for your troop or crew.

Sea Base now operates eleven different adventures out of three different locations: two in the Florida Keys, and one in Marsh Harbour, Bahamas. The adventures Coral Reef Sailing, Sea Exploring Adventure, Eco-Adventure, Scuba Adventure, Scuba Certification, and Live Aboard Scuba Adventure operate in the Florida Keys at Mile Marker 73.8 at Sea Base on Lower Matecumbe Key located 75 miles south of Miami. Out Island Adventure, Keys Adventure and Florida Fishing programs operate in the Florida Keys on Summerland Key at Mile Marker 23.8 at the Brinton Environmental Center located 125 miles south of Miami. Bahamas Adventure and Bahamas Tall Ship Adventures operate out of the Bahamas Sea Base in Marsh Harbour, Abaco, Bahamas, located about 100 miles east of Fort Lauderdale.

Scouting's most complete aquatic facility offers a complete variety of water activities from scuba diving to sailing "Tall Ships". All of our participants have the opportunity to swim, snorkel, and fish among the most beautiful coral reefs in the northern hemisphere. In 2010, in conjunction with the Centennial Celebration of the Boy Scouts of America, the Florida Sea Base will celebrate 30 years of providing Scouts and Scouters from across America ocean adventures that make a lifetime difference.

For our Council Contingent, you will have two itineraries to choose from: The Out Island Adventure or the Coral Reef Sailing Adventure.

Out Island Adventure Guide



On your scheduled arrival day, you will arrive between 1:00 and 4:00 pm at the Brinton Environmental Center, located on Summerland Key, 20 miles north of Key West. Your first afternoon is quite busy. After a brief check-in, your Island Mate will show you to your air-conditioned quarters, followed by a tour of the facility. Next up, it's into bathing suits and into the water for your swim review. At this point, you will be issued a mask, fins, snorkel and a Sea Base dive bag that you will have for the week of your adventure. If you have your own snorkeling gear, you are welcome to bring it with you. We will then provide a snorkel instruction lesson so you are comfortable with your gear. This will be followed by an opening program and enjoyable slide show which describes some of the underwater creatures you'll want to enjoy and/or avoid on your adventure and includes snapshots of some of the fun you will be having during your stay on Big Munson Island.

On your second day at Sea Base you will take a Polynesian war canoe to Big Munson Island with all your personal gear. Your personal gear will be stowed in a 12" by 24" dry bag, which is checked out to you before you depart for the island. Pack light! The trip is 5 miles over open water, so come prepared for some great paddling! Big Munson Island is made up of high hardwood hammocks, low mangrove swamp and a sandy beach. You will have to wade ashore with all of your food, water, and equipment. Depending on the wind and tide, this wading trip can be from your ankles up to your chest. Once you arrive on this pristine island, it will all be worth it. Two people will be housed in four man backpacking tents, and the tents are directly on the ground (not platforms), so a sleeping pad comes in handy. Tents and cooking gear are already on the island.

You will have 3 full days of adventure on Big Munson Island. You will spend one day on and around the island exploring, snorkeling, kayaking, and shark fishing, among other activities. You will spend day fishing in a powerboat in the waters off the Florida Keys with the goal of adding some fresh fish or possibly lobster to the menu. (NOTE: To be in compliance with Florida Law, anyone 16 years old or older must purchase a fishing license to participate in any fishing activities, see below). The last full day will be spent snorkeling on Looe Key or the patch reefs called Munson Rocks, and working on an environmental project and will be concluded with a closing campfire on the island.

On your sixth day, you will repack your equipment and paddle back to the Brinton Center for a great evening closing ceremony, patch presentation, and seafood luau. We ask that everyone depart the Sea Base facility on the following day by 11:00 am so that we may adequately prepare for the next round of arrivals.

The Out Island schedule allows individuals to purchase three-day Florida fishing licenses for their adventure.

The current Florida fishing licenses costs as of September 2011 :

For non-residents of Florida:

- \$17.00 for a 3 day saltwater license

WHAT TO BRING FOR OUT ISLAND ADVENTURE

- 1 field or activity uniform
- Short-sleeve T-shirts (2-4)
- Lightweight rain gear (pants optional)
- Sunglasses with strap (polarized are best)
- 1 pair of tennis shoes or comfortable shoes (optional for Out Island Adventure)
- Non-oily sunscreen (SPF 30+)
- 1-2 pairs of comfortable shorts
- Toiletry kit
- Wide-brimmed hat
- 2-3 pairs of socks
- Large-mouth water bottle with a carabiner (add a coffee mug if desired)
- Sleeping bag or light blanket/sheet for island sleeping (be sure to bring an additional blanket for sleeping on base, as the room can feel cold)
- Swim trunks or board shorts (males)
- One-piece swimsuit (females)
- 1-2 towels (one will do for the Out Island Adventure)
- 1 small pillow
- Baby powder or Gold Bond® (to cut down on chafing)
- 1 pair of flip-flop sandals (for on the island and on base)
- Bug spray for mosquitoes (optional for Florida Fishing Adventure)
- Prescription medication
- Florida fishing license (if you are 16 or older)
- Proof of age/photo ID
- Copy of medical insurance information
- Fillet knife and pliers (one set for the whole crew)
- Hawaiian-style shirt (for the luau)
- Flashlight
- Sleeping pad—backpacking style
- 1 pair of dive booties (for fins and wading to/from island)
- Lightweight long pants and long-sleeve shirt (for bug and sunburn protection)

OPTIONAL ITEMS FOR ALL

- Camera (waterproof is optimal)
- Personal snorkel gear (Sea Base will provide it if you do not have your own)
- Extra money (\$100-\$125)
- Bonine® (for seasickness)
- Skin So Soft lotion

DO NOT BRING

- MP3, iPod, video game, or DVD players
- Fireworks
- Skateboards

- Spear guns
- Scout-inappropriate clothing

NOTE

- Make sure you can successfully pass the BSA swim test.
- Make sure your name is on the crew roster your leader is going to send us.
- Don't forget to bring a photocopy of the front and back of your insurance card.

SHIP'S STORE

Most of the items on the "what to bring list" are carried in our Ship's Store with the exception of shoes, socks, and sleeping gear. About \$100 to \$125 is adequate spending money unless you want to buy a lot of souvenirs.

BEING PHYSICALLY FIT

Every participant in the Florida Sea Base High Adventure program needs to be physically fit for the strenuous demands that will be placed on their body. The Sea Base programs are **PHYSICALLY CHALLENGING**. Get in shape! Stay in shape! You will be in the water a great deal, so go swimming with your crew at your local pool often. Do some light exercises to increase your stamina. You will be frequently lifting your body in and out of the water to boats and docks. You have dedicated a lot of your personal time and resources to come to Sea Base. Get the most out of your experience by being ready physically and mentally.

All participants must be in good health evidenced by a **Sea Base Health and Medical Record** filled out and signed by your doctor within the past 12 months. A regular BSA Class I, II, or III medical is not acceptable, nor is another "sports" medical or anything other than a Sea Base Health and Medical Record. The unique tropical environment has very different requirements from most Scouting and outdoor activities. All participants should note the suggested weight-to-height guidelines, which are listed in the Sea Base Health and Medical Record. All programs involve snorkeling and entering and exiting a vessel via ladders rated to only 300 pounds. **People weighing 300 pounds or more are not allowed to participate in Sea Base high adventures. Participants not meeting this requirement will be sent home at their own expense.**

Coral Reef Sailing Guide



When you arrive at the Florida Sea Base between 1 and 3 p.m., you will check in at the registration office. You will be met by your Coral Reef mate, who will lead you through the orientation process for your adventure ahead. After your adult leader checks in with the registration office, your crew will have a photo taken before you head over to the shakedown area under the scuba dorms. All personal gear minus your sleeping and snorkeling gear will fit into the issued 12x24 mesh bags for the boat. You will change out of your Scout uniform and into your swim trunks. Make sure you apply sunscreen; the Florida sun is very hot. You will stow your gear not going to the boat in either our lockers (**you provide the lock**) or your personal car if you choose. Next you will proceed on the Sea Base tour highlighting the Ship's Store, the submarine, chapel, dive boats if in port, the sea habitat, and galley.

Next is a trip to the quarterdeck to get your snorkeling gear. Each participant (youth and adult) will be issued a mask, fins, snorkel, snorkel vest, and a dive bag that you will use for the remainder of your week long adventure (if you have your own snorkeling equipment, you may bring it). Everyone will participate in a BSA swim review and a snorkel instruction lesson so you are comfortable with your gear and swimming in the ocean. Next it is off to your assigned ship to meet your captain. If your crew is quick, you may be able to provision your ship with food for the week before flags. If not, after dinner you'll accomplish this task. Flags are at 5:45 p.m. and dinner at 6. After dinner, you will board your vessel for your first night on board the boat at the dock, or you may sail into the sunset if time permits. We try hard to get you off the dock if at all possible. You are now on your way for a week of unforgettable adventure including sailing, snorkeling and fishing.

The program is not a pleasure cruise, but a Scout adventure, and scouts and adults are expected to work aboard the vessel. You may stop and snorkel many times in one day or just sail as much as you can. If your crew likes fishing more than snorkeling, let the captain know your expectations. **Sleeping arrangements are cramped and limited below decks.** Most crews sleep on deck, weather permitting. Be advised that inclement weather means hot cramped quarters below decks. Not everyone will have a bunk (high adventure). All our vessels carry a fishing license that will cover you during your week aboard. The Florida Sea Base supplies all the necessary rods, reels, and tackle. This tackle can be used while trolling or at anchor in several locations.

The basic itinerary (everything is weather dependent) is you leave the docks the night of your arrival, time permitting. Full day one and two are spent sailing, fishing and snorkeling from Rodriguez Key to Marathon Key. Full day three you'll pull back into Sea Base for your shore day. We have small boat sailing, tubing, kayaking and team volley ball. You have the chance to earn you BSA Kayak Award as well as BSA Snorkel Award during your adventure. After dinner we show movies, and provide games for your pleasure. You'll leave the docks the next morning for another day and 2/3rds of activities then pull back into sea base your last day.

Upon your return to Sea Base, you will return your snorkeling gear, clean your boat, move into the dorms for the night, and prepare for the evening luau, patch presentation, and reflection. Some crews

like to bring Hawaiian-type shirts for this. We may do the limbo and island-type games before a seafood meal.

Swim Test and Review: The Florida Sea Base is the premier aquatic High Adventure facility of the BSA.

You MUST PASS the standard BSA swim test prior to you arrival. If you cannot pass this test without problems, this probably is not the right adventure for you. Upon arrival at the Sea Base, you will participate in a swim review to assess your swimming skills. The heat and physical activities can tire you out fast, so arrive at the Sea Base in good physical condition.

Packing Your Gear: All your gear (except sleeping pad and snorkel gear) must fit in a 24-inch duffel bag (issued at check-in). No suitcases or frame backpacks can be used. You will be living on a sailing vessel during the entire adventure. Space is limited so you must only bring what you need. Keep this in mind and travel light!

WHAT TO BRING FOR CORAL REEF AND SEA EXPLORING ADVENTURES

- 1 padlock *per crew* for storage
- 1 field or activity uniform
- Several (2-3) T-shirts
- Shorts
- Lightweight rain gear (optional)
- Sunglasses with strap (polarized are best)
- 1 pair of deck shoes or sandals
- 1 pair of inexpensive water socks for small boat sailing
- 16 ounces of lotion (no pump or aerosol) sunscreen (SPF 30+)
- Pants, long-sleeve shirt, and light jacket (**December and spring only**)
- Toiletry kit
- Wide-brimmed hat
- 1-2 pairs of socks
- Large-mouth water bottle with a plastic clip (add a coffee mug if desired)
- One sheet and a warm blanket or sleeping bag
- Sleeping pad—backpacking type
- 2 swimsuits (modest style)
- 2 towels and a small pillow
- Insect repellent
- Prescription medication
- Proof of age/photo ID
- Copy of medical insurance information
- Small flashlight

DO NOT BRING

- MP3, iPod, or video game players
- Fireworks
- Skateboards

OPTIONAL ITEMS

- Hawaiian-style shirt (for the luau)
- Camera (waterproof if possible)
- Personal snorkel gear
- Extra money (\$100-\$125)
- Bonine® (for seasickness)
- Skin So Soft lotion (non DEET bug repellent alternative)
- Crew photo: \$6 per copy

NOTE

- Make sure you can successfully pass the BSA swim test.
- Make sure your name is on the crew roster your leader is going to send us.
- Don't forget to bring a photocopy of the front and back of your insurance card.

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All participants must be in good health evidenced by a **Sea Base Health and Medical Record** filled out and signed by your doctor within the past 12 months. A regular BSA Class I, II, or III medical is not acceptable, nor is another "sports" medical or anything other than a Sea Base Health and Medical Record. The unique tropical environment has very different requirements from most Scouting and outdoor activities. All participants should note the suggested weight-to-height guidelines, which are listed in the Sea Base Health and Medical Record. All programs involve snorkeling and entering and exiting a vessel via ladders rated to only 300 pounds. **People weighing 300 pounds or more are not allowed to participate in Sea Base high adventures. Participants not meeting this requirement will be sent home at their own expense.**

Eligibility Requirements

1. Each participant must be a registered Boy Scout, Varsity Scout, Venture Scout, or Adult Leader.
2. Participants must be thirteen (13) and graduated from the 8th grade or fourteen (14) years old to participate in all programs.
3. The ability to swim 100 yards (official BSA swim test) and stay afloat for one (1) minute.
4. Must be in good health evidenced by a SEA BASE Health and Medical form filled out and signed by your doctor within the past 12 months. A special SCUBA Medical and Waiver are required for the SCUBA Certification Program. Inquire early with questions about medical requirements for participation.
5. Must be a Certified Diver for the SCUBA Adventure Program by a certified agency nationally recognized by the BSA.
6. No participant may weigh in excess of 300 pounds. Participants not meeting this requirement will be sent home at their own expense.
7. All participants must know and use the scout Oath and Law as their guide to appropriate behavior at Sea Base.

Crew Requirements and Responsibilities

1. Exceptions to these requirements will not be made.
2. In keeping with the policies of the Boy Scouts of America, requirements for acceptance and participation at Sea Base are without regard for race, color, creed, or national origin.
3. At least half of the members in every crew must be youth.
4. Be registered members of a chartered unit, a Scout troop or team with proper leadership, a Venture crew (if coed, must have male and female adult leaders, age 21 or older), or be a council or district contingent with proper leadership.
5. All registered adults must have completed the BSA Youth Protection Training or Venturing Youth Protection Training. (This is required for the National Tour Permit.)
6. At least one person must be trained in first aid and CPR from any recognized agency and in Safe Swim Defense and Safety Afloat—this is for your tour permit.

NOTE: Please remember that a troop or team is not a co-ed unit. The only way that a female under the age of 18 may attend Sea Base is with a Venture crew with proper co-ed leadership or as a member of an approved council contingent with proper co-ed leadership.

IMPORTANT: The National Council of the Boy Scouts of America requires two adult leaders on all trips, regardless of length, conducted by your unit. All crews arriving at Sea Base **MUST HAVE AT LEAST TWO ADULT LEADERS**. For troops and teams, one of the adults must be over the age of 21, the other must be at least 18 years of age. For Venture crews, both leaders must be at least 21, and if the crew is co-ed, you must have co-ed leadership. If you have more than one crew attending, each crew must have at least two adult leaders.