

SEA BASE HIGH ADVENTURE



OCEAN ADVENTURES THAT MAKE A LIFETIME DIFFERENCE

ABOUT US

As one of four National High Adventure Bases with Scouting America, Sea Base offers Scouting-focused seafaring Adventures in the waters surrounding the Florida Keys, US Virgin Islands, and the Bahamas.

Since its establishment in the early 1970s, Sea Base has proudly extended the opportunity for Scouts to apply their Scouting and leadership skills in an unforgettable experience at sea.





GENERAL ELIGIBILITY

- Each participant, youth and adult, must be a currently registered member of Scouting America.
- Participants must be in good health and have a Scouting America Annual Health and Medical Record (no other form is accepted) signed by their doctor within 12 months of their arrival.
- Every participant should meet Scouting America Height and Weight Guidelines. Due to restrictions on safety and rescue equipment, no persons weighing more than 295lbs. are allowed to participate, regardless of height.
- All participants must know and live by the Scout Oath and Law as their guide to appropriate behavior at Sea Base.
- All Sea Base crews must follow Youth Protection and Scouting's Barriers to Abuse.
- Minimum age requirement is 12 or 13 depending on the adventure reserved. See each adventure for details.
- Whether attending as a single-gender or co-ed crew, all attendees must follow Youth Protection and the Guide to Safe Scouting. Be aware of specific leadership or crew makeup requirements as it pertains to supervision or The Buddy System.
 - [Scouting.org/youth-protection](https://scouting.org/youth-protection)
 - [Scouting.org/yp-faq](https://scouting.org/yp-faq)
 - [Scouting.org/gss/gss01](https://scouting.org/gss/gss01)

This list is not comprehensive. Review your adventure's Participant Guide to learn more at www.bsaseabase.org/participant-guides.

FIND YOUR ADVENTURE

Discover a weeklong group adventure with its own area of focus. Embark on a seafaring exploration of the best experiences the Florida Keys, Bahamas and US Virgin Islands have to offer.

The minimum age requirements for each adventure are listed in their description.

Included in participant counts are a minimum of 2 adult leaders age 21+.

If your unit has more interest than the maximum crew size allows, some adventures offer multiple crews per day!





FLORIDA KEYS SAILING

Minimum age to participate: 12 years old

- **Coral Reef Sailing**, 8 participants
- **Eco Sailing**, 12 participants
- **Sea Exploring**, 20 participants

Camp at sea! Arrive at Sea Base Islamorada in the Florida Keys, board your vessel and set sail in the Florida Keys National Marine Sanctuary. Your crew will sail, fish and snorkel on the world's third largest barrier reef! Encounter the vast marine wildlife that inhabits these underwater environments. No prior sailing experience required.

FLORIDA KEYS SCUBA

Minimum age to participate: 13 years old

- **Scuba Certification**, 8 participants
- **Scuba Adventure**, 8 participants
- **Scuba Live Aboard**, 12 participants
- **Scuba Advanced Marine Exploration**, 12 participants

Travel to Florida Sea Base in Islamorada, meet your professional dive instructor or divemasters and embark on an amazing adventure of underwater discovery. Not only do Scouts scuba dive, they participate in service projects such as coral conservation, marine debris removal, fish counts, and more. All scuba participants must meet Scouting Scuba Policy and be approved by the Sea Base Medical Director. Visit bsaseabase.org/eligibility or the Scuba Participant Guide. Consult the listed scuba medical requirements prior to registering.

*All scuba participants must be scuba certified prior to arrival, with the exception of the Scuba Certification Adventure.





BRINTON ENVIRONMENTAL CENTER

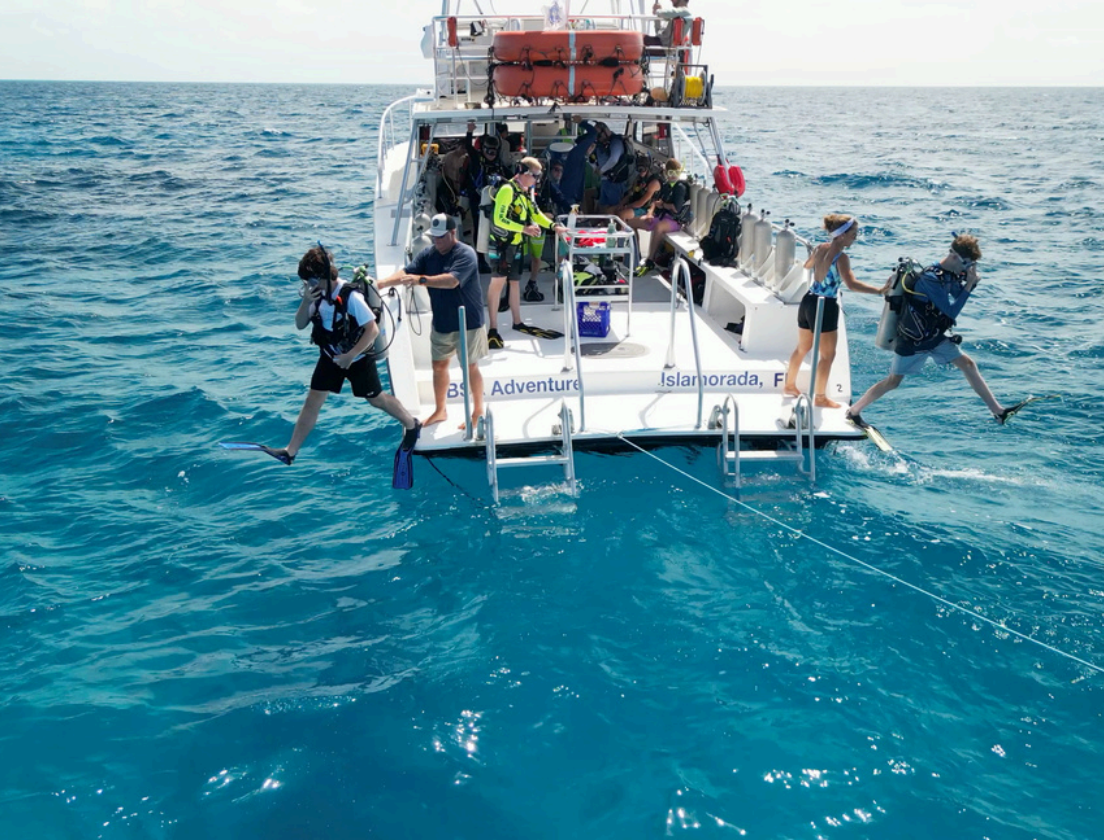
Minimum age to participate: 12 years old

- **Keys Adventure**, 8 participants
- **Marine Eco Expedition**, 8 participants
- **Fishing Adventure**, 8 participants

Minimum age to participate: 13 years old

- **Out Island Adventure**, 8 participants

Located just outside of historic Key West on Summerland Key, the Brinton Environmental Center offers a breadth of ocean adventures including: Keys Adventure, Florida Fishing Adventure, Out Island Adventure, and Marine Eco Expedition. Home to World Organization of Scouting Movement's first threatened/endangered coral nursery, all programs offered are multi-adventures and include elements of service and conservation. No prior experience required.



MULTI-ADVENTURES: SEA BASE ISLAMORADA

Minimum age to participate: 12 years old

- **Keys Adventure Sailing**, 8 participants
- **Island Expedition**, 8 participants
- **Ocean Exploration**, 8 participants

Minimum age to participate: 13 years old

- **Reef Trek**, 8 participants

From Keys Adventure Sailing and Island Expeditions to Ocean Exploration and Reef Trek, our diverse offerings promise something for everyone. Explore state parks, snorkel or scuba dive in a National Marine Sanctuary, paddle through lush mangroves, enjoy fishing excursions, or set sail on scenic day trips. No prior experience is needed.*

*If crews elect to scuba dive on the Reef Trek, all participants must be scuba certified prior to arrival.

SEA BASE ST. THOMAS

Minimum age to participate: 13 years old

- **St. Thomas Sailing**, 8 participants
- **St. Thomas Sailing**, 12 participants

Fly directly into beautiful US Virgin Islands. Board your vessel and set sail upon the Caribbean Ocean, hike US Virgin Islands National Park trails, visit settlements and beaches, snorkel beautiful reefs, and complete a variety of service projects. No sailing experience required.

Passports OR a government issued ID with birth certificate are required to go through customs for your return to the continental United States. Youth can obtain a non-driver's license ID at your local DMV.





SEA BASE BAHAMAS

Minimum age to participate: 13 years old

- **Bahamas Sailing**, 8 participants
- **Bahamas Sailing**, 12 participants
- **Bahamas Tall Ship**, 20 participants

Fly directly into Abaco, Marsh Harbour, Bahamas. Board your vessel and set sail on the Sea of Abaco, visit historic settlements, snorkel, and fish. The Bahamas boasts pristine and less-traveled waters for those seeking a true islander experience. No sailing experience required.

Passports are required to travel to The Bahamas.

REGISTER FOR YOUR ADVENTURE

Sea Base registration can be highly competitive, so it's best to Be Prepared!

- Reservations are first come, first served at bsaseabase.org.
- The leader registering for your adventure should have up to date contact information in their My.Scouting account.
- The leader should know roughly how many participants from the unit are planning to attend (including adult leaders).
- The leader should know the unit's 3-4 backup adventure and date choices in case the first choice is not available at sign up.
- A non-refundable registration fee per adventure slot selected is required to complete a reservation.





PREPARE FOR YOUR ADVENTURE

To prepare your crew for Sea Base, review:

Participant Guides for your adventures, which are designed to be complete adventure walkthroughs of required training and paperwork, packing lists, payments and much more. The guides are updated every fall and published to our website for the upcoming year's adventures. View your up to date guide by scanning the QR code below or by navigating to www.bsaseabase.org/participant-guides.



SEA BASE SHIP STORE



Stock up on Sea Base Gear!

Masks and Snorkels are required gear for each participant to bring along to Sea Base.

full face masks are not permitted at any Sea Base location

Custom Crew Gear is UV protective and can be ordered online through our Ship Store. Get moisture wicking sun protection shirts for the whole crew or just yourself. Select from different designs and colors so everyone is protected and looks good on their adventure.

Gaiters, Hats, Web Belts and More! Whether you are protecting your crew from the sun at Sea Base, looking for practical gear for your adventure, or picking up a souvenir, our Ship Store has what you need.

store.bsaseabase.org





MAKE YOUR ADVENTURE LAST

Pre- and Post- Adventure Stays are now available for booking through Sea Base at offsite locations. Choose from Camp Jackson Sawyer or hotels near Miami or Fort Lauderdale airports.

Many crews decide to stay in the area for an extra day to ease into their arrival, or to bask in the afterglow of their adventure. Staying in the Florida Keys or South Florida for an extra day often gives crews greater flexibility for travel arrangements.



To learn more and reserve, visit:

www.bsaseabase.org/prepost

EMPLOYMENT AT SEA BASE

There are many opportunities to join the team at Sea Base and help deliver the adventure of a lifetime! Seasonal employment opportunities are available in:

Program Department
Scuba Programs
Brinton Center Programs
Ranger/Facility
Food Service
Retail Operations
Conferences
Family Adventure Camp
Paid Internships



Applicants must be at least 18 years of age





CONSERVATION

Take Only Pictures, Leave Only Bubbles.

Sea Base Adventures are conducted in marine and historic sensitive environments. Participants must not touch or harm wildlife including coral. Participants must not take coral, artifacts, shells from the Florida Keys National Marine Sanctuary or US Virgin Islands Coral Reef National Monument or any marine or historical sensitive environment. Participants must properly dispose of and, when possible, recycle all trash and refuse.

ADVENTURE PRICING

Sea Base Adventures are priced as group reservations of a set number of participants per adventure. To view pricing, scan the code below and select the year you intend to register for!



Disclaimer: Scouting America National High Adventure Bases set baseline pricing 12-24 months prior to attendance. Additional fuel, food, utilities or other surcharges may be required based upon economic conditions, increased costs and other factors.



CONTACT US

305-664-4173

www.bsaseabase.org

SeaBase.Events@scouting.org

73800 Overseas Highway, Islamorada, FL 33036

