



Produced in partial fulfillment of Wood Badge Ticket

Wood Badge Class C3-138-17



Add some variety to your Outdoor Program and take advantage of an aquatics related High Adventure!



We've all heard of the dangers of the "fumes". Those would be exhaust fumes (cars) and perfumes (dating), and we could even add locker fumes (athletics). These are the things that can distract a Scout from Scouting as they get older and get involved in more activities. So what keeps a Scout involved and engaged throughout their Scouting career? One answer is Scouting's High Adventure Program.

Most Scouts love participating in Aquatics related activities, including boating and fishing, but they don't get opportunities in these areas as much as they could. Scouting offers four programs for aquatics related High Adventure, and they are easier to organize than you might think. The basic programs that offer aquatics related High Adventure to Scouts include Northern Tier, Florida Sea Base, The Summit, and various Council operated High Adventure bases. Each of these offers opportunities to participate in adventures that a Scout will remember for a lifetime.



WHAT'S AVAILABLE?

Let's look at the four opportunities and what they offer in more detail:



Northern Tier

Located in northeastern Minnesota and western Ontario, the Boundary Waters Canoe Area Wilderness and Quetico Provincial Park make up over 6

million acres containing many thousands of pristine lakes and innumerable canoe routes. Participants are organized into up to eight person crews (plus an interpreter/guide) and they select their own routes. Trips can be as strenuous or relaxing as the crew desires, with the focus on covering miles or maybe on catching trophy fish. Canoes are lightweight state of the art Kevlar boats, or if funds are an issue, heavier aluminum canoes are still available. Treks are 6 to 11 nights long, through some of the most beautiful and wild territory remaining in the world. Winter adventures are also available, but that's for another story!



Sea Base



If warmer climes are more your thing, explore the opportunities at Sea Base. Starting from a base in one of four locations, including two in the Florida Keys, one in the US Virgin Islands, and one in the Bahamas, Scouts can participate in marine adventures involving sailing, fishing, snorkeling, scuba diving, camping on a remote undeveloped island, or a combination of all of these. For most adventures, crews can range from 6 to 8 people, depending on the starting base and adventure selected, with certain adventures ranging up to 20 people. Trips run from 5 days to 7 days, not including travel to and from Sea Base. Sea Base offers the chance to explore the warm Caribbean Seas and live on sailboats ranging up to Tall Ship size.

The Summit Bechtel Reserve

The Summit offers an adventure paddling, camping, fishing, and exploring on the New River Gorge. This river trek is through an area that has been occupied by Native Americans, pioneers, through the early industrial miners and railroad builders. Crews of between 8 to 24 people travel down the New River enjoying the natural and cultural resources in the gorge. This is a 50 mile trek involving whitewater paddling and rafting, on inflatable kayaks and rafts, depending on water conditions. This trek has whitewater ranging from Class I to III rapids



for the kayak, and Class IV for the rafts. Trips run for 7 days, including the arrival/orientation day and the departure day.

Council Operated High Adventure Bases

Various Councils of Scouts BSA operate and maintain High Adventure

Bases of their own. An example of this is our very own Cache Lake Camp in Ontario, Canada.

These Council Operated bases are usually located near an exciting natural feature or body of water, and incorporate a wide range of activities. Group sizes usually vary more widely than the National High Adventure bases, as do the participant requirements.



The following website has a list of links that can provide you with additional information to plan the trip of a lifetime at 15 different council operated bases: <http://bsatop.org/council-operated-high-adventure-bases/>. Details on who's eligible, how to prepare, and how to register, are found on the individual base's site.

HOW TO PREPARE

Each High Adventure Base has its own requirements for participation, but there are some common elements. Most have an age requirement, with the



youngest at 13 at the time of participation, but some are at 14 or 15. Since these are aquatics related adventures, they all require completion of the BSA Swim Test. Many of these activities involve specific skills, and the appropriate merit badge is often recommended even if it isn't required. Activities at each of the bases involve strenuous activity,

so completion of a BSA Annual Health and Medical Record (AHMR, or Medical Form) is required. All participants are required to conform to height and weight standards. Consideration should be given to minimum size and weight as well, since participants may have to carry heavy loads or perform tasks requiring a certain amount of physical strength. You'll want to start training well before you go on each of these adventures.



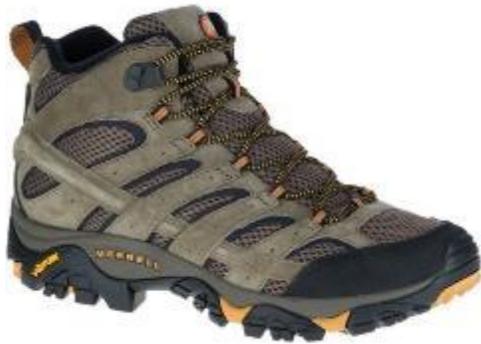
Northern Tier

All crew members must be 14 years old at the time of the trek, or have completed 8th grade and be at least 13. In addition, height and weight must be in accordance with the medical form tables, but in any event you must weigh less than 295 pounds. Due to the need to carry a pack or canoe that may weigh in excess of 70 pounds over rugged terrain, anyone weighing less than 100 pounds is discouraged from attending. In addition, the participant should be in good physical condition and have considerable camping and canoeing

experience. Completion of canoeing merit badge is not required, but is probably a good indicator of having the appropriate skills. Remember, you'll be paddling 8-12 miles on an easy day, 13-19 miles on a moderate day, and in excess of 20 miles on a strenuous day. Two adult leaders over 21 must accompany each crew. All adults must have current YPT training, and at least one adult must have current CPR, Wilderness First Aid, Safe Swim Defense, Safety Afloat and Weather Hazards.

To plan your trek, you must make some decisions about what you want to do or accomplish. One of the biggest decisions is about crossing into Canada or staying on the US side. If you choose Canada, you have two additional bases you might select, but you will have additional paperwork for crossing the international border. If your troop has gone to Cache Lake, you'll be familiar with the border crossing paperwork. After that decision, you'll need to select the program options you'll want to do. Some of these include: Backcountry Navigation, Historic Trail Award, Float Plane Drop off/Pick Up (Canada Only), Lake Monitoring Program, Geocaching, Duty to God Program, and Extra Miler Emblems. You'll need to pack personal gear, but the base supplies all the crew gear (ie:





cooking equipment and food). The website has suggestions for what to pack and lists of what is supplied. One item that is essential and required is a pair of over the ankle boots that are not waterproof (so they drain). This is a no-go item if forgotten.

Northern Tier has a lottery system for selecting crews to go on the most popular dates and duration. The lottery is

conducted in the winter of the year prior to the summer you want to go. In other words, the lottery in January 2019 is for trips in the summer of 2020. Open dates are available on a first come-first served basis after the lottery is completed around mid-February. Fees depend on crew size, number of nights, and departure base selected. For example, an 8 person crew departing from the Ely, MN base for a 6 night trip will pay approximately \$570 per person, not including travel to and from Ely. The bases at Atikokan and Bissett function the same way.

Travel to Northern Tier from Central Illinois is usually by car. The Ely base is about 650 miles from Central Illinois, or a trip of 10 to 11 hours. Safe Scouting guidelines limit driving to 10 hours, so a stopover is recommended.

There are several Scout Camps located in northern Wisconsin and Minnesota with cabins that can be used for a quick, low effort overnight stop. A stopover also helps you arrive at the base at the proper time of day.

Sea Base

All Sea Base participants must be registered Scouts or Scouters. Scouts must be 13 prior to arriving at the base (those who would turn 13 during the trip are not eligible). Height and weight requirements are the same as for Northern Tier, with exceptions of up to 20 pounds over the limit for height may be approved by your physician. Many of the ladders and fittings on the



boats are limited to 300 pounds, so the weight limit of 295 pounds regardless of height is strictly enforced. Certain types of medical conditions or medications may disqualify you, due to the remote locations in which the boats and ships operate. Two adult leaders over 21 must accompany each crew. All adults must have current YPT training, and at least one adult must have current CPR/AED, Wilderness First Aid, Safe Swim Defense, Safety Afloat and Weather Hazards. Any participants in adventures involving SCUBA equipment must be certified by a nationally recognized organization prior to arriving.



To plan your adventure, you must decide which base you want to start from and which type of adventure you want to do. For example, there are 7 different participant guides, one for each departure location. Each of the locations hosts special activities, from sailing and fishing, to snorkeling and kayaking, to island camping and hiking. You'll need to pack personal gear, but the base supplies all the boating gear and

food. The website has suggestions for what to pack and lists of what is supplied.

Sea Base also has a lottery system for selecting the most popular trip dates and locations. The lottery is conducted in the winter of the year prior to the summer you want to go. In other words, the lottery in January 2019 is for trips in the summer of 2020. Open dates are available on a first come-first served basis after the lottery is completed around mid-February, and since



Sea Base operates nearly year-round, dates outside the summer time frame are available. Fees depend on crew size, number of nights, and departure base selected. For example, a Coral Sailing Adventure departing from the Islamorada Base will range between \$906.25 per person for an 8 person crew



to \$1,208.34 for a 6 person crew for a 6 night trip. The bases in the Bahamas and the US Virgin Islands will run more.

For units in the WD Boyce Council, travel to Sea Base may be one of the more challenging aspects of the adventure. It is about a 1,450 mile drive to Sea Base from Central Illinois, which translates into a 22 hour drive. Air travel is a popular option, but has its own complications. Flights are

available from your local airports, which may involve connecting flights at a larger hub. Most airlines have special requirements for group travel for booking more than 6 or 8 tickets, depending on the airline. They usually have a group travel phone number that is listed on the airline's web page. Booking directly with the airline is usually a better option, since you get the same fares as you can get with the travel aggregator web sites, and you get better service if something goes wrong on the trip.



Summit Bechtel Reserve

All crew members must be 14 years old at the time of the trek. BSA height and weight must be in accordance with the medical form tables. If participating in activities classified as "Aerial" (ie: climbing, rapelling, etc.)

weight must be between 50 and 250 pounds due to the requirements of the equipment used. Crew size is from a minimum of 8 persons to a maximum of 24, including adult leaders. Kayaking merit badge is recommended for each participant or the equivalent skills for adults. Two adult leaders over 21 must



accompany each crew, with an additional adult recommended for each 10 over the minimum (ie: a crew of 17 should have 3 adults, and a crew of 24 should have 4 adults). All adults must have current YPT training, and at least one adult must have current CPR, Wilderness First Aid, Safe Swim Defense, Safety Afloat and Weather Hazards.



The Summit offers many varied activities, but the aquatics trek is fairly straightforward. The trek consists of a 50-mile paddle trek on the New River. You will navigate the upper portion of the river in inflatable kayaks (one or two-man) called "duckies". This portion of the river includes Class I to III rapids. The final whitewater day in the Lower Canyon is a rafting experience and includes Class III to V rapids. Crews camp along the river through the New River Gorge. A gear boat (raft) accompanies the group to transport gear and food. During conditions of exceptionally high water, the entire trip may be conducted in rafts. You'll need to pack personal gear, but the base supplies all the crew gear (ie: cooking equipment and food). The website has suggestions for what to pack and lists of what is supplied.



The Summit does not have a lottery system at this time, but books crews on their website by date of tour and by

boat (each boat holds 8 people). Open dates are available on a first come-first served basis. Fees are \$799 for the 2019 year and \$825 for 2020 per person.

Council Based High Adventure

There are 15 Council operated high adventure bases listed on the following web site: <http://bsatap.org/council-operated-high-adventure-bases/>. Each base opportunity has its own set of requirements and opportunities. The



common thread is that each requires full compliance with the BSA YPT and Safe Scouting requirements. Once you've exhausted the "Big Four" of High Adventure bases, check these out.

HOW TO SIGN UP AND GO

Planning for each of the High Adventure aquatics locations should start about 18 months prior to your planned trip. This will ensure that you have enough time to participate in the lotteries, recruit your crew, do the financial planning, and get all the required paperwork in order (especially if you're crossing an international border). Recruiting the crew is the most likely first step, even before participating in the lotteries. Once enough demand is identified in your unit, you can raise funds for a deposit. This prevents the disappointment of having a reserved slot, paying the deposit, and then finding out you don't have enough



I Want You!
For Aquatics High Adventure!

participants in your unit. If you have smaller numbers of Scouts that want to go, you can always combine with another unit in your District or with a Council Contingent. Starting 18 months prior also eases the financial load. All of the High Adventure bases have staged financial commitments, so units and participants don't have to come up with all the cash all at once.



Once you know you're going, you can then start the process of training for the adventure. All of the High Adventure treks involve advanced levels of Scouting skills, whether paddling, swimming, hiking, or portaging. Use the time between registering and traveling to learn and practice the special skills

you'll need, and to train to be in shape for your activity. In addition, the adults will need time to participate in the required training classes related to safety and first aid. You should plan to purchase airline tickets if needed four to six months in advance. Too far out, and the price is higher, too close to departure time and the price really gets higher!

FOR MORE INFORMATION

Each of the aquatics related High Adventure bases has a website that has all the information you will need to plan your trip. BSA has a website that collects them all in one location for you:

<https://www.scouting.org/outdooradventures/>. From there, you can reach each location's web sites. Northern Tier: <https://www.ntier.org/>. Sea Base: <http://www.bsaseabase.org/>. Summit Bechtel Reserve: <https://www.summitbsa.org/>. Another excellent resource is to talk with a Scouter you might know who has recently been to one of these bases. Roundtables are an excellent place to make these connections.

This brochure is only intended to make you aware of the opportunities that are out there. So now, you should get planning and... GET WET!

