SEA BASE PARTICIPANT GUIDE

BAHAMAS

IN THIS GUIDE:

- *Bahamas Adventure 6-8*
- *Bahamas Adventure 10-12*
- *Bahamas Tall Ship*

2026

rev. 5/28/2026

TABLE OF CONTENTS

GENERAL INFO-
PAYMENT PLAN 04
GENERAL ELIGIBILITY 05
ADULT LEADER REQUIRMENTS 07
POLICIES & PROCEDURES 07

HEALTH & SAFETY-
SEA BASE RISK ADVISORY 10
TO LIMIT RISK & HARM 12
WEATHER CONDITIONS 14
WILDLIFE & TOXIC PLANTS 15
EMERGENCY PROCEDURES 16

PREPARATION-
TRAVEL 17
TRAINING PLAN 18
PAPERWORK 19

PROGRAM INFO-
OVERIVEW 20
GEAR & PACKING LIST 22
TRADITIONS & AWARDS 24
FAQ'S 25

OUR MISSION

SCOUTING AMERICA MISSION

The mission of Scouting America is to prepare young people to make ethical and moral choices over their lifetime by instilling in them the values of the Scout Oath and Law.

SCOUT OATH

On my honor I will do my best to do my duty to God and my country and to obey the Scout Law; to help other people at all times; to keep myself physically strong, mentally awake, and morally straight.

SCOUT LAW

A Scout is:

Trustworthy. Loyal. Helpful. Friendly. Courteous. Kind. Obedient. Cheerful. Thrifty. Brave. Clean. Reverent.

SEA BASE MISSION STATEMENT

It is the mission of the Sea Base to serve councils and units by providing an outstanding high adventure experience for older Scouts, Venturers, Sea Scouts and their leaders.

Sea Base programs are designed to achieve the principal aims of Scouting America:

To build character

To foster citizenship

To develop physical, mental and emotional fitness

Prepared. For Life.®

GENERAL INFO

PAYMENT PLAN

2026 Payment Schedule: Crews are responsible to know, understand and adhere to the payment schedule. Failure to provide on time payment will result in cancellation. Deposits are non-refundable. Fees are non-refundable unless Sea Base rebooks the cancelled crew. All cancelled crews are subject to a cancellation fee in the amount of the deposit made.

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 on economic conditions, increased costs, and other factors.*

Please note: All crews are required to become current with payment within 30 days of registering for a Sea Base Adventure, or fully paid 90 days prior to arrival - whichever date comes first. Any installments with due dates in the past are required to be submitted within 30 days of signing up if a crew has greater than 90 days before they are scheduled to arrive.

Deposit: $350.00 per crew, required to create a reservation.

Second Payment: **Within 30 days of sign up, each** crew must submit their next payment. The 30-day payment is 10% of the remaining balance after the original deposit.

Third Payment: Due on November 1. The Third Payment is 50% of the remaining balance due after the deposit and second payment are made. Later registrations will be required to submit this payment 30 days after sign up.

Final Payment: Due 90-days prior to each crew's scheduled arrival. This due date supersedes all others.

Online Payment: After the deposit, Sea Base accepts online e-check payment only. Sea Base does not accept credit cards.

Viewing Reservations and Updating Contact: With your reservation's Reservation Code or "Reg Code" (i.e. 1425-XXXXXX-XXXX) and the 2026 Crews Page linked here, you can log into any form links related to any reservations you hold.

2027 Sea Base Crews: *The payment schedule above is outlined for 2026 Sea Base Crews. These guides will be updated in the fall of 2026 for your adventure year, and there may be changes to the payment schedule. Please refer to the Sea Base website, your confirmation emails, and your online reservation for the 2027 Sea Base payment schedule information.*

GENERAL ELIGIBILITY REQUIREMENTS

GENERAL ELIGIBILITY AT A GLANCE

1. Registered member of Scouting America ***AND*** proof of membership with Scouting America Membership Card
2. 13 years of age or older for Bahamas programs. No exceptions can or will be made.
3. Completed Scouting America Swim Test as a Swimmer, evidenced by the Unit Swim Classification Record
4. Medically Approved for Participation, evidenced by the Scouting America Annual Health and Medical Record & meets Medical Requirments outlined in the The Sea Base Participant Health & Safety Advisory
5. No participant can exceed 295lbs as evidenced by the medical form. No exceptions will be made. Participants exceeding 295lbs will be sent home at their own expense.
6. Pre-Event Medical Screening Checklist for each attending participant.

1. Registered: To attend Sea Base, youth and adult participants must be registered members of a Scouting America or Exploring unit. All participants must show proof of membership with their Scouting America Membership card. Instructions on how to find your membership card can be found HERE

Unit Eligibility Requirements: Units must be currently registered with Scouting America or Exploring. Each unit must provide a minimum of 2 trained and registered adult leaders who are in good physical condition and have no medical conditions that could divert attention away from youth participants. Any unit with female youth attending must have at least 1 trained and registered female adult leader age 21 or older.

2. Age Requirement: Participants must be at least 13 years of age by their date of arrival at Sea Base for all Bahamas Adventures. No exceptions can or will be made.

3. Swim Test: Every participant, youth and adult, must complete Scouting America Swim Test as a Swimmer within a year of the start of their adventure. The Scouting America Swim Test should be documented on the Unit Swim Classification Record and submitted during check in. Non-swimmers and Beginner Swimmers will not be allowed to participate and will be sent home at their own expense. ***Please note that Sea Base does not provide onsite Swim Tests.***

*****Not all programs or participants are COASTS eligible. Click here to read more*****

Snorkel Review: Upon arrival every participant must complete a Sea Base Snorkel Review in a strong manner to ensure they can safely participate in our programs. This snorkel review does not take the place of the Scouting America Swim Test. Individuals who do not pass the Sea Base Snorkel Review will not be able to participate in program and will be sent home at their own expense. The Sea Base simply does not have space or staff to provide supervision to those who are unable to participate in program. **No refund will be offered to individuals who cannot meet the stated and published Sea Base requirements.**

4. Completed Scouting America Annual Health and Medical Record: Sea Base participants must be in good health. All participants must provide a current and complete Scouting America Annual Health and Medical Record (AHMR). AHMR's are current for 12 months from the end of the month in which they are completed. For example, if the medical form is signed and dated on June 2, 2025, it is valid until June 30, 2026. **No other medical form will be accepted**.

5. Weight Requirements: Due to rescue equipment restrictions and evacuation efforts from remote sites, under no circumstances will any individual exceeding 295 pounds be permitted to participate. Anyone arriving at Sea Base exceeding 295 pounds will be sent home at their own expense. No refund will be given.

6. Pre-Event Medical Screening Checklist: Sea Base crews must provide a completed Pre-Event Medical Screening Checklist for each attending participant. This document is required at check-in.

7. Proper Adult Supervision: As required by Safeguarding Youth, every crew must have at least two adult leaders age 21 or older. Sea Base crews with coed (male & female) youth participants, must have at least one female adult leader age 21 or older. It is the role of accompanying adults to ensure youth safety. Because of this, adult participants must arrive in good physical condition and have no medical conditions that could result in diverting the Sea Base staff's attention away from youth participants.

8. Adult Leader Training: Every adult leader must be a registered member of Scouting America and complete Safeguarding Youth Training, Safe Swim Defense, Safety Afloat, and Hazardous Weather Training.

9. Adult Leader Medical Training: At least one adult leader in each crew must complete Wilderness First Aid Training (WFA) and Basic CPR/AED from an agency approved by the American Camping Association (scroll to bottom of webpage) or hold a higher professional license such as MD, DO, EMT, RN, LPN or WFR. Documentation of higher professional license must be submitted during check-in. Multiple crews require multiple trained leaders. Sea Base highly recommends that every adult leader completes WFA and CPR/AED.

GENERAL INFO

ADULT LEADER ELIGIBILITY REQUIREMENTS

1. Registered in any Scouting America unit position that requires a background check and volunteer database screening and membership card
2. 21 Years of Age or Older
3. Passed Swim Test as a Swimmer
4. Meets Sea Base Medical Requirements and medically approved for participation.
5. Meet Scouting America Height & Weight, not to exceed 295lbs.
6. Proper adult supervision
7. Completed Safeguarding Youth Training
8. Completed Safety Afloat Training
9. Completed Safe Swim Defense Training
10. Completed Hazardous Weather Training
11. CPR/AED Certification, Minimum of 1 Adult per Crew
12.. Wilderness First Aid Certification, Minimum of 1 Adult per Crew

General Eligibility Requirements: *Adult leaders must meet all General Eligibility Requirements (see section above)*

POLICIES AND PROCEDURES

Adult to Youth Ratios: Sea Base Crews must have more or an equal number of youth to adult participants. Individuals under the age of 21 may be counted as youth participants. Special Needs Scouts are counted as youth participants regardless of age.

Co-ed Pilot Program: Sea Base welcomes all registered units to attend. Units with both male and female participants must have at least one registered and trained adult female age 21 or older and must adhere to Scouting America Safeguarding Youth Policies. For more about the pilot program, please click here.

Single Gendered Troops: Sea Base welcomes all single gendered troops to attend. Troops must adhere to Scouting America Safeguarding Youth Policies. For more information, please click here.

Adult Leaders with Scouts Attending: Scouting America Policy allows registered adult leaders who are parents and legal guardians to bring their registered children to a opposite gendered troop activity provided unit leadership, from both units, and the Chartering Organization approve. Involved units and participants must adhere to Scouting America Safeguarding Youth Policies. For more information, please click here.

Buddy System: Adult and youth participants must adhere to the buddy system. While snorkeling, dive buddies must remain within arms distance. While onshore, participants must travel in groups of two or more. Buddy pairs cannot be coed.

GENERAL INFO

Unit Leader Responsibilities: Prior to arrival, unit leaders are responsible to ensure that all paperwork and trainings are up to date and complete. This includes inputting the crew roster 90 days prior to arrival. 2026 roster instructions linked here. Upon arrival, Unit Leaders are responsible to act as the first line of treatment when medical issues arise, fulfill Safe Swim and Safety Afloat responsibilities, follow and enforce Scouting America Safeguarding Youth Policies, ensure that youth participants follow Sea Base policies and direction from captains and staff members. Unit Leaders must also actively participate in the adventure; Sea Base is not a passive experience.

Youth Crew Leader Responsibilities: Sea Base should be a youth led adventure. Crews must elect a seasoned youth crew leader prior to onsite arrival. Sea Base should not be the youth's first leadership experience. Youth will make duty assignments for both youth and adults, and ensure that those duties are completed, following up with the crew when they are not.

Scout Oath, Scout Law, Outdoor Code: Participants are expected to act in accordance with the Scout Oath, Scout Law and Outdoor Code.

Alcoholic Beverages or Illegal Substances: There is no place in Scouting for the possession or use of alcohol or illegal substances. **Anyone found in violation of this policy will be required to vacate their adventure and may be reported to local law enforcement and their local council.** If the unit is unable to provide proper leadership to satisfy Safeguarding Youth policies, the entire crew will be required to vacate their adventure.

Smoking, Vaping, Smokeless Tobacco: Use of tobacco products and vaping is only permitted in designated areas. Scout Appropriate Language: Sexual conversations of any nature including "jokes" are prohibited. Racial, ethnic, religious, sexist, and sexual orientation slurs are prohibited.

Uniform: All participants are expected to arrive in either field or activity uniform.

Attire: Clothing worn by participants must not promote illegal drugs, alcohol, violence, sexual activity, racism, sexism or bigotry.

Swimming Attire: Swimsuits must be modest. For males, tight fitting swim briefs or swim bottoms short enough to allow exposure are not allowed. For females, bikinis are not allowed. Modest tankinis or one-piece swimsuits are appropriate.

Footwear: Footwear is required by all participants while onshore. Footwear requirements vary by program. ***Please review the provided*** Packing List ***for your chosen adventure under Program Overview in this guide***. You will be barefoot onboard your vessel. Recommended footwear for hiking is sandals (that strap on or attach securely to the foot) or tennis shoes.

Open Swimming: Open Swimming at any Sea Base owned or contracted marina is prohibited.

Open Scuba: Only individuals participating in Scuba Adventure, Advanced Marine Exploration, Scuba Certification, Reef Trek or Scuba Live Aboard may Scuba dive while at Sea Base.

Unplug: Use of phones, tablets and other transmission electronics should be restricted to emergency or camera use. Please place phones on airplane mode and stow away.

GENERAL INFO

Lost, Stolen or Damaged Items: Sea Base is not responsible for personal items. Please properly stow and safeguard your valuables. Sea Base is not responsible for lost, stolen or damaged items.

Intentional Damage to Sea Base Vessels, Facilities, Contracted Facilities, Public or Personal Property: Anyone intentionally damaging property, including pranks that result in damage, will vacate their adventure, and will be held financially liable for damages.

Bullying, Hazing, Fighting, Play Fighting, Wrestling: All forms of physical confrontation including "play" are prohibited.

Sexual Contact: Sexual contact of any kind, including public display of affection, is prohibited.

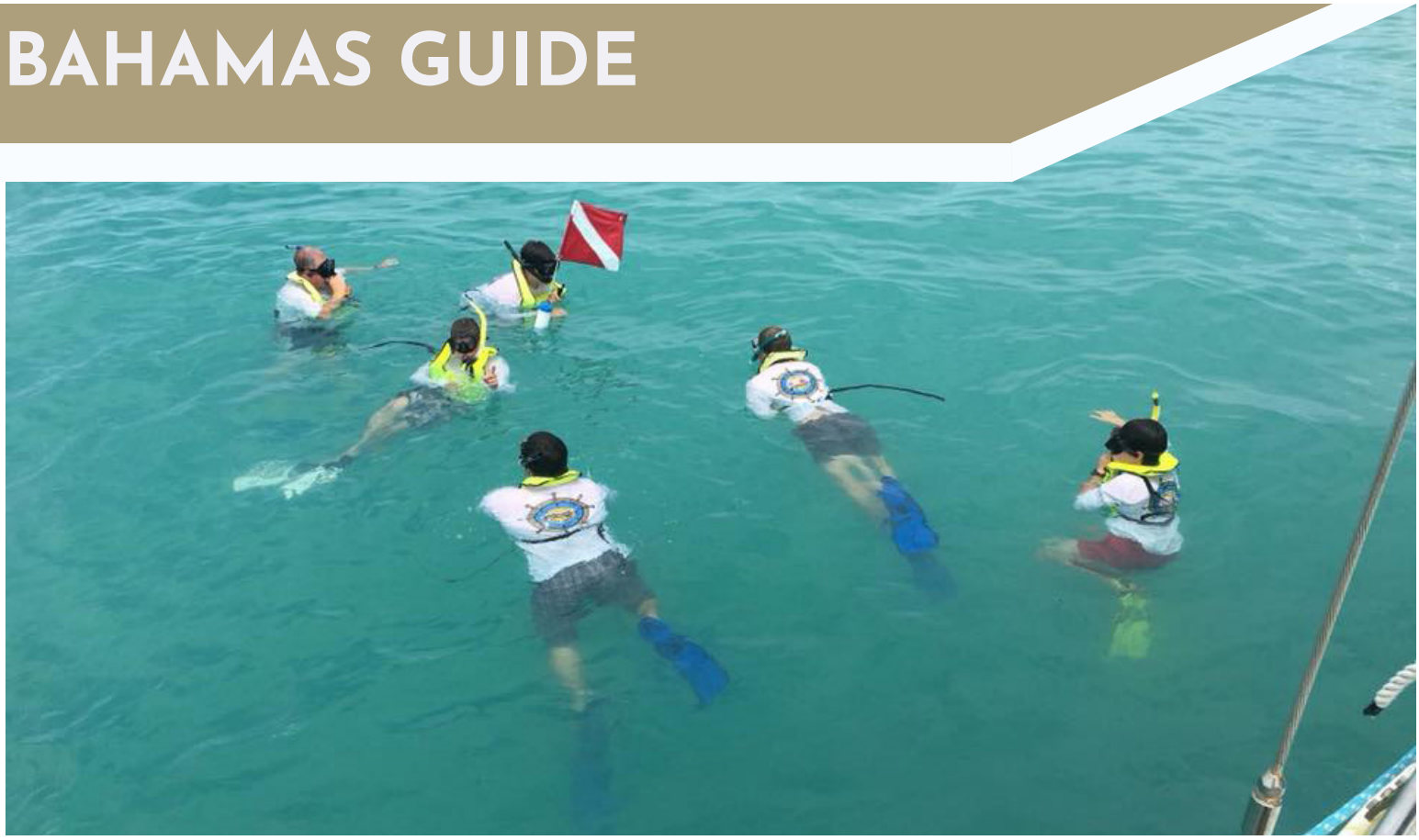
Firearms: Carrying or possessing a firearm of any kind is prohibited on any and all sea Base property including leased vessels.

Cleanliness: Dorms, base, galley, marinas, and vessels are expected to be cleaned and maintained by participants. Youth and adults are expected to shower when they have the opportunity.

Disposal of Trash: Litter becomes marine debris and negatively impacts the Florida Keys National Marine Sanctuary, Everglades National Park, marine life, and our ocean. Participants must ensure that all recycling and garbage is secured and disposed of properly.

Conservation: For your own protection and the protection of the environment, Sea Base participants must not touch, harass, or harm wildlife. Sea Base participants must not take or collect rocks, shells, or marine species. Special care must be taken when snorkeling in sensitive areas, such as coral reefs.

As Scouts, you are responsible for following safe practices and the rules set forth by your Captain. The rules are designed for your safety, the safety of all participants in the crew, and safety of the vessel. Failure or unwillingness to follow the rules set by the Captain will result in the termination of your activities, potentially for the remainder of your adventure.



HEALTH & SAFETY

SEA BASE RISK ADVISORY

Sea Base Experience: Sea Base Adventures are not risk free. Participants must follow safety measures and take personal responsibility for their health and safety. Climate conditions include temperatures ranging from 45 to 95 degrees, high humidity, heat indexes reaching 110 degrees, and frequent, sometimes severe tropical weather. Prolonged, rigorous activities include snorkeling, swimming, kayaking, canoeing, sailing, hiking, and others.
It is the responsibility of participants, participant's parents/guardians, participant's healthcare teams and unit leaders to ensure that each individual, youth and adult, can safely participate in Sea Base Adventures.

Adult Participants: It is the role of accompanying adults to ensure youth safety. Because of this, adult participants must arrive in good physician condition and have no medical conditions that could result in diverting the Sea Base staff's attention away from the youth participants.

ALL 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.

Location: Sea Base adventures are conducted at sea, often far from land, with limited access to emergency services. Response times can be affected by weather, seas, location, and can be delayed for hours. Individuals with medical conditions that require immediate or nearly immediate access to professional medical care should not attend Sea Base.

Right to Refuse: Sea Base reserves the right to deny participation based upon registration status, incomplete training, adherence to Scouting America Safeguarding Youth and other policies, health and safety concerns and/or medical history.

Special Needs or Medical Concerns: Individuals with special needs or medical concerns must have an onsite advocate who understands the individual's condition and treatment who is prepared to provide support to the individual.

COASTS Accommodations: Special Needs youth who do not meet certain attendance requirements may be eligible to attend COASTS designated programs. See our COASTS page for more information.

Trained Leadership: Each crew is required to have at least 1 adult trained in Wilderness First Aid and CPR/AED or who has a greater professional medical certification. This leader acts as the primary first response until emergency services arrive. There are no-onsite facilities for treatment or extended care at Sea Base. Sea Base does not staff professional medical personnel.

Medications: Individuals requiring medication should continue medications as prescribed and bring an appropriate supply. Each crew must develop a plan to secure, lock and dispense medication.

Allergies: Participants with allergies that may result in severe reactions or anaphylaxis should bring an adequate supply of epinephrine auto-injectors (EpiPen) to last up to three hours.

Recommendations Regarding Chronic Illness and/or Compromised Immune System: Persons with chronic conditions and/or compromised immune systems should seek medical advice and education regarding medical risks associated with harsh marine environments before participating. Individuals with open wounds or who are at risk for chronic illness or immune disease should not attend Sea Base.

Hypertension (High Blood Pressure): Participants should have a blood pressure less than 140/90. Individuals with hypertension should have the condition treated and well-controlled before attending.

Insulin-Dependent Diabetes Mellitus: Diabetes must be well-controlled. Hypoglycemia can lead to unconsciousness and drowning.

- Insulin-dependent persons who have been newly diagnosed or who have undergone changes in delivery systems in the last 6 months are advised not to participate.
- Persons with diabetes who have had frequent problems and/or hospitalizations should not participate
- Persons with diabetes will not be allowed to scuba dive.

Seizures (Epilepsy): Seizures while snorkeling are extremely dangerous and often fatal.

- History of loss of consciousness often precludes snorkeling. Formal consultation with a neurologist and/or cardiologist is required.
- No participant with a history of seizures or taking anti-epileptic medication may snorkel or scuba dive. Participants meeting these criteria must be wearing a USCG approved lifejacket and may not be wearing a mask anytime they are in the water. Participants meeting these criteria are allowed to swim in the water but must be accompanied by their buddy AND an adult who is trained to recognize symptoms of a seizure.
- Prospective participants with a history of infant febrile seizures may be considered for snorkeling after formal consultation with a neurologist.

Asthma: Asthma must be well-controlled. Persons requiring use of medication and/or inhaler must bring an ample supply.

- Persons being treated for asthma (including reactive airway disease) are disqualified from scuba diving.
- Persons with a history of asthma who have been asymptomatic and have not used medications to control asthma for five years or more may be allowed to scuba dive if resolution of asthma is specifically confirmed by their physician and includes provocative pulmonary function testing conducted by a pulmonologist.
- Provocative testing can include exercise, hypertonic saline, hyperpnea, etc.

Recent Musculoskeletal Injuries & Orthopedic Surgery: Persons with musculoskeletal problems or orthopedic surgeries within the last 6 months must provide a letter from their treating physician to participate.

Psychological & Emotional Difficulties: Any condition should be well-controlled without the services of a mental health practitioner. Participants requiring medication must bring an ample supply and take as prescribed for the duration of their trip.

- Many psychotropic medications are not compatible with scuba diving.
- Persons taking more than one psychotropic medication will not be cleared to scuba dive.
- Persons with anxiety will not be cleared to scuba dive.

Weight Limits: Due to rescue equipment restrictions and evacuation efforts from remote sites, under no circumstances will any individual exceeding 295 pounds be permitted to participate. Anyone arriving at Sea Base exceeding 295 pounds will be sent home at their own expense. No refund will be given.

Scuba Participants: Persons with conditions listed as severe by the Recreational Scuba Training Council (RSTC) will not be permitted to scuba dive. Persons with conditions prohibited by Scouting America scuba policy will not be permitted to scuba dive. Various risk factors may exclude a person from scuba diving, either temporarily or permanently. Risk factors include, but are not limited to, ear and sinus problems, recent surgery, spontaneous pneumothorax, asthma or reactive airway disease, seizure disorders, diabetes, leukemia, sickle-cell disease, pregnancy, panic disorders, active psychosis, certain medications, and narcolepsy.

Closing: Sea Base, Scouting America is an industry leader in maritime adventures with an excellent safety record. If you have questions regarding medical policies, medical concerns, or medical approval please contact Sea Base at 305-664-4173.

TO LIMIT RISK AND THE POSSIBILITY OF HARM

Leadership: Crew leaders must have a strong understanding of every participant's limitation and be fully prepared to administer treatment for medical conditions. Crew leaders are responsible to know and reinforce Scouting America Safe Swim Defense, Safety Afloat and Scouting America Safeguarding Youth.

Medical Treatment: Wilderness First Aid and CPR/AED trained crew leaders are the first line of treatment in any medical emergency. **Crew leaders must be prepared to assume this role and responsibility**. Any medical emergency requiring professional assistance will be referred to the United States Coast Guard or appropriate agency if at Sea or local EMS if on land.

Storing and Dispensing Medications: Sea Base does not store or dispense medication. Prior to arrival the crew must develop a system for properly storing and dispensing medication. Consider a Pelican Case, or some other lockable, waterproof case for storing medication.

Over the Counter Medication: Sea Base does not dispense any type of medication including over the counter medication. Each crew is responsible for bringing a Sea Base specific first aid kit including any over-the-counter medications that might be needed.

Health Insurance and Scouting America Campers Accident and Sickness Plan: Every Sea Base participant should have health insurance and provide front and back copies of their insurance card. All campers are covered by a limited Campers Accident and Sickness Plan. This plan is a secondary policy. When not insured, Scouting America Campers Accident and Sickness Plan becomes the primary policy. Please review the policy for details.

Sea Base Specific First Aid Kit: Every crew must provide their own first aid kit. A Sea Base specific first aid kit includes all items found in a traditional back country first aid kit along with SPF 35 or greater sunscreen, SPF 35 or greater lip balm, small plastic bottle of vinegar, sea sickness medication, non-spray insect repellant, swimmers ear drops, Benadryl, cooling cloths.

Special Needs: When required, **individuals with special needs must have an advocate who is actively participating as a member of the crew** and understands the individual's limitations and needs.

Cleanliness: Participants should properly wash their hands whenever possible and always after using the restroom, prior to cooking or putting their hands in their mouth.

Ear Care: After snorkeling, diving, or swimming, participants should tilt their head to one side, gently pull on their earlobe until confined water is released and then repeat on the opposite side.

Motion Sickness: Due to the nature of ocean-based adventures, it is inevitable that some crew members will have issues with sea sickness. **Vessels do not return to Sea Base because of sea sickness**. Participants should speak with their physician regarding the use of sea sickness medications.

Hydration: Severe dehydration can lead to significant illness, and in extreme cases, death. Crews should establish and utilize a clear hydration plan and ensure that every crew member has or purchases a Nalgene style water bottle that can be clipped to a vessel.

- Metal and aluminum water bottles are prohibited for Sailing programs.

Sunscreen and Sun Coverage: Overexposure to sun can cause burns, blisters, and illness leading to discomfort and, in severe cases, suspension or cancellation of an individuals or crews adventure. In additional to biodegradable SPF 35 or greater sunscreen; Sea Base highly recommends that every participant wear a long sleeve UPF 30 or greater shirt (particularly while snorkeling), hat- preferably wide brimmed, buff, polarized sunglasses.

- Spray and aerosol sunscreens are prohibited at Sea Base.

WEATHER CONDITIONS AT SEA BASE

Sea Base continuously monitors for inclement weather conditions. The topmost priority is your crew's safety, the safety of the captains and their vessels, Sea Base staff and equipment. **Please note: Hurricane season is from the beginning of June to the end of November.**

Prior to your trek monitor forecasts for your arrival through departure dates. Visit sites such as:
National Oceanic and Atmospheric Adminsitration (NOAA)
National Weather Service (NWS)
National Hurricane Center (NHC)

Be familiar with the following weather terminology: Advisory, High Wind Warning, Hurricane, Hurricane Warning, Hurricane Watch, Invest, Storm Surge, Storm Surge Warning, Storm Surge Watch, Storm Warning, Tropical Depression, Tropical Disturbance, Tropical Storm, Tropical Storm Warning, Tropical Storm Watch, Tropical Wave.

Definitions can be found in the National Hurricane Centers Glossary of terms.

Please note: No two weather systems are the same; each weather event is taken seriously, and an action plan is developed based on the forecasted severity, strength, and trajectory of the event.

Inclement Weather: All planned activities are dependent upon weather, tides and sea conditions. Your safety in regard to these conditions is paramount. Occasionally, inclement-tropical weather forces Sea Base to delay or cancel activities. Attempts will be made to reschedule activities when possible. Refunds will not be issued for activities including sailing, SCUBA diving, paddle boarding, kayaking, fishing, camping or other planned activities cancelled due to inclement weather.

Hurricanes and Evacuation: Sea Base constantly monitors tropical systems as they move off the coast of Africa. Program interruption due to hurricanes are extremely rare. All programs in the Bahamas follows guidence set by NOAA, Royal Bahamas DF, and local partners. If Sea Base is under evacuation orders, programs are cancelled and participants are evacuated. Evacuation orders are generally given 24-36 hours prior to potential landfall. Sea Base refunds program fees for missed program dates only, from the time crews depart Sea Base accommodations.

If evacuation orders are communicated to your crew, depart at first available transport. Flights and ground transportation may not be available if your crew chooses to delay.

Travel trip insurance is highly recommended to cover the cost of travel expenses, especially during hurricane season (Jun 1-Nov 30).

WILDLIFE AND TOXIC PLANTS AT SEA BASE

Sharks, Rays, Lionfish, Goliath Grouper and Eels: Sharks, rays, lionfish, goliath grouper and eels pose an extremely low risk to humans. Participants should give all marine species a wide berth and avoid touching, harassing or provoking marine animals.

Fire Coral: Sea Base participants should never touch any coral or coral like structure. When touched, Fire Coral shoots a coiled barb which releases a neurotoxin upon entering either prey or predator. In humans, the toxin can cause burning skin conditions or rashes that may last several days. Treatment includes rinsing the affected area with vinegar and keeping the affected area clean and dry. Open wounds or severe scrapes require medical evaluation.

Sea Urchins: Covered in calcium carbonate spines; Sea Urchins pose a limited risk to divers, snorkelers, and waders who step on or attempt to grab or handle the species. Sea Urchin spines can easily penetrate skin and then break off. To avoid this risk, participants should avoid handling Sea Urchins and wear hard soled shoes or dive booties when wading in areas populated by Sea Urchins.

Moon Jellyfish and Portuguese Man-O-Wars: Jellyfish and man-o-wars pose a limited risk during Sea Base Adventures. Moon jellyfish stings can cause skin irritation and minor pain. Treatment includes rinsing the affected area with vinegar. Man-o-wars can cause skin irritation, swelling and pain. Treatment includes removing the tentacles and rinsing the affected area with vinegar. If swelling worsens or an allergic reaction occurs, medical evaluation and/or treatment may be required.

Fire Coral/ DAN

Lionfish/ DAN

Sea Urchin/ NPS

SEA BASE EMERGENCY PROCEDURES

Medical Emergencies on Land: Call 911, alert Sea Base staff. Secure individuals Scouting America AHMR for EMS.

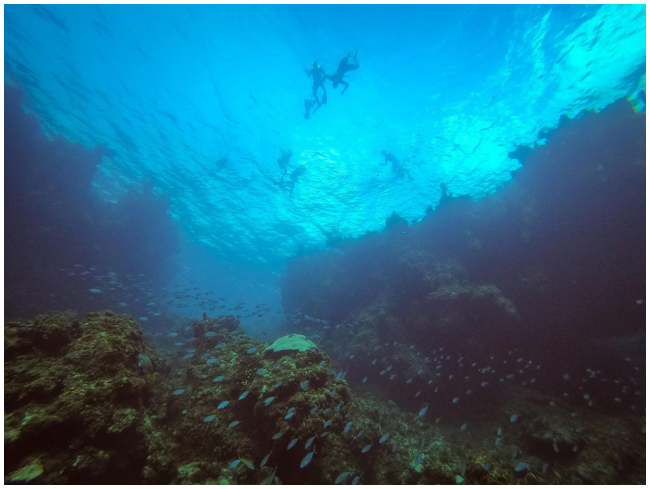
Medical Emergencies while at Sea: Call Channel 16, United States Coast Guard or 911. Secure individuals Scouting America AHMR for EMS.

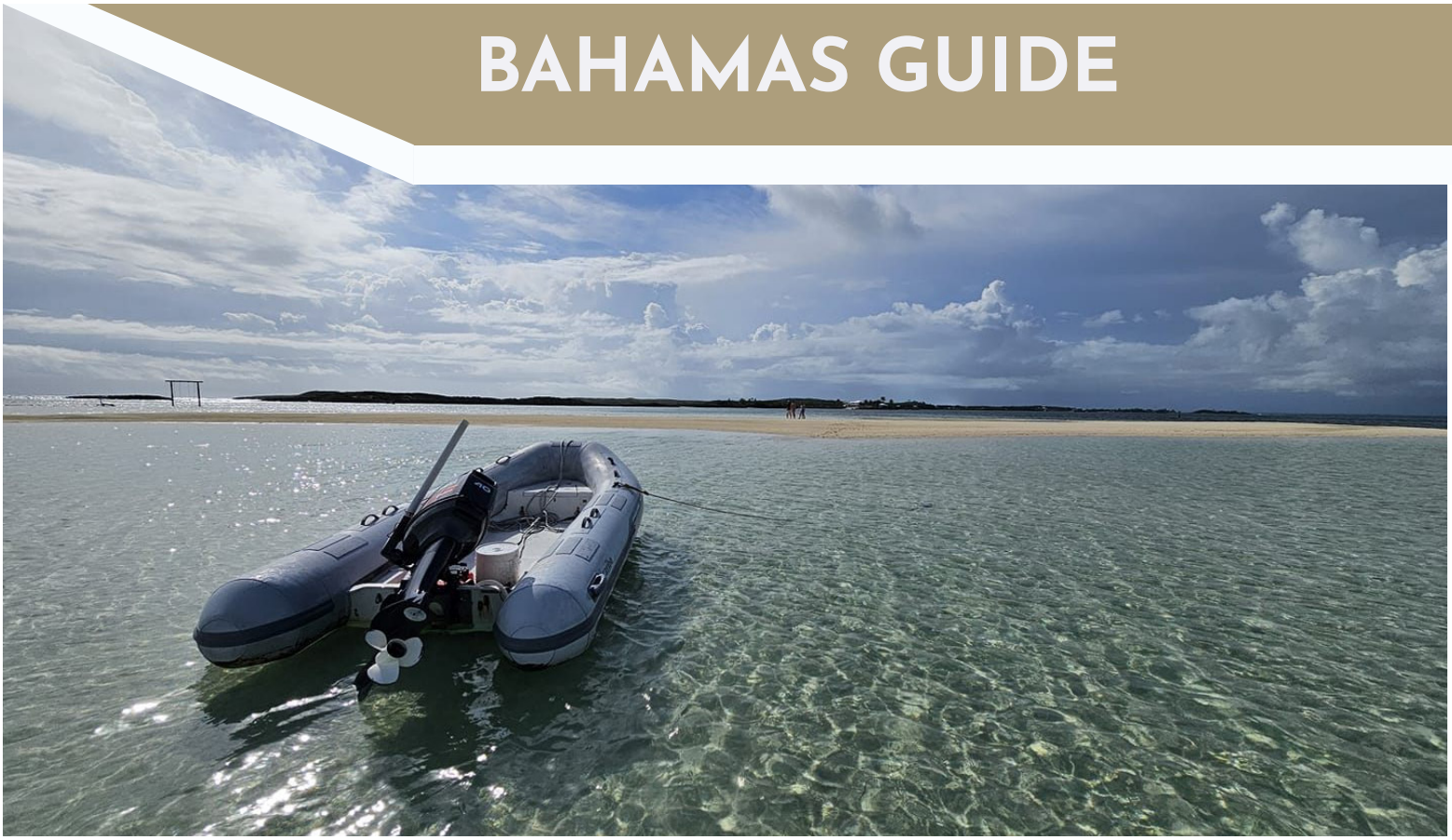
Fire on Land: Pull fire alarm, call 911, keep your crew together and move to the defined evacuation point, alert Sea Base staff.

Fire at Sea: Follow direction of captain. If captain is incapacitated, call Channel 16: "US Coast Guard, US Coast Guard, US Coast guard this is Sea Base vessel _____ located at latitude/longitude _____ we have a fire aboard." If the fire is small, the size of a wastebasket, all participants must don lifejackets and then a trained adult should use an onboard fire extinguisher to put out the fire. If the fire is larger than a wastebasket and the crew is forced to abandon ship, "May Day, May Day, May Day this is Sea Base vessel _____ located at latitude/longitude _____ we have a fire aboard and are abandoning ship. We have _____ adults _____ youth plus _____ crew." Every participant must don USCG approved life jackets and in an orderly manner abandon ship. As participants abandon ship, the adult crew leader should count off to ensure that there is no one left aboard the vessel. Once in the water the adult crew leader must take a second headcount, form a circle by locking arms and stay together until rescue arrives.

Man Overboard: Maintain eye contact, point to the individual and yell, "Man Overboard." Continue to point and maintain eye contact until the individual is safely back aboard the vessel.

Aggressive Individual: Move away from the person as quickly as possible. Once at a safe distance, alert Sea Base staff or in extreme circumstances call 911.





PREPARATION

Travel and Preparation Plan:

Each crew is responsible to plan, secure and finance travel to Sea Base including ground transportation. Travel Insurance is highly recommended. The unit chartering organization, unit committee, local council, parents and participants should be made aware of all travel plans.

International Travel: As with all international travel, please ensure that every member of your unit has a valid passport book. Additionally, every youth traveling to Sea Base Bahamas without their parent/guardian needs to have the Sea Base Consent Form signed and notarized. This is not a requirement of Sea Base, but a requirement of the Bahamian Government. Both parents need to sign the notarized consent form. If you are a single parent, we recommend including a notarized letter stating and explaining sole custody of the child. For clarification, please visit this website: Bahamas- Unaccompanied Minor Information.

Air Travel: Crews must fly into MHH Abaco Bahamas Airport.

Ground Transportation: Crews should take the first available taxicab from MHH to Conch Inn and Marina. Cab fare and tip is the responsibility of the crew. Crews should anticipate $5-10 per person, per trip.

Arrival: It is essential for crews to arrive after 1:00pm, having already eaten lunch, and not later than 4:00pm. If a crew will arrive after 4:00pm due to flight changes, it must communicate those changes to Sea Base Bahamas. Prior to your arrival Bahamas Staff will be in contact inreagrds to your arrival location.

PREPARATION

Travel Arrangements: We ask that all Bahamas Sea Base Crews arrive between 1:00pm and 4:00pm. If your travel plans do not permit for this arrival time, crews arriving a day early or departing a day late have stayed in nearby places in Marsh Harbour; Sea Base Cannot accommodate extra night stays. While Sea Base does not recommend or guarantee service of specific hotels, historically, many of our crews have used either the Conch Inn and Marina or the following to accommodate their extra stay.

- Island Breezes Hotel (242) 367-3776
- Abaco Suites (242) 699-1130
- Town Center Suites (242) 819-8234 https://www.towncenterabaco.net
- Abaco Beach Resort www.abacobeachresort.com

SCOUTING AMERICA DOES NOT GUARANTEE THE QUALITY OF ANY SERVICE PROVIDER NOR DOES SCOUTING AMERICA RECOMMEND ANY PROVIDER.

Departure: Sea Base crews may depart as early as necessary. **Crews must depart by 11:00 am.**

SEA BASE TRAINING PLAN

Prepared: Sea Base Adventures are aquatics based and require participants to be fit, competent swimmers and hikers. It is recommended that your unit, in consultation with your local council Scouting America Aquatics Director or qualified swim instructor, develops a crew training regimen that includes both swimming and snorkeling. An adequate plan includes:

1. Scouting America Swim Test. Become strong, competent swimmers (monthly swimming sessions are recommended beginning 6 months prior to arrival).
2. Snorkel. Practice clearing a mask and snorkel. Don't wait until aboard to try your snorkel and mask for the first time.(Snorkel Scouting America)
3. Become proficient with nautical map and compass navigation.
4. Seek local instruction regarding the use of VHF marine radios, safety flares, man overboard procedures and drill potential emergency situations.
5. Adult leaders play an important role in ensuring safety aboard and in the water. Adults must understand Safe Swim Defense Training and Safety Afloat Training Guidelines and be prepared to assist in emergency situations.
6. Review Guide to High Adventure Sailing
7. Watch US Sailing Video: Parts of a Boat
8. Watch US Sailing Video: Parts of a Rig
9. Watch US Sailing Video: Points of Sail

PREPARATION

PAPERWORK

Participation at Sea Base requires significant paperwork. It is essential that your crew compiles all necessary documents required by Sea Base in addition to necessary travel information in an easy to use and comprehendible format to be submitted upon arrival. Plastic sleeves are discouraged to ensure a timely check in process. Parents, guardians, spouses should keep a copy of the Scouting America Annual Health and Medical Record for each participant. Please remember, while you are traveling you are not only representing your unit, but also Scouting America.

All crews should arrive with copies of the following check in paperwork. Paperwork should be organized in a notebook or folder. It is essential that your crew compiles all necessary documents and travel information in an easy to use and understand format. All paperwork will be submitted upon arrival. The following documents are required:

- Printed Crew Roster (Crew Roster must be input 90 days prior to arrival)
- Scouting America Safe Swim Certificates for each adult leader
- Scouting America Safety Afloat Certificates for each adult leader
- Scouting America Safeguarding Youth Certificates for each adult leader
- Scouting America Hazardous Weather Certificates for each adult leader
- Wilderness First Aid (WFA) Certificate (One adult leader per crew)
- CPR/AED Training Certificate (One adult leader per crew)
- Scouting America Unit Swim Classification Record with each participant listed
- Pre-Event Medical Screening Checklist with each participant listed
- Completed Scouting America Annual Health and Medical Records for each participant
- Copies of Medical Insurance Cards (front and back) for each participant
- Sea Base Bahamas Vessel Liability Waiver 6-8 & 10-12 Waiver OR Tall Ship Waiverfor each participant
- Every youth traveling to Sea Base Bahamas without their parent/guardian needs to have the Sea Base Consent Form signed and notarized
- Participants who have dietary allergies or restrictions must have the dietary notification form submitted a minimum of 2 weeks prior to arrival.
- **Passport Books are required**. **Passport Cards are not accepted**.

Sea Base highly recommends that all forms are duplicated and held by an adult leader who is not accompanying the crew to Sea Base. This adult leader should be available the date of check in in case forms are lost, misplaced or forgotten.

Required Paperwork at a Glance	
Crew Roster and Scouting America Membership Cards per participant	Safe Swim Defense Certificates
Scouting America Annual Health and Medical Records	Front & Back Copies of Insurance Cards
Safety Afloat Certificates	Safeguarding Youth Certificates
Hazardous Weather Certificates	Passport*
Unit Swim Classification Record	Sea Base Bahamas Vessel Liability Waiver 6-8 & 10-12 OR Tall Ship
Pre-Event Medical Screening Checklist	Sea Base Consent Form signed and notarized for youth traveling without their parent/guardian
Minimum of 1 Adult Leader Must Have	**Minimum of 1 Adult Leader Must Have**
CPR/AED Training Card	Wilderness First Aid Training or Greater Certification

PROGRAM INFO

PROGRAM OVERVIEW

Epic Adventure begins with planning and preparation. Upon arrival (1:00pm- 4:00pm), each crew will have its paperwork reviewed and arrival briefing by the Sea Base staff. Any participant who exceeds 295 pounds or has not passed the Scouting America Swim Test prior to arrival will forfeit their adventure. Please vet your crew well in advance to ensure that no one is disappointed.

Required Paperwork at a Glance	
Crew Roster and Scouting America Membership Cards per participant	Safe Swim Defense Certificates
Scouting America Annual Health and Medical Records	Front & Back Copies of Insurance Cards
Safety Afloat Certificates	Safeguarding Youth Certificates
Hazardous Weather Certificates	Passport*
Unit Swim Classification Record	Sea Base Bahamas Vessel Liability Waiver 6-8 & 10-12 OR Tall Ship
Pre-Event Medical Screening Checklist	Sea Base Consent Form signed and notarized for youth traveling without their parent/guardian
Minimum of 1 Adult Leader Must Have	**Minimum of 1 Adult Leader Must Have**
CPR/AED Training Card	Wilderness First Aid Training or Greater Certification

Passport Books are required. Passport Cards are not accpeted

Notify Sea Base of any food allergies or dietary restrictions at least 2-4 weeks prior to arrival HERE.

PROGRAM INFO

Length of Adventure: 5 nights, 6 days including arrival and departure dates. Crews may not arrive early or depart later than scheduled unless they make offsite accommodations.

Crew Size: Maritime Law dictates crew size.

Arrival Time: Crews must arrive **between 1:00pm and 4:00pm having already eaten lunch.** Crews arriving later than 4:00pm may have their adventure delayed by 24 hours. If your crew is delayed due to flights or island transport, alert Bahamas Sea Base as soon as possible. Prior to your arrival Bahamas Staff will be in contact inreagrds to your arrival location.

Departure Time: Crews may depart as early as necessary but must **depart no later than 11:45am.**

Vessel Assignments: Sea Base charters several types of vessels. Crew vessel assignments are not made until onsite arrival.

Bringing Gear Aboard: All personal items brought aboard, other than sleeping and snorkeling gear, must fit into a 24-inch duffle bag. In additional to personal bags, each crew may bring 1 military style duffle bags to carry first aid kits (pg. 10), sunscreen and crew sleeping gear.

Storage: Sea Base does not have onsite storage. Everything will travel aboard the vessel. As a result, **it is imperative that crews not bring hard side luggage, wheeled luggage or unnecessary items.**

Sea Base Captains: Every captain under charter at Sea Base is experienced and licensed. Their primary responsibility is to ensure the safety of the vessel and crew. It is essential that each crew understands that a request by their captain is an order delivered kindly. The captain is the final authority while aboard the vessel.

Sea Base Vessels: Every vessel chartered by Sea Base completes a safety examination prior to providing charters.

Crew Leaders: Adult crew leaders are responsible for ensuring that all Scouting America and Sea Base Policies, including Safe Swim Defense and Safety Afloat, are followed. This means that an adult leader is required to stay on board with the captain to be the lookout during snorkel stops. Adult crew leaders are also the first line of treatment in any medical event.

Youth Crew Leader: Sea Base is a youth led adventure. Crews must elect a seasoned Youth Crew Leader prior to arrival. The Youth Crew Leader will work hand in hand with the captain to ensure that all duties are assigned and completed.

Working Vessel: Sailing Adventure boats are working vessels. Youth and adult participants will cook, clean, hoist sails and more. Be prepared to assume tasks given by the youth crew leader and captain.

Itinerary: Upon boarding, there will be an orientation and swim/snorkel review by your Captain. Your first meal aboard is dinner. Each day will consist of sailing, snorkeling, swimming, and exploring settlements. How this is done will depend on the wind, weather, seas, and the ability of the crew. You will spend each night of this adventure aboard your vessel at a safe anchorage. All sailing is done in the Sea of Abaco protected by barrier Cays. There will be an opportunity to visit some of the Cays which is where you will experience the Bahamian life!

PROGRAM INFO

Onboard Sleeping Arrangements: Due to heat, humidity and close quarters, most sailing participants choose to sleep on deck.

Marine Head: Using a marine head is much different than using a household toilet. Nothing other than personal waste may be deposited into the toilet. Paper products, including toilet paper, must be bagged and deposited in a trash receptacle.

Going Ashore: Crews will go ashore frequently to explore, swim, and snorkel. Crews, youth and adults, are required to stay together. While onshore; crews represent themselves, Sea Base and Scouting America. Crews vandalizing property, stealing or consuming alcoholic beverages will be forced to vacate their adventure.

Snorkeling: The Bahamas are home to some of the most beautiful mangrove and reef snorkels in the world. While snorkeling participants must wear a snorkeling PFD, stay within arm's reach of their buddy and never take, touch or harass underwater species including coral.

Departure: Prior to departure, each crew is responsible to provision and clean their vessel. Departure time the final day is no later than 11:00 am

GEAR AND PACKING LIST

Snorkeling Gear: Individuals are required to use their own mask & snorkel at Sea Base. Sea Base will provide fins, a snorkel vest and mesh bag. It is however recommended that participants purchase fins and practice using them during any pool sessions scheduled as a part of their Sea Base training plan. Crew members can purchase masks, snorkels from the Sea Base Ship Store and pick-up items upon arrival, if they choose.

Full face masks are not permitted at any Sea Base location.

Fishing Equipment: All fishing tackle and equipment is provided by Sea Base. Please do not bring personal fishing gear.

Sea Base Specific First Aid Kit: Every crew must provide their own first aid kit (Scuba Live Aboard should have two First Aid Kits). A Sea Base Specific First Aid Kit includes all items found in a traditional back country first aid kit with the following items:

1. SPF 35 or greater Reef Safe sunscreen
2. SPF 35 or greater lip balm
3. Small bottle of vinegar (less than 3oz.)
4. Sea sickness medication
5. Non-aerosol insect repellent
6. Swimmers ear drops
7. Benadryl
8. Hand sanitizer

BAHAMAS PROGRAMS PACKING LIST

Sea Base provides meals, mesh bags for snorkel gear, fishing equipment and nearly everything else you will need on your adventure. Below is a list of personal and crew items required or recommended for your adventure.

WHAT TO BRING: (PERSONAL ITEMS)

- 2 UPF +30 Long Sleeved Shirts
- Raingear
- Wide Brimmed Hat
- Polarized Sunglasses
- Buff
- Water Bottle with Carabiner (no metal bottles)
- Reef safe sunscreen without Avobenzone, No Sprays
- Toiletry Kit
- 1 Pair Regular Shorts
- 2 Pair Swimming Shorts
- 1 Pair Light Pants
- 1 Pair Sandals, Crocs, Teva
- 2 Pairs Regular Socks
- Headlamp
- 2 Towels
- Light Weight Sleeping Pad
- Light Weight Sleeping Cover
- Small Pillow
- Spending Money ($150- $200)
- Passport Book
- Prescription Medication
- 1 Pair Neoprene Socks (recommended)
- Waterproof Camera (recommended)
- Mask and Snorkel (required)

WHAT TO BRING: (CREW ITEMS)

- Crew Roster
- Scouting America Safeguarding Youth Training Copies
- Safe Swim Defense Training Copies
- Safety Afloat Training Copies
- Hazardous Weather Training Copies
- Scouting America AHMR for Each Participant
- Unit Swim Classification Record
- Wilderness First Aid & CPR/AED Training Cards
- Copies of Insurance Cards
- Crew First Aid Kit (pg. 10)
- 1 Medium Size Dry Bag
- Scouting America Membership Cards for Each Participant
- Bahamas Vessel Liability Waivers 6-8 &10-12 OR Tall Ship

WHAT NOT TO BRING

- Firearms or fireworks
- Aerosol sunscreen or insect-repellent
- Personal music players or video games
- Mess kits
- Valuable or unnecessary items
- Spear Guns are prohibited

We encourage ALL participants to "unplug" during the entirety of their adventure. Phones and all electronic devices are strongly discouraged, especially on the water & Big Munson Island.

SEA BASE TRADITIONS AND AWARDS

Leave No Trace: Take only memories and leave only bubbles. Sea Base Adventures are conducted in ecologically sensitive environments. Participants must not touch or harm wildlife including coral. Participants must not take coral, artifacts, or shells from the Florida Keys National Marine Sanctuary. Participants must properly dispose of and when possible, recycle all trash.

Council Shoulder Patches and Unit Numbers: Units completing a Sea Base Adventure may affix its unit numbers to the galley walls. Scouting America unit numbers are available for purchase in the Ship Store.

Uniforms: Sea Base requires units to arrive on site in uniform. Uniforms, field or activity, must be worn to flag ceremonies.

Scholarships/Camperships: Every youth deserves the opportunity to accompany their unit to Sea Base regardless of financial position. Camperships are available to individuals with a demonstrated need. Learn more here: Forms & Documents Page

Sea Base Custom Crew Gear: Sea Base provides the opportunity for units to order customized, official apparel at Sea Base Ship Store, like long sleeve UPF shirts. Designs and Colors are subject to change. Go to www.store.bsaseabase.org for updated information on making your crew order.

Advancement and Merit Badges: Advancement is not part of the Sea Base experience. Sea Base does not offer merit badge programs or merit badge instructors. If your unit is interested in advancement while at Sea Base, your crew will need to develop a plan for advancement prior to arrival.

Triple Crown and Grand Slam Award: Individuals who attend Sea Base and two other Scouting America National High Adventure Bases are eligible for the Triple Crown Award. Individuals who attend all four Scouting America National High Adventure Bases are eligible for the Grand Slam Award. Applications for these awards can be found at www.nationalhighadventureawards.org.

SCENES Ambassador Award: Founded in 2022 at Sea Base, Scouting America; Scouting for Clean Waterways is a nationwide Scouting effort to inspire Scouts to reduce personal consumption of disposable plastics, properly dispose of trash, recycle, and actively participate in cleaning waterways in their local communities. Joining Sea Base in 2024; Philmont Scout Ranch, Northern Tier, and Summit Bechtel Reserve, encourages every Scout to participate in environmental education while onsite and then return to their communities, share the harmful effects of waterway debris, and then schedule and participate in a waterway clean up using the NOAA Marine Debris Tracker. Any Scout attending a National High Adventure Base can earn the World Organization of Scouting Movement (WOSM) NHAB SCENES Ambassador Award. Learn more here: S.C.E.N.E.S Ambassador Award Requirements & NHAB SCENES Ambassador Award Online Form. Patches are available for purchase at the Sea Base Ship Store.

Duty to God Award: Sea Base encourages individuals and units to celebrate creation while at Sea Base. Sea Base Duty to God Award is designed to enhance adventure by propelling participants to find evidence of Higher Purpose in the oceans, reefs, and marine species encountered at Sea Base. Patches are available for purchase at the Sea Base Ship Store. Learn more here: Duty to God

Snorkeling Award: Every Sea Base participant should arrive at Sea Base having already become a proficient snorkeler. Upon arrival each participant will have the opportunity to earn Scouting America Snorkel Award, and throughout their Sea Base Adventure. Patches are available for purchase at the Sea Base Ship Store. Learn more here: Snorkeling Award

Stand Up Paddle Boarding Award: A limited number of Florida Sea Base participants will have the opportunity to earn the Stand-Up Paddleboard Award. Patches are available for purchase at the Sea Base Ship Store. Learn more here: SUP Award

Kayaking Award: Some Florida Sea Base participants will have the opportunity to earn the Kayaking Award. Patches are available for purchase at the Sea Base Ship Store. Learn more here: Kayaking Award

Captain's Club: A limited number of Florida Sea Base participants will have the opportunity to earn the Captain's Club Award. Patches are available for purchase at the Sea Base Ship Store. Learn more here: Captain's Club Award

Sea Base Bahamas Frequently Asked Questions

Are Scholarships/Camperships available? YES! Camperships are available to those with a demonstrated financial need. Sea Base has limited Campership funds; complete and forward all applications in a timely manner. Campership Forms can be found at Forms and Documents Page of the Sea Base Website.

Who can be awarded a Sea Base Campership? Camperships are available to individuals, youth and adults, with a demonstrated need.

I have a youth who will turn 18 years of age prior to arrival at Sea Base. Will the youth count against or youth to adult ratio? No. Participants may be considered as youth or adults until their 21st birthday as they are eligible to register in Exploring or Venturing as youth participants.

Can an 18-year-old youth serve as a second adult leader? 18-20 year olds can attend Sea Base and will count as "youth" when considering adult-to-youth ratio. They cannot serve the adult leadership requirement (2 adults 21 and older per crew). To attend, adults age 18-20 must re-register with the troop as an adult to attend and have an active Scouting registration. They will be asked to provide a Safeguarding Youth training certificate with their check in paperwork, as well as their Scouting membership card.

When applicable onsite, they will use adult restroom/shower facilities, and will be housed and buddy-pair as an adult. For all other elements of program, they will be treated as a youth member.

PROGRAM INFO

What kind of Medical Training is required by adult leaders? It is required that *one adult leader in each crew* completes Wilderness First Aid (WFA) and CPR/AED Certification from an agency approved by the American Camping Association (scroll to the bottom of the page) or hold a higher professional certification such as MD, EMT, RN, LPN or WFR. *It is highly recommended that every adult leader in each crew completes WFA and CPR/AED Training.*

Must parents register with the Scouting America to participate at Sea Base? Yes. Without exception, every adult leader participating in a Sea Base program must be registered with the Scouting America and complete Safeguarding Youth, Scouting America Safe Swim, Scouting America Safety Afloat, and Scouting America Weather Hazards trainings.

Can two adult males take a coed or female unit to Sea Base without an adult female leader?
No. Any crew with youth female participants must have an adult female, age 21 or older present.

How old must I be to participate in a Bahamas Sea Base Adventure? 13 years of age prior to date of arrival.

Can we attend Sea Base as a coed crew? Sea Base welcomes all registered units to attend. Units with both male and female participants must have at least one registered and trained adult female age 21 or older and must adhere to Scouting America Safeguarding Youth Policies.

What if I am not a strong swimmer? Sea Base has no programs for non-swimmers or beginners. For your protection, if you are unable to complete the Scouting America Swim Test and/or Sea Base Swim Review in a strong manner you will not be allowed to participate and will be sent home at your own expense.

May I use a work or sports physical instead of a Scouting America Annual Health and Medical Record? No. You will not be allowed to participate in Sea Base programs unless you use the Scouting America Annual Health and Medical Record found at seabaseha.org/scouts/resources/forms-and-documents.

What if my doctor has not or will not sign PART C of the Scouting America Annual Health and Medical Record? You will not be permitted to participate.

What if I arrive at Sea Base without a completed Scouting America Annual Health and Medical Record? You will not be allowed to participate.

What if I arrive at Sea Base and weigh more than 295lbs? YYou will not be allowed to participate. Those weighing 295lbs or greater will be sent home at their own expense. No refund will be given.

Can I bring my CPAP Machine on my Adventure? Participants who with a CPAP machine may participate at Sea Base if they have been medically cleared for participation. **CPAP users must understand that they are responsible to provide battery support for their CPAP and may not have access to electricity** if participating in Bahamas, St. Thomas, St. Croix, Florida Keys Sailing, Live Aboard Diving, Keys Adventure or Out island programs.

Can my crew arrive early or stay an extra day at Sea Base or aboard a vessel? No. Due to the growth and popularity of our programs, we are not able to offer early arrival or late departures days. **Please see the** travel section **to review other potential overnight accommodations.**

PROGRAM INFO

What about hurricanes? Program interruption due to hurricanes are extremely rare. If Sea Base is under evacuation orders, generally given 24- 36 hours prior to potential landfall, programs are cancelled, and participants are evacuated. Sea Base refunds program fees for missed program dates only. Travel - trip insurance is highly recommended to cover the cost of travel expenses, especially July – August, the peak of hurricane season.

When is hurricane season? June 1st through November 30th.

What about inclement weather that keeps us off the water while at Sea Base? Your safety is paramount. Occasionally inclement - tropical weather forces Sea Base to delay or cancel activities. Attempts will be made to reschedule activities when possible. Refunds will not be issued for activities including sailing, scuba diving, snorkeling, paddle boarding, kayaking, fishing, camping or others cancelled due to inclement weather.

How much spending money should I bring to Sea Base? $150- $200.

Do my crew members need to purchase snorkel gear? Yes. Each participant is required to bring their own mask and snorkel. Sea Base will provide fins, mesh bag and snorkel vest, *only*. For your convenience, masks and snorkels can be purchased online at our Sea Base Ship Store. **Full face masks/snorkels are NOT permitted at Sea Base.**

What is my Expedition Number? Every crew is assigned a number when they register e.g., BA061024-A. The first two letters represent the adventure you are registered for: BA (Bahamas Sailing 6-8); BS (Bahamas Sailing 10-12); or BT (Bahamas Tall Ship). Then comes the date you arrive 061024 (June 10, 2024) Finally, the last letter or letters represent your crew's assigned identification letter(s).

Where does my unit check in? A Sea Base representative will be in touch with you prior to your arrival to tell you the exact location of boarding.

BAHAMAS QUICK REFERENCE

PROGRAMS IN THIS GUIDE:

Program	Max Crew Size	# of Days	Check-In Time	Check Out Time
Bahamas Adventure 6-8 (BA)	8	6 days - 5 nights	1 PM-4PM	Before 11:00 AM
Bahamas Adventure 10-12 (BS)	12	6 days - 5 nights	1 PM-4PM	Before 11:00 AM
Bahamas Tall Ship (BT)	20	6 days - 5 nights	1 PM-4PM	Before 11:00 AM

CHECK IN LOCATION & TRAVEL:

Check in Location: Sea Base Bahamas Staff will coordinate Check in location prior toyour arrival

Air Travel: Crews must fly into MHH Abaco Bahamas Airport. *Learn more here on pg.17*

Ground Transport: Crews should take the first available taxicab from MHH to Conch Inn and Marina. Cab fare and tip is the responsibility of the crew. Crews should anticipate $5-10 per person, per trip.

CONTACT

Sea Base Main Info-
Phone: 305-664-4173
Email: SeaBase.Events@scouting.org

Closer to your adventure Sea Base Bahamas Staff will be intouch with onsite contact info.

2026 Reservation Info Page

Sea Base Ship Store

Eligibility

Delivering Ocean Adventures that Make a Lifetime Difference

CONTACT

Phone: 305-664-4173
Fax: 305-664-2039
Email: SeaBase.Events@Scouting.org
Address: 73800 Overseas Highway, Islamorada, FL 33036

Stay Connected

@SeaBaseHA