

Sea Base Planning Meeting

Trip dates: week after Christmas 2023

Sea Base Adventures:

- Coral Reef sailing – 40' sailboat; crew size of 6-8; 6 days & 5 nights; fee per crew \$9,200
- Sea Exploring sailing – 75' sailboat; crew size of 18-20; 7 days & 6 nights; fee per crew \$23,000
 - Assuming all boats have **maximum crew, the cost per crew member is \$1,150**. Costs will increase if there are less crew members.
 - 2 adult leaders per crew are required.

Sea Base Payments: Amounts below are based on a full crew size & may change based on crew size

- Deposit due at registration \$250 per crew
- 10% pymt is due within 30 days; for 12/23 trip this will be paid with the deposit; \$200 per person due when we make reservations
- 50% pymt is due on 11/1/22; \$575 per person
- Final pymt due 90 days prior to the trip 12/23; \$375 per person due in late August-early September

Travel arrangements: Sea Base crew traveling as a group, possibly using Allegiant Air from Asheville to Ft. Lauderdale or Asheville to Key West.

- Flight detail
 - Depart Arrive
- Flight detail
 - Depart Arrive

Shuttle Service – to be determined; prior trip used Ace Tours

1st night lodging – to be determined; prior trip stayed in a B&B Airstream in Homestead; may can stay at Camp Sawyer

Travel costs estimates per person:

- Roundtrip airfare on Allegiant Air – approx. \$300
- Roundtrip shuttle service - \$100 / person
- 1st night lodging
- Money for 5-7 meals on travel days
- Snorkel gear - \$65 / person; Sea Base no longer provides mask and snorkel. We will order mask and snorkel through Sea Base.
- Tips for shuttle drivers - \$15 / person
- Tips for ship captains - \$15 - \$20/ person
- Money for Sea Base patch and souvenirs

Trip Description: After check-in, we have a swim and snorkel review. According to the time we board the boat, we will either sleep on the boat at Sea Base; or may start our adventure and sleep on the boat at sea. On the prior trip, we stayed this night in the dorms at Sea Base and boarded the boat the following morning.

We will be sailing, fishing, snorkeling, sleeping, and eating on the boat. We will arrive back at Sea Base on the afternoon prior to departure and will stay the night in a dorm at Sea Base. On the departure morning, we will have breakfast at Sea Base and depart no later than 10:00 am.



Buddy System: Adult and youth participants must adhere to the buddy system. While snorkeling, diving buddies must remain within arms distance. While onshore participants must travel in groups of two or more.

Anchor Watch: Anchor Watch is mandated by the United States Coast Guard. Every member of your crew will take part in anchor watch. Your unit's safety depends on you being awake and alert.

Crew Members: Crews will need to meet. Plan on doing several outings together prior to our departure. This allows the crew to get to know each other before we start living in a small area for several days. Everyone must be able to get along, work together, etc. Each crew should pick a crew name, pick a mascot, design a flag, design a shirt, and decide if we want to do a patch. We will have a flag made for each boat. Our crew shirts can have our Troop number, crew name, mascot, etc. on them.

Crew Positions - crew leader, assistant crew leader, quartermaster, scribe, chaplain

Sea Base is a youth led adventure. Crews will elect a crew leader prior to onsite arrival. Sea Base should not be the youths first leadership experience. Youth will make duty assignments for both youth and adults, ensure those duties are completed and follow up with the crew when they are not.

Required trainings & forms: We will send copies of our training records and insurance cards (front and back) to Sea Base prior to arrival. In addition, we will take a copy of these with us.

- **ALL of us must pass the BSA Swim Test as a swimmer (not a beginner swimmer) BEFORE arrival.**
- All adult leaders must complete:
 - Youth Protection Training
 - BSA Safe Swim Defense
 - BSA Safety Afloat
 - BSA Hazardous Weather Training.
 - One adult on each boat must have Wilderness 1st Aid Training (WFA) and basic CPR/AED. Sea Base highly recommends that every adult leader completes WFA and CPR/AED. Scouts can also take these.
- Sea Base participants must be in good health. Completed and current BSA Annual Health and Medical Record (completed within 12 months prior to arrival)
 - Weight requirements:
 - Participants **cannot exceed 295 lbs.** due to swim ladders & rescue equipment.
 - Participants **must meet BSA Height and Weight Guidelines** (see below).

Maximum Weight for Height

Height (inches)	Max. Weight	Height (inches)	Max. Weight	Height (inches)	Max. Weight	Height (inches)	Max. Weight
60	166	65	195	70	226	75	260
61	172	66	201	71	233	76	267
62	178	67	207	72	239	77	274
63	183	68	214	73	246	78	281
64	189	69	220	74	252	79 and over	295

- Sea Base participants must be able to:
 - Swim in a strong manner.
 - Climb a 6 ft. ladder, unassisted, in inclement weather, from the water onto a rocking vessel.
 - Self-rescue if found overboard in inclement weather.

Verify rooster information: Make sure your contact information, emergency contact information, and dietary restrictions are accurate and complete on the rooster. Complete rooster must be uploaded to Sea Base no later than 90 days prior to arrival.

COVID - Sea Base is required by BSA National Camp Accreditation to follow CDC recommendations.

- As of 6/22 - everyone, regardless of vaccination status, must test negative for COVID-19 24-hours prior to onsite arrival unless they are recently recovered (within the last 90 days) from COVID-19.
- Sea Base accepts all FDA approved Rapid Antigen and PCR COVID-19 tests including home tests. Copies, screenshots, or photos with home tests are accepted. Sea Base cannot test units upon arrival or provide transportation to test.
- Anyone who is recently recovered (within the last 90 days) from COVID-19 must provide a physicians note in lieu of testing.
- Proof of testing or recent recovery will be required at check-in. No one will be permitted to remain onsite without proof of testing or recent recovery.
- Masks may be required while inside on base; i.e. checking in, food line, gift shop, etc.

Packing list suggestions: no cotton clothing.

• Duffel bag cannot be any larger than 24" x 12" x 12	• 2 long sleeve shirts – rash guard with sun protection suggested
• Quick dry pants	• Neoprene sock to use when snorkeling
• Wear a pair of good shoes traveling on the trip – tennis shoes or water sandal	• Socks – will be barefoot most of the time; deck gets hot
• Beach towel – could also be used as blanket	• Small microfiber towel
• Floppy hat with a strap	• 2 sets of swimwear
• Water bottle (nonmetal) with clip	• Head lamp / small flashlight
• Small fleece blanket, jungle blanket, or sleeping bag – good if it is waterproof	• Pillow with a way to attach it
• Sleeping pad	• Playing cards
• Book / kindle	• Sunglasses
• Fleece shirt – will be chilly at night	• Solar charger
• Underwater camera	• Motion sickness medicine
• Biodegradable soap / shampoo	• Biodegradable sunscreen - lots
• 1 st aid kit for each crew including a small bottle of vinegar	• Aloe – couple bottles per crew
• Bug spray – 1 per crew	• Package of clothes pins – 1 per crew

Coral Reef Sailing Overview: Sea Base Coral Reef Adventure participants will set sail in the most diverse ecosystem in North America. The Florida Keys National Marine Sanctuary is home to thousands of underwater species including dolphins, sea turtles, fish and the Florida Reef. Participants will snorkel, fish and sail turquoise waters and explore. We will be sailing from beautiful Islamorada for the adventure of a lifetime. The program is dictated by weather, tides and the ability of the crew. Your float plan can vary due to these factors. We make every attempt to have Sailing, Snorkeling, and Fishing as a part of every day. Coral Reef Sailing Crew Size is 6- 8 individuals which includes both youth and adult participants. Due to US Coast Guard Regulations crews may not exceed the maximum number allowed. Our Adventure is 6 nights and 7 days including arrival and departure dates. For example, crews arriving at Sea Base on Sunday will depart Sea Base on the following Saturday.

- **Arrival:** Crews must check in between 1:00pm - 3:00 pm. Due to early sunset, Winter crews will board the vessel after breakfast of their second day onsite. Crews will stay at Sea longer than summer participants to make up lost time under sail.
- **Midweek:** Vessels may make a midweek call at John Pennekamp State Park or Bahia Honda State Park. If the vessel stops for midweek, crews will clean the vessel, take out the garbage, and ensure that the vessel is secure. Participants will then have access to marina facilities including restrooms and showers. Crews must stay together during the midweek and may not leave the midweek location. It is the responsibility of the crew leader and adult leaders to ensure that marina rules are followed. Crews are responsible to leave the facilities better than they found them. Youth and adult participants often like to purchase snacks or drinks at their midweek destination. Please plan to bring a limited amount of cash if you would like to purchase snacks.
- **Final Day at Sea:** Participants will return to Sea Base between 2:00 - 2:30 pm. Once we dock, your crew will be responsible to clean the vessel, dispose of trash and gather personal gear. Your unit will then check in provided snorkel gear/bags and move into your tent. Crews will have the opportunity to shower and visit the Ship Store.
- **Departure:** Crews may depart as early as necessary. A continental breakfast is offered at 7:00am and hot breakfast is offered at 8:00am. Crews must depart prior to 10:00 am.