

T-255's 2005 High Adventure

Sea Base, Florida Keys

Seabase lottery entries must be made from January 15 through February 15, 2004, with notification approximately February 20th. Seabase recommends Troops submit 8 options (by date and/or program) to increase the odds of success. Crews are small (6-8), so T-255 will also have to decide on how many crews to registrar and send. **The registration fee is \$100 per person, non-refundable, but transferable, accompanying the January-February lottery application;** then one-half of the balance due October 1, 2004 (non-refundable, but transferable).

Keys Adventure Program

You will arrive after 2:00pm on your scheduled day of arrival at The Brinton Environmental Center which is located on Summerland Key, 23.8 miles North of Key West. Initially, your Keys Adventure 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 marina 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. This will be followed by a snorkel instruction lesson so you are comfortable with your gear. If you have your own snorkeling equipment, you may prefer to bring it because masks and mouthpieces sometimes give you a better fit if they are your personal equipment. After dinner, your Keys Adventure Mate will discuss your itinerary for the upcoming week and then watch a slide show which describes those underwater creatures to both enjoy and avoid, as well as snapshots of some of the fun you will be having during the upcoming week.

While at the Brinton Center you will be housed in air-conditioned dormitories overlooking the Gulf of Mexico. There are hot showers and laundry facilities available. A portion of your stay will not be spent at the Center, but rather in tents and/or boats exploring the whole of the Keys.

Fishing is an integral part of your itinerary. One day, you will off-shore fish in a 25 foot Dusky powerboat which is supplied with heavy tackle for those big ones out deep and some lighter rods and reels for the smaller fish. Although we don't guarantee it, most crews are able to add some fresh fish or possibly lobster (in season) to their evening meals. Another day will be spent exploring the backcountry waters of the Florida Bay fishing for sharks and barracuda in a 24-foot Carolina Skiff. Your itinerary will also include a great deal of snorkeling and the opportunity to learn more about marine biology from a fish eye point-of-view. Of course, no trip to the Keys would be complete without a trip to Key West. It is a town that is rich in history and unique culture. You will eat lunch at the base and we can pack a picnic dinner for you, or you can choose to eat out and sample some of the local cuisine. Dinner prices range from \$5.00 (fast food) and up. There are many unique restaurants, and of course, fresh seafood.

Adventure 2005	Fee pp	Crew Size	Arrival	Departure
Keys Adventure	\$ 575.00	6 Min 8 Max	Starting 6/1 every other day Tue, Thu, Sat, Mon, etc	Departs AM of 7th day (Ex: arrive on Sun depart on Sat)

Coral Reef Sailing Program

When you arrive at the Florida Sea Base after 2 p.m., your Program Mate will greet you and lead you through the orientation process for your adventure ahead. They will take you to your bunkhouse where your crew will unload your gear and get into bathing suits. You will then join your crew under the quarterdeck for the issuing of snorkeling equipment. Each participant, both youth and adult, will be issued a mask, fins, snorkel, and a Sea Base dive bag that you will use for the remainder of your weeklong adventure. Everyone will then participate in a BSA swim review and a snorkel instruction lesson so you are comfortable with your gear and swimming in the ocean. The first evening you will have a welcome dinner and meet the staff for an opening program composed of a slide show describing those underwater creatures to both enjoy and to avoid.

For 2004 arrivals you spend your first night on your boat either at the dock, or at anchor. You will spend your last night at Sea Base on bunk beds in air-conditioned bunkhouses. At Sea Base you'll have hot water showers, laundry facilities, and pay phones are available for your use. The Ship's Store carries souvenirs and many items you may have forgotten.

Upon departure, you'll spend two full days of sailing, fishing, and snorkeling as you you're your way down the Keys. On the morning of the fourth day of your adventure, you'll arrive in Key West, the Southernmost point in the United States. After your night at a Key West Marina, you'll spend the next two days sailing back to Sea Base, arriving in the afternoon of the sixth day of your adventure. You'll spend the last night of your adventure in our air conditioned Sailing Dorms. Your vessel has a head (that's a nautical term for a bathroom) and a small galley. Again, in these close quarters, if everything you are going to take with you fits into a small crushable bag there will be more room for people. The food on your sailboat is fresh, frozen or canned...and usually can be supplemented by fresh catches while fishing underway. Breakfasts consist of eggs, cereal, French toast, etc. Lunches are sandwiches; dinners are steaks, hamburgers, pork chops and spaghetti. The program is very flexible in nature. You may decide to stop and snorkel many times in one day or just sail as much as you can... many crews like fishing more than snorkeling and the Captain can cater to those wishes. Your crew might plan on performing a service project for your vessel while underway or at the dock. As with all service projects, leadership and teamwork are essential.

Your vessel has limited fresh water, so you will typically take "Joy" baths. A "Joy" bath consists of bathing in the saltwater with Joy dish soap and then having a friend pour a bit of fresh water over your head. Upon your return to Sea Base, you will return your snorkeling gear, clean your boat, prepare for the evening luau, patch presentation, and reflection. Some crews like to bring Hawaiian type shirts for this...we may do the Limbo.

Adventure 2005	Fee	Crew Size	Arrival	Departure
Coral Reef Sailing	\$ 4600.00 per Crew/ \$767/575 pp	6 Min 8 Max	Daily	Departs AM of 7th day (Example arrive on Sun depart on Sat)

Out Island Program

You will arrive after 2:00pm, on your scheduled day of arrival, at the Brinton Environmental Center, located 23.8 miles North of Key West. Your first afternoon is quite busy. Initially, 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 marina 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. This will be followed by a snorkel instruction lesson so you are comfortable with your gear. After dinner you will talk about your itinerary for the upcoming week and watch a slide show, which describes those underwater creatures to both enjoy and avoid, as well as snapshots of some of the fun you will be having during the upcoming week.

Your next two days will include a day of fishing, snorkeling or kayaking. No trip would be complete without spending a day in Key West. You will eat lunch at the base and we can pack a picnic dinner for you, or you can choose to eat out and sample some of the local cuisine

On your third day at Sea Base, you will kayak to Big Munson Island with all of your personal gear. Your personal gear will be stowed in a dry bag, which is checked out to you before you depart for the island, so pack light. The trip is 5.5 miles over open water, so come prepared for some great paddling! Big Munson Island is made up of high hardwood hammocks and low mangrove swamp areas. You will have to wade ashore all of your food water and equipment. Depending on the wind and tide, this wading trip can be as short as 50 yards or as long as 300 yards...sometimes through floating sea grass. Once you arrive on this pristine island, it will all be worth it. You will be housed in four man backpacking tents on Big Munson Island. The tents are directly on the ground, so a sleeping pad comes in handy.

On the Island itself, we will have a host of equipment to utilize including kayaks and fishing equipment. At least one day will spent fishing in and around the waters of Big Munson Island. Another day will be spent snorkeling on Looe Key reef and the patch reefs called Munson Rocks, which are just off shore from Munson Island.

Fishing is an integral part of the program. Your dusky powerboat will be supplied with heavy tackle for those big ones out deep and some lightweight rods and reels for the smaller fish. One evening will be spent fishing just offshore on our floating docks. Although we don't guarantee it, most crews are able to add some fresh fish or possibly lobster (in season) to the menu during their stay on Big Munson Island.

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

Adventure 2005	Fee pp	Crew Size	Arrival	Departure
Out Island Adventure	\$ 575.00	6 Min 8 Max	Every other day 5/31 Tue, Thu, Sat, Mon etc	Departs AM of 7th day

Eligibility

1. Must be a registered Boy Scout, Varsity Scout, Venture Scout or Adult Leader.
2. Participants must be **Fourteen (14) years old by September 1 of the year of participation** for all programs except SCUBA. SCUBA program participants must be fourteen (14) years old by date of attendance. AGE REQUIREMENTS FOR SEA BASE CANNOT BE RELAXED. PLEASE DO NOT REQUEST OR EXPECT EXCEPTIONS! All youth participants are required to present proof of age before participating in our programs. (Appropriate ID includes one of the following: 1. School photo ID and copy of birth certificate. 2. Passport 3. Valid state issued ID.) Those individuals who do not meet the minimum age requirements will be sent home, no exceptions. Prevent a tragedy by adhering to the age policy and by bringing proper proof of age.
3. The ability to swim 100 yards (official BSA swim test), and stay afloat for one (1) minute. Those participants unable to complete the swim test will be required to wear a Personal Floatation Device (PFD) during all water activities.
4. Must be in good health evidenced by a SEA BASE Class III medical form filled out and signed by your doctor within the past 12 months.

SWIM TEST AND REVIEW

The Florida Sea Base is the premier aquatic High Adventure facility of the BSA. The programs involve strenuous activities that tire even those who are in the best physical condition. **You must complete the standard BSA swim test prior to you arrival.** If you cannot pass this test without problems, you may want to reconsider participation. Upon your arrival to 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.

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. Get in shape! Stay in shape! You will be in the water a great deal, so to prepare, go swimming often with your crew at your local pool. 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.

Fishing

Fishermen 16 years old and older are required to possess a State of Florida Saltwater fishing license. These are available in our Ship's Store. Generally, the fishing tackle aboard Coral Reef sailboats is two heavy-duty trolling rods and reels with 40 to 50 pound test line. These are supplied as well as a small tackle box with several large saltwater lures and a variety of hooks and weights. This should be more than adequate to catch any of the large saltwater fish. If you are a gung-ho fisherman you might want to bring a medium weight freshwater rig - no more than 2 per crew. This tackle can be used while at anchor in several locations.