

SEA BASE PARTICIPANT GUIDE

BRINTON ENVIRONMENTAL
CENTER



IN THIS GUIDE:

- *Keys Adventure*
- *Out Island Adventure*
- *Florida Fishing Adventure*



2026

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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.®

BRINTON CENTER GUIDE



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.

GENERAL INFO

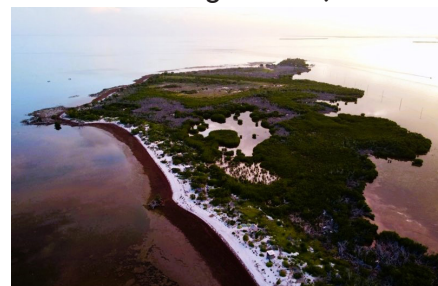
Third Payment: Due November 1. The Third Payment is 50% of the remaining balance due after the deposit and second payment are made. Later registrations will be required to submit the Third Payment within 30 days of registering.

Final Payment: Due 90-days prior to each crew's scheduled arrival. This payment deadline supersedes any other due date.

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. 12 years of age or older for Keys Adventure and Fishing Adventure, 13 years of age or older for Out Island Adventure. 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 Requirements outlined in [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. A [Pre-Event Medical Screening Checklist](#) that lists 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 over the age of 21. ([LINKED HERE](#))

2. Age Requirement: Participants must be at least 13 years of age by their date of arrival at Sea Base for the Out Island Adventure. Participants must be at least 12 years of age by their date of arrival at Sea Base for the Keys Adventure and Fishing Adventure. No exceptions can or will be made.

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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. **COASTS EXEMPTION:** Youth with special needs can receive an exemption if they attend as a COASTS participant. Adult Leaders are a vital component of youth safety and are therefore NOT eligible for COASTS.

Please note that Sea Base does not provide onsite Swim Tests.

Swim Review: Upon arrival every participant must complete a Sea Base Swim Review in a strong manner. This swim review does not take the place of the [Scouting America Swim Test](#). **Individuals who do not pass the Sea Base Swim Review will not be permitted to participate and will be sent home at their own expense. No refund will be offered to Non-Swimmers.**

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, 2024, it is valid until June 30, 2025. **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.

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 for points 1-5)

GENERAL INFO

6. 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 co-ed (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.

7-10. 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](#).

11-12. 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.

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.

Single Gendered Troops: Sea Base welcomes all single gendered troops to attend. Troops must adhere to Scouting America Safeguarding Youth Policies.

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.

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 co-ed.*

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.** While on base, most participants choose to wear flip-flops or sandals. .

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. Sea Base is not responsible for damage to phones or electronics by salt, sand, water, or wave motion damage. **Please keep Big Munson Island native and keep phones stowed 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.





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, participants 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 physical 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.

HEALTH & SAFETY

Right to Refuse: Sea Base reserves the right to deny participation based upon registration status, incomplete training, adherence to Scouting America Youth Protection 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 [COASTS page](#) for more information.

Trained Leadership: Each crew is required to have at least one 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 six 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.

HEALTH & SAFETY

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 six 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 Youth Protection.

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.



HEALTH & SAFETY

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-aerosol insect repellent, 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 individual's or crew's adventure. In addition to biodegradable, reef-safe 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. They can cause boat cushions to turn orange and produce slippery, unsafe conditions on decks and hand-holds of vessels



HEALTH & SAFETY

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 Administration \(NOAA\)](#)

[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 Florida Keys follow guidance set by the United States Coast Guard & Monroe County, Florida Emergency Management. 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 these animals. 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

HEALTH & SAFETY

SEA BASE EMERGENCY PROCEDURES

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

Medical Emergencies while at Sea: Call Channel 16, United States Coast Guard or 911. Secure the individual's Scouting Annual Health and Medical Record for use by 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 (e.g,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:

Please place copies of all necessary check-in paperwork in a notebook or folder to be submitted on your arrival day. ***Plastic sleeves are discouraged to ensure a timely check-in process.***

Sea Base Crew Number, Participant Emergency Contacts, Travel Information, and Training Certificates should be duplicated and placed into a secondary book held by a unit leader or parent who is not accompanying the crew to Sea Base, and should be available to contact on the day of check-in. 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.

Travel: Each crew is responsible to plan, secure, and finance travel to Sea Base. Travel insurance is strongly recommended. The Unit Chartering Organization, Unit Committee, parents of participants, and participants should all be made aware of travel plans.

PREPARATION

Arrival: All Sea Base Crews are to arrive between 1:00 pm and 3:00 pm, having already eaten lunch. Crews arriving after 3:00 pm may be unable to complete necessary pre-adventure training and will force their adventure to be delayed. Winter/Holiday Crews: Expect to add 1-2 hours to your travel time due to heavy traffic on the roads.

PLEASE ARRIVE AT:

**Brinton Environmental Center
23800 Overseas Highway
Summerland Key, FL 33042**

Departure: Crews may depart the Brinton Environmental Center as early as travel dictates. Early, continental breakfast can be served any time before regular breakfast. Regular breakfast is at 8:00 am. All crews must vacate Sea Base before 10:00 am. Winter/Holiday Crews: Expect to add 1-2 hours to your travel time due to heavy traffic on the roads.

Airports: Sea Base Crews can choose from multiple South Florida airports, with estimated travel time indicated below:

Key West International Airport (EYW); 30-45 minute drive

Miami International Airport (MIA); 3 - 3.5 hour drive

Ft. Lauderdale International Airport (FLL); 3.5 - 4 hour drive

Car Rental: Below is a list of rental car companies with locations on the Florida mainland and in the Florida Keys:

- [Avis Rental Car](#) 800-230-4898
- [Budget Rental Car](#) 800-218-7992
- [Enterprise Rental Car](#) 800-261-7331

Shuttle Services: Several agencies provide travel to and from the Florida Keys. Sea Base does not provide a shuttle to or from the airports. Sea Base Crews are responsible to research tour providers and choose those that best suit crew needs. When booking, it is extremely important to demand that your unit arrive at the Sea Base between 1:00 pm and 3:00 pm. Below is a list of service providers. *Please do not arrive earlier than 1pm.* Crews should eat lunch prior to arrival. Below is a list of service providers

Sea Base now offers [shuttle services](#) for purchase to and from the Miami (MIA), Ft. Lauderdale (FLL) and Key West (EYW) Airports. Availability is limited!

- [Ace Tours](#) - 888-641-4389
- [Blue Sky Adventures](#) - 877-225-8375
- [Emerald & Padrino Transportation](#) - 305-852-1468
- [Keys Shuttle](#) - 305-289-9997
- [Florida Keys Express Shuttle](#)- 305-743-7454
- [Florida Keys Group Transportation](#)- 305-296-1800
- [Sea Base Shuttle Vans](#)
- [Southern Bus Line](#) - 1-888-352-2873
- [Keys Luxury Transportation](#) - 305-240-9757
- [Stella's Taxi, local only](#)- 305-292-0496
- [A Family Limousine & Coaches](#)- 954-522-7455
- [Lower Keys Shuttle](#) (Public Transportation)

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

PREPARATION

Side Trips and Additional Adventures: South Florida is an amazing location for discovery. Side trips can add depth to your unit's experience. However, **do not plan to leave Sea Base until your adventure is complete.** If you or your unit chooses to leave Sea Base for any reason other than medical emergency or religious observance your adventure will be vacated, and you will not be permitted to return.

Pre/Post High Adventure Rustic camping at Camp Jackson Sawyer: As you prepare to embark on your adventure, we would like to invite you to extend your stay or accommodate your travel plans by booking Pre/Post Adventure Accommodations through Sea Base. We have several options available exclusively to Sea Base crews:



- **Pre/Post Premium-** A discounted hotel stay near either FLL and MIA Airport with free Shuttle service to/from the airport to the hotel. Shuttle to and from these hotels and Florida Keys Sea Base locations is available for purchase on a limited basis. Contact fsb.camp.sawyer@scouting.org for more information.
- **Pre/Post Deluxe-** Deluxe tent camping- Stay in a platform tent facing the ocean featuring air conditioning, electricity and bunk beds with food provided at Camp Jackson Sawyer on Scout Key
- **Pre/Post Traditional-** Stay in traditional dome tents in the shadiest area of the camp with food provided at Camp Jackson Sawyer on Scout Key

Sea Base Transportation: Sea Base now offers [shuttle services](#) for purchase to and from the Miami (MIA), Ft. Lauderdale (FLL) and Key West (EYW) Airports. Availability is limited. For more information on these options, please visit our booking site: <https://seabaseha.org/prepost>



Check-In Paperwork at a Glance

All crews should arrive with copies of the following check-in paperwork. Paperwork should be organized in a notebook or folder. *Plastic sleeves are discouraged to ensure a timely check-in process.* All paperwork will be submitted upon arrival. The following documents are required:

1. Completed Roster (**submitted 90 days prior to arrival**): [2026 Roster Instructions](#)
2. Copies of Training Certificates for each adult leader ([Safe Swim Defense](#), [Safety Afloat](#), [Hazardous Weather](#), [Safeguarding Youth](#))
3. [Wilderness First Aid](#) (WFA) Certificate (One adult leader per crew)
4. [CPR/AED Training](#) Certificate (One adult leader per crew)
5. [Unit Swim Classification Record\(s\) with each participant listed](#)
6. Completed [Annual Health and Medical Records for each participant](#)
7. Copies of Medical Insurance Cards for each participant
8. Proof of Membership with Scouting America for each participant (**Instructions on how to find your membership card can be found [HERE](#).**)
9. Completed [Pre-Event Medical Screening Checklist](#) with each participant listed



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

PREPARATION

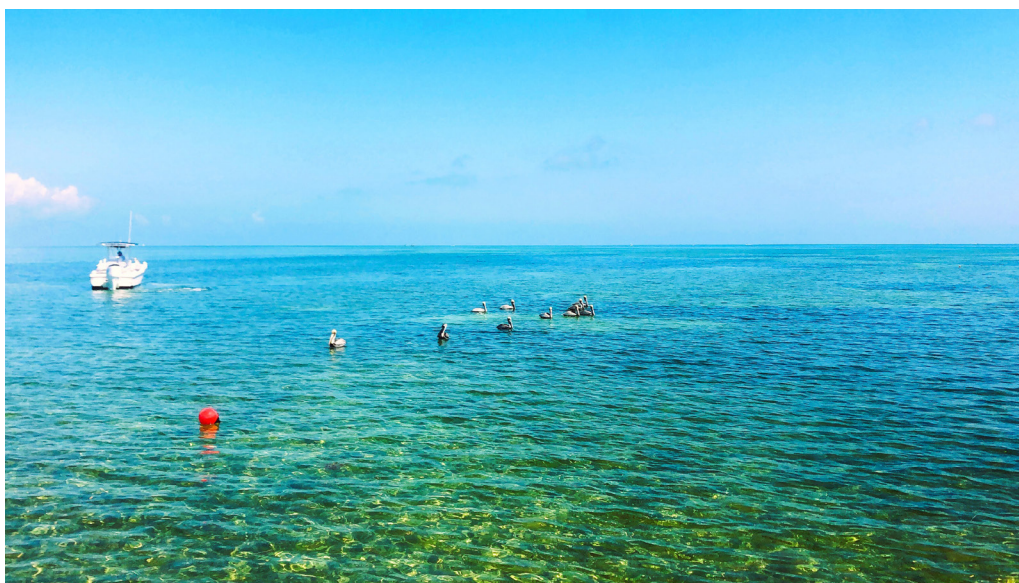
Sea Base Training Plan

Sea Base Adventures are aquatic-based and require participants to be fit, competent swimmers. It is recommended that your unit, in consultation with physicians and local council Scouting America Aquatics Director or a qualified aquatic professional, develops a crew training regimen. This regimen should include frequent pool training sessions, basic snorkeling instruction, paddle craft sessions, upper-body strength training and the [Scouting America Swim Test](#), which is a requirement.



Program Specific Training:

1. Become strong, competent swimmers (monthly swimming sessions are recommended).
2. Snorkel. Practice clearing a mask and snorkel. ([Snorkel Award](#))
3. Practice fishing knots. Ex. Palomar Knot, Uni Knot, Uni-to-Uni Knot
4. Become proficient with nautical map and compass navigation.
5. Seek local instruction regarding the use of VHF marine radios, safety flares, man overboard procedures and drill potential emergency situations.
6. Become proficient with paddle crafts (kayaking, stand-up paddleboard and/or canoe)
7. Practice gaining upper-body strength to lift oneself onto a dock/kayak/paddleboard/canoe.
8. Adult leaders play an important role in ensuring safety aboard and in the water. Adults must understand [Safe Swim Defense and Safety Afloat Guidelines](#) and be prepared to assist in emergency situations.
9. Watch: A [Reef Etiquette Video](#) produced by NOAA.



BRINTON CENTER GUIDE



PROGRAM INFO

PROGRAM OVERVIEW

Epic Adventures begin with planning and preparation. Upon arrival (1:00pm- 3:00pm), each crew will have paperwork reviewed, complete a gear shakedown and then complete a Sea Base Swim Review and snorkel lesson. The crew will have dinner on site. The following morning, each crew will have their photo taken. Photos are available for purchase onsite at the [Ship Store](#). Any participant, youth or adult, who does not meet eligibility requirements listed on pages 5 - 7 will not be permitted to participate and will be sent home at their own expense. **Please inform your crew to prevent disappointment**

Sea Base Captains: Every captain under charter at Sea Base is licensed by the United States Coast Guard. Their primary responsibility is to keep your unit safe. It is essential that each crew understands that a request by the captain is an order delivered kindly. The captain is the final authority while aboard.

Sea Base Vessels: Every vessel chartered or owned by Sea Base either goes through a United States Coast Guard Inspection or Examination prior to providing charters. Each vessel is also pre-screened by Sea Base. Only vessels deemed safe and capable are chartered.

Youth Crew Leaders: Sea Base Adventures should be youth-led. Please elect a seasoned **youth** crew leader prior to arrival. The **youth** crew leader will work hand in hand with Sea Base Staff to ensure that all duties are assigned and completed.

PROGRAM INFO

Cell Phones/Electronic Devices: We strongly encourage all participants to “unplug” for the entirety of their Sea Base Adventure, especially on primitive Big Munson Island. Please keep in mind that the ocean environment is not conducive to phones and other electronic devices..

Dorm Sleeping Arrangements: Both male and female dormitories are available at Sea Base. All dormitories are air-conditioned. Dormitories sleep three crews in each. The bunks have twin-size mattresses. Linens are not provided.

Tent Sleeping Arrangements: For Out Island and Keys Adventures, participants will be provided with tents during their stay on Big Munson Island. Youth and adults may not share tents, unless father/son or mother/daughter. Youth more than 2 years apart in age cannot share a tent. Non-married males and females may not share a tent. If your crew makeup requires more tents to satisfy Scouting America Safeguarding Youth Policies, then participants need to provide their own small backpacking style tent for a single sleeper

Food/Dietary Restrictions: The Brinton Environmental Center Galley offers food appropriate for the experience. If a participant has specific diet restrictions, please fill out the [Dietary Notification Form](#) once per participant with food allergies or dietary restrictions at least two weeks prior to the start of the adventure.

Please note: It may not always be possible to accommodate individual preferences (likes and dislikes) that are not of a medical or religious nature.

Storage: Sea Base provides a limited amount of storage adequate for a single piece of checked luggage per crew and a single piece of carry-on luggage per person. Please limit items to those listed on the packing list.

Fishing License: All participants ages 16 and over must purchase a valid Florida Fishing License to participate in all Brinton Environmental Center Adventures. This includes Keys Adventure, Out Island Adventure and Florida Fishing Adventure.

- Winter & Spring Crews (December - April): Purchase a 7-day, saltwater fishing license.
- Summer Crews (May - August): Purchase a 3-day, saltwater fishing license, beginning on the third day of your adventure.
- Fishing Adventure Crews (Spring & Summer): All Florida Fishing Adventure crew members, ages 16 and over, must purchase a 7-day saltwater fishing license regardless of which season the adventure takes place.

Florida Fish & Wildlife Conservation Commission (FWC) has recently changed their policy regarding online license purchase. Learn more [HERE](#). Communication regarding method of purchase and any helpful guidance will be forthcoming from your program team.

If you are participating during lobster season from August 6 through March 31, you may wish to purchase a lobster tag as a part of your fishing license. Sea Base does not participate in the lobster mini season in July.

PROGRAM INFO

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 and fins 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. 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, preferably reef-safe, 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

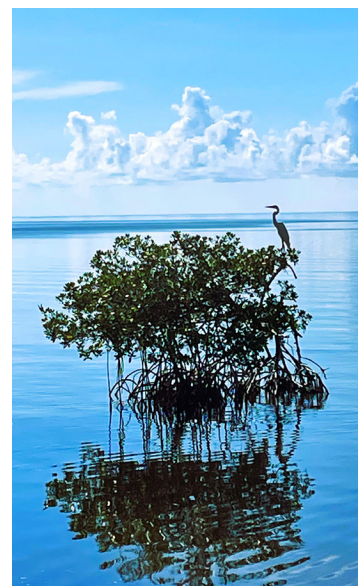
Packing Lists:

For a complete Packing list for your adventure please see the following below:

[Keys Adventure - pg.26](#)

[Out Island Adventure - pg.29](#)

[Florida Fishing Adventure - pg.31](#)





KEYS ADVENTURE

OVERVIEW

The Keys Adventure program is our most diverse program and offers a sample of all the activities provided at Brinton Environmental Center. Crews will spend sunny days sailing, fishing, kayaking, snorkeling, camping on primitive Big Munson Island, and sightseeing in Key West and local State Parks. Crews will also be given the opportunity to work in our land-based coral nursery to help restore Florida's Coral Reef! This adventure allows crews to explore the diverse environment and culture of the Florida Keys, while learning about conservation of our sensitive ocean ecosystem. Please note that daily activities are dictated by weather, tides, and the ability of the crew. Your activity plan can vary, sometimes widely, due to these factors.

Key West: Your adventure will include a trip to the southernmost city in the continental United States which is rich in history and culture. Brinton Center staff will provide lunch and transportation to/from Fort Zachary Taylor State Park in Key West. After lunch, crews may visit the Florida Keys Eco-Discovery Center and explore the city on their own. Keys Adventure crews should research activities to do in advance but be sure not to miss the Sunset Festival at Mallory Square! Dinner in Key West is the only meal not provided during your adventure.

Big Munson Island: Your adventure includes an overnight stay on Big Munson Island. Big Munson Island is a barrier island comprised of hardwood hammocks, low mangrove swamps and sandy beaches. Your crew will wade to shore from our vessels and, depending on the tide, the water may be knee high to chest deep. Your campsite will be ready with everything you need, including tents. All cooking equipment needed for your stay is provided. Sleeping pads are encouraged. ***If your crew makeup requires more tents to satisfy Scouting America Safeguarding Youth Policies, then participants need to provide their own small backpacking style tent for a single sleeper.***

PROGRAM INFO

Keys Adventure Crew Size: 6-8 individuals. This number includes both youth and adult participants. Because of US Coast Guard Regulations, crews may not exceed the maximum number allowed.

Length of Adventure: 6 nights, 7 days including arrival and departure dates.

Fishing License: All participants ages 16 and over must purchase a valid Florida Fishing License.



Accommodations: All Keys Adventure participants will stay in air-conditioned dormitories for all but one night of your adventure. The dorms are equipped with bunk beds and twin-size mattresses. Each dormitory sleeps three crews. Linens are not provided. Shower and laundry facilities are available.

Storage: Each Keys Adventure dormitory is equipped with one footlocker per crew. The footlocker is provided to stow valuables during day trips and the single overnight trip on Big Munson Island. Please provide a lock if preferred.

Packing: All Keys Adventure participants will be provided a 50-liter, 24"L x 12"W dry bag for their island gear. Keys Adventure crews will be provided a dry bag the evening before their fishing day. Remaining crew gear not taken out to Big Munson Island is stored in assigned dormitories.

Keys Adventure Tentative Schedule

Day 1	Day 2	Day 3 or 6	Day 4	Day 5	Day 3 or 6	Day 7
Arrive 1-3 PM	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast
Check In	Work in Land-based Coral Restoration Nursery	Snorkeling	Fishing	Kayak through Mangrove Lagoon	Sailing	Clean Dorm Room
Base Tour	Lunch at Fort Zachary Taylor in Key West	Lunch on Snorkel Boat	Lunch on Fishing Boat	Island Tour	Lunch on Sail Boat	Depart by 10 AM
Swim Review Snorkel Lesson	Free time to explore in Key West	Visit Bahia Honda State Park	Dropped off at Big Munson Island	SCENES Project	Conch Luau	
Dinner on Base	Dinner in Key West & Sunset Festival	Dinner on Base	Dinner on Big Munson Island with fresh catch	Dinner on Base	Conch Luau Dinner	
Opening Program	Return to Base 9 - 9:30pm	Bridge Fishing	Overnight on Big Munson	Night Snorkel	Closing Ceremony	

Please note that program is dictated by weather, tides and the ability of the crew. Your activity plan can vary, sometimes widely, due to these factors.

PROGRAM INFO

KEYS ADVENTURE PACKING LIST

Sea Base provides meals, dry bags, 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)

- Wide-brimmed hat with strap
- 16oz +45 biodegradable reef-safe sunscreen
 - **NO AEROSOLS.**
- Mosquito repellent, non-aerosol
- No-seeum repellent:
 - Oil-based skin product (i.e., Skin-So-Soft)
 - Or with Picardin (i.e., Skin-So-Soft Bug Guard)
- Polarized sunglasses with strap
- Wide-mouth water bottle with carabiner
- Neck Gaiter/Buff (for sun & bug protection)
- 3 UPF +30 long-sleeve shirts
- Casual, non-scouting shirt for trip to Key West (optional)
- 3 Pairs of shorts: (1) swim trunks or swimsuit (2) dry pair for land
- 1 Light pair of pants, zip off trek pants recommended
- 3 Pairs of socks
- 2 Pairs of shoes
 - (1) Teva or Chaco style sandals
 - (1) Good walking shoes (open-toed shoes are permitted)
- 1 Pair of water shoes or dive booties. Participants will be wading in shallow water around Big Munson Island. *Water shoes need to be hard-soled and closed-toe.*
- 1 Conch Luau Shirt
- Rain Jacket
 - Winter/Early Spring Crews: Rain Jacket and fleece
 - Late Spring/Summer Crews: Light Rain Jacket
- 1 Sleeping cover for Big Munson Island
 - Winter/Early Spring Crews: Middle weight sleeping bag.
 - Late Spring/Summer Crews: Sleeping bag insert
- Twin-size linens or sleeping bag for dormitories (optional)
- 1 Small pillow, backpacking recommended
- 2 Towels:
 - (1) Regular
 - (1) Microfiber sham/Camp Towel
- Toiletry Kit
- Flashlight, red headlamp recommended
- Prescription Medications
- Spending money (\$150-\$200)
- Camera, waterproof recommended
- Sleeping pad (optional)
- Hammock (optional)
- Mask & Snorkel (can be purchased from the [Sea Base Ship Store](#))
- **FULL Face Mask/Snorkels are NOT permitted at Sea Base**

WHAT TO BRING: (CREW ITEMS)

- Sea Base specific first aid kit
- Combination lock for crew foot locker (optional)
- Copies of all required paperwork

WHAT NOT TO BRING

- Firearms or fireworks
- Skateboards or bicycles
- Aerosol sunscreen or aerosol insect-repellent
- Personal music players or video games
- Mess kits
- Valuable or unnecessary items
- Spear Guns are prohibited
- Full Face Mask/Snorkels 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.



OUT ISLAND ADVENTURE

OVERVIEW

The Out Island Adventure is a once-in-a-life-time opportunity to live on a rugged barrier island. You begin your adventure by paddling roughly 6 miles out to Big Munson, an island only inhabited by Scouts. During your stay you have opportunities to fish for your dinner, fish for sharks, snorkel, kayak through a mangrove lagoon and around the island, explore the island, and work on your survival skills. Please note that activities are dictated by weather, tides and the ability of the crew. Your activity plan can vary, sometimes widely, due to these factors.

Big Munson Island: Your adventure includes 4 nights, 5 days camping on Big Munson Island. Big Munson Island is a barrier island comprised of hardwood hammocks, low mangrove swamps and sandy beaches. Your crew will wade to shore from our vessels and, depending on the tide, the water may be knee high to chest deep. Your campsite will already be set up, including tents. All cooking equipment needed for your stay is provided.

Accommodations: Your crew will be staying in air-conditioned dormitories on the first and last night of your Out Island Adventure. Dormitories sleep three crews each. The dormitories contain bunk beds with twin-size mattresses. Linens are not provided. Shower and laundry facilities are available at the Brinton Center, but NOT on primitive Big Munson Island. Your crew will be staying in tents on Big Munson Island for the other 4 nights, 5 days of your adventure.

Tents: Participants will be provided with four tents, sleeping during their stay on Big Munson Island. Youth and adults may not share tents, unless father/son or mother/daughter. Youth more than 2 years apart in age cannot share a tent. Non-married males and females may not share a tent. If your crew makeup requires more tents to satisfy Scouting America Safeguarding Youth Policies, then participants need to provide their own small backpacking style tent for a single sleeper.

PROGRAM INFO

Storage: There is a 4' x 4' x 4' storage locker available for each Out Island Adventure crew to stow bags, suitcases, gear and other items not taken to Big Munson Island. Please provide a lock if preferred.

Out Island Adventure Crew Size: 6-8 individuals. This number includes both youth and adult participants. Because of US Coast Guard Regulations, crews may not exceed the maximum number allowed.

Length of Adventure: 6 nights, 7 days including arrival and departure dates.

Fishing License: All participants 16 and over must purchase a valid Florida Fishing License.

Packing: All participants in the Out Island Adventure program will be provided a 50-liter, 24"L x 12"W dry bag for their island gear. Crew members will be issued dry bags on the evening of their arrival day.

Out Island Adventure Tentative Schedule

Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7
Arrive 1-3 PM	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast
Check In	Gear & Food Shakedown	Kayak through Mangrove Lagoon	Fishing	Snorkeling	Clean campsite and pack up	Clean Dorm Room
Base Tour	Early Lunch	Lunch	Lunch on Boat	Lunch on Boat	Paddle to Brinton Center	Depart by 10 AM
Swim Review Snorkel Lesson	Paddle to Big Munson Island	Shark Fish	Dropped off at Big Munson Island	SCENES Project	Lunch at Base	
Dinner on Base	Settle into Camp	Island Tour	Cook your Catch for Dinner	Dinner	Dinner & Conch Luau	
Opening Program	Island Campfire	Dinner	Night Snorkel	Crab Race	Closing Ceremony	

Please note that program is dictated by weather, tides and the ability of the crew. Your activity plan can vary, sometimes widely, due to these factors.



PROGRAM INFO

OUT ISLAND PACKING LIST

Sea Base provides meals, dry bags, 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)

- Wide-brimmed hat with strap
- 16oz +45 biodegradable reef-safe sunscreen
 - **NO AEROSOLS.**
- Mosquito repellent, non-aerosol
- No-seeum repellent:
 - Oil-based skin product (i.e., Skin-So-Soft)
 - Or with Picardin (i.e., Skin-So-Soft Bug Guard)
- Polarized sunglasses with strap
- 2 Wide-mouth water bottle with carabiner
- Neck Gaiter/Buff (for sun & bug protection)
- 2 UPF +30 long-sleeve shirts
- Casual, non-scouting shirt for trip to Key West (optional)
- 3 Pairs of shorts: (1) swim trunks or swimsuit (2) dry pair for land
- 1 Light pair of pants, zip off trek pants recommended
- 3 Pairs of socks
- 2 Pairs of shoes
 - (1) Teva or Chaco style sandals
 - (1) Good walking shoes (open-toed shoes are permitted)
- 1 Pair of water shoes or dive booties. Participants will be wading in shallow water around Big Munson Island. *Water shoes need to be hard-soled and closed-toe.*
- 1 Conch Luau Shirt
- Rain Jacket
 - Winter/Early Spring Crews: Rain jacket and fleece
 - Late Spring/Summer Crews: Light rain jacket
- 1 Sleeping cover for Big Munson Island
 - Winter/Early Spring Crews: Middle weight sleeping bag.
 - Late Spring/Summer Crews: Sleeping bag insert
- Twin-size linens or sleeping bag for dormitories (optional)
- 1 Small pillow, backpacking recommended
- 2 Towels:
 - (1) Regular
 - (1) Microfiber sham/Camp Towel
- Toiletry Kit
- Flashlight, red headlamp recommended
- Prescription medications
- Spending money (\$150-\$200)
- Camera, waterproof recommended
- Sleeping pad (optional)
- Hammock (optional)
- Mask & Snorkel (can be purchased from the [Sea Base Ship Store](#))
- **FULL Face Mask/Snorkels are NOT Permitted at Sea Base**

WHAT TO BRING: (CREW ITEMS)

- Sea Base Specific First Aid Kit
- Combination Lock for Crew Foot Locker (optional)
- Copies of all required paperwork

WHAT NOT TO BRING

- Firearms or fireworks
- Skateboards or bicycles
- Aerosol sunscreen or aerosol insect-repellent
- Personal music players or video games
- Mess kits
- Valuable or unnecessary items
- Spear Guns are prohibited
- Full Face Mask/Snorkels 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.



FLORIDA FISHING

OVERVIEW

The Fishing Adventure will immerse you into the world of saltwater angling of the Florida Keys. You will spend most days fishing for mahi-mahi, tuna, mackerel, snapper and much more! You will also have the opportunity see fish in their natural habitat while snorkeling at our majestic coral reefs and enjoy some local seafood while exploring Key West. Fishing Adventure is a great opportunity to learn more about the sport, conservation, and fish in one of the greatest fishing destinations in the world. Please note that daily activities are dictated by weather, tides, and the ability of the crew. Your activity plan can vary, sometimes widely, due to these factors.

Key West: Your adventure will include a trip to the southernmost city in the continental United States which is rich in history and culture. After the crew snorkels at one of the nearby reefs, your Brinton Center mate will provide transportation to/from Key West. Crews will have time to explore the city on their own. Fishing Adventure crews should research activities to do in advance but be sure not to miss the Sunset Festival at Mallory Square! Dinner in Key West is the only meal not provided during your adventure.

Accommodations: Your crew will be staying in air-conditioned dorms for the duration of your adventure. The dormitories are equipped with bunk beds with twin-sized mattresses, large enough to sleep three crews. Linens are not provided. Shower and laundry facilities are available.

Fishing Adventure Crew Size: 6-8 individuals. This number includes both youth and adult participants. Due to US Coast Guard Regulations, crews may not exceed the maximum number allowed; no exceptions will be made.

PROGRAM INFO

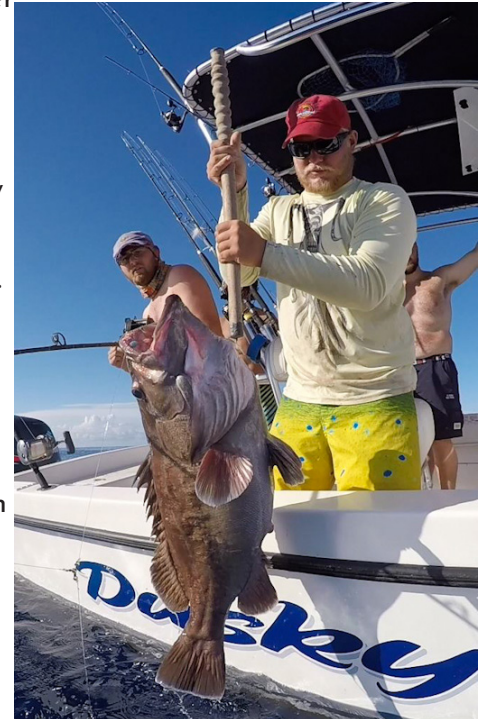
Storage: The Fishing Adventure dormitory is equipped with one footlocker per crew. The footlocker is provided to stow valuables during day trips. Please provide a lock if preferred.

Fishing Adventure Crew Size: 6-8 individuals. This number includes both youth and adult participants. Due to US Coast Guard Regulations, crews may not exceed the maximum number allowed; no exceptions will be made.

Length of Adventure: 6 nights, 7 days including arrival and departure dates.

Fishing License: All participants 16 and over must purchase a valid 7-day saltwater Florida Fishing License.

Conservation-Minded: Crews are discouraged to “fill the cooler” in order to bring fish home after their adventure has ended. This adventure is focused on learning how to fish responsibly by implementing sustainable fishing practices in our delicate environment of the Florida Keys and surrounding waters. Crews will have the opportunity to cook and eat their catch at the Brinton Center and can take fish to “cook your catch” at many restaurants in Key West.



Fishing Adventure Tentative Schedule

Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7
Arrive 1-3 PM	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast
Check In	Reef Fishing	Offshore Fishing	Back Country Fishing	Snorkeling	Shark Fishing	Clean Dorm Room
Base Tour	Lunch on Boat	Lunch on Boat	Lunch on Boat	Lunch on Boat	Lunch on Boat	Depart by 10 AM
Swim Review Snorkel Lesson	Clean Boat and Filet Catch	Clean Boat and Filet Catch	Clean Boat and Filet Catch	Explore Key West	Clean Boat and Filet Catch	
Dinner on Base	Dinner	Dinner	Dinner	Dinner in Key West	Dinner & Conch Luau	
Opening Program	Knots & Fishing Skills Lesson	Night Snorkel	Bridge Fishing Cook your Catch	Sunset Festival in Key West	Closing Ceremony	

Please note that program is dictated by weather, tides and the ability of the crew. Your activity plan can vary, sometimes widely, due to these factors.

PROGRAM INFO

FISHING ADVENTURE PACKING LIST

Sea Base provides meals, 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)

- Wide brimmed hat with strap
- 16oz +45 SPF Biodegradable reef-safe sunscreen
 - **NO AEROSOLS.**
- Mosquito Repellent, non-aerosol
- No-seeum Repellent:
 - Oil-based skin product (i.e., Skin-So-Soft)
 - Or with Picardin (i.e., Skin-So-Soft Bug Guard)
- Polarized Sunglasses with strap
- Neck Gaiter/Buff (for sun protection)
- 3 UPF +30 SPF long-sleeve shirts
- Casual, non-scouting shirt for trip to Key West (optional)
- 2 Pairs of shorts: (1) swim trunks or swimsuit (1) dry pair for land
- 1 Light pair of pants, zip off trek pants recommended
- 3 Pairs of socks
- 2 Pairs of shoes:
 - (1) Teva or Chaco style sandals
 - (1) Good walking shoes (open-toed shoes are permitted)
- Wide-mouth water bottle with carabiner
- 1 Conch Luau Shirt
- Rain jacket
 - Early Spring Crews: Rain Jacket and fleece
 - Late Spring/Summer Crews: Light Rain Jacket
- 1 Small pillow, backpacking recommended
- Twin-size linens or Sleeping bag
- 2 Towels:
 - (1) Regular
 - (1) Microfiber sham/Camp Towel
- Toiletry Kit
- Flashlight, headlamp recommended
- Prescription Medications
- Spending money (\$150-\$200)
- Camera, waterproof recommended
- Mask & snorkel (can be purchased from the [Sea Base Ship Store](#))
- **FULL Face Mask/Snorkels are NOT Permitted at Sea Base**

WHAT TO BRING: (CREW ITEMS)

- Sea Base Specific First Aid Kit
- Combination Lock for Crew Foot Locker (optional)
- Copies of all required paperwork

WHAT NOT TO BRING

- Firearms or fireworks
- Skateboards or bicycles
- Aerosol sunscreen
- Aerosol insect-repellent
- Personal music players or video games
- Mess kits
- Valuable or unnecessary items
- Spear Guns are prohibited
- Full Face Mask/Snorkels 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.

PROGRAM INFO

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.

Flag Ceremonies: Flags Ceremonies Assembly for raising begins each morning at 7:45 am. Assembly for retreat begins at 5:45 pm.

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 the [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 encourage every Scout to participate in environmental education while on site 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](#).



Conch Luau: On the last night of your Sea Base Adventure your crew will participate in a Conch Luau. This is a special dinner festival complete with fun, music and games. Dress for the Conch Luau should be Florida Keys or Hawaiian style. Floral shirts are available for purchase on site at the [Sea Base Ship Store](#). Crews should be ready with a short, Scout appropriate song or skit.

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 the oceans, coral reefs, and every 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](#)



PROGRAM INFO

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](#)



Club Cayo Hueso: Keys Adventure participants may earn this award during their stay. Patches are available for purchase at the [Sea Base Ship Store](#). Learn more here: [Club Cayo Hueso](#)



Castaway Club: Out Island Adventure participants may earn this award during their adventure on Big Munson Island. Patches are available for purchase at the [Sea Base Ship Store](#). Learn more here: [Castaway Club](#)



BEC Angler's Award: Florida Fishing Adventure participants may earn this award during their stay. Patches are available for purchase at the [Sea Base Ship Store](#). Learn more here: [BEC Angler's Award](#)



Brinton Environmental Center 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? Any youth or adult with a demonstrated financial need.

I have a youth who will turn 18 years of age prior to arrival at Sea Base. Will the youth count against our 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.

Do the 18-20-year-olds need any sort of trainings to attend Sea Base? Yes. 18-20-year-olds will need a current Safeguarding Youth certification.

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](#) from an agency approved by the [American Camping Association \(scroll to bottom of webpage\)](#) 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.*

PROGRAM INFO

Must parents register with Scouting America to participate at Sea Base? Adults may be registered in any unit position that requires a background check and volunteer database screening and must complete all Sea Base required training: [Safeguarding Youth Training](#), [Safe Swim](#), [Safety Afloat](#) and [Hazardous Weather](#). Attending adults **may not** be registered solely outside of a unit: Example: Merit Badge Counselor with no unit registration. ***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.***

How old must I be to participate in a Sea Base program? For the Out Island Adventure: 13 years of age as evidenced by the [Scouting America Health and Medical Record](#). For Keys Adventure & Fishing Adventure: 12 years of age as evidenced by the [Scouting America Health and Medical Record](#).

Sea Base's literature states that the maximum crew size for my adventure is 8 persons, including adults. Can we exceed that maximum crew size and bring a 9th person? Absolutely not. The maximum crew size is 8 persons for the Out Island, Fishing and Keys Adventure. This is due to US Coast Guard regulations, among other factors. No exceptions will be made.



A couple of our original Sea Base crew members have unfortunately dropped out. Is Sea Base able to help us fill those two slots? Sea Base has a page on their website called [Scout Connections](#). Here, leaders can post information about their crew and their needs to fill the open slots. *It is up to you to make all the arrangements with your connection. Sea Base will not become involved and make no promises as to the accuracy of the information provided by crews.*

Can we attend Sea Base as a co-ed 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.

Due to Scouting America Safeguarding Youth Policies, four tents will not suffice for our crew's stay on Big Munson Island. What do I need to do to follow policy? For Out Island and Keys Adventures, participants will be provided with four tents for sleeping during their stay on Big Munson Island. Youth and adults may not share tents, except for father/son or mother/daughter. Youth more than 2 years apart in age cannot share a tent. Non-married males and females may not share a tent. **If your crew makeup requires more tents to satisfy Scouting America Safeguarding Youth Policies, then participants need to provide their own small backpacking style tent for a single sleeper.**

What if I am not a strong swimmer? The Sea Base has no programs for non-swimmers or beginners. For your protection, if you are unable to complete the [Swim Test](#) in a strong manner you will not be allowed to participate. [Unit Swim Classification Record](#)

The Sea Base literature states that all participants must complete the Sea Base Swim Review upon arrival. What does this mean? The Sea Base Swim Review is similar to the [Swim Test](#); it is a 100-yard swim that must be completed in a strong manner. **Participants that cannot complete the Swim Review upon arrival cannot participate in any Sea Base Adventure and will be sent home at their own expense. No refund will be offered for non-swimmers.**

PROGRAM INFO

Is it possible to use a sport or work medical form instead of 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](#).

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

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

What if I arrive at Sea Base and exceed the maximum weight limit of 295 lbs.? You will not be permitted to participate and will be sent home at your own expense.

My scout has special needs. Are there any programs available? Special-needs-youth who do not meet certain attendance requirements may be eligible to attend COASTS designated programs. See [COASTS](#) page for more information.

I am participating in a Florida Fishing, Keys Adventure, or Out Island Adventure. Where does my crew check-in? Brinton Environmental Center, Summerland Key, Florida, Mile Marker 23.8. See physical address in "Preparing for Sea Base" section of this guide.

What time should my crew check-in on arrival day? Sea Base Crews should check-in no earlier than 1pm and no later than 3pm. *Please eat lunch prior to arrival.* Please do not arrive earlier than 1pm to ensure our staff are prepared for your arrival.

What time should my crew depart on departure day? Sea Base Crews are more than welcome to leave as early as they would like but must depart by 10am on departure day. Crews departing before the regular 8am breakfast have the option of requesting an early, continental breakfast. Crews can request this early breakfast upon check-in. All Brinton Environmental Center Adventures last for a duration of seven days; the seventh day is your departure day.

Should our unit travel in uniform? Units should arrive in either field or activity uniform.

What should I pack for my adventure? A packing list is provided for each adventure in this participant guide, listed under the name of the adventure. Please pack needed personal hygiene items.



Could you describe what sort of water shoe each participant needs as indicated by the packing list? Each Out Island and Keys Adventure participant will need a pair of water shoes to wade through shallow water. *This can be a shoe similar to a dive bootie.* The shoe needs to be closed-toed and hard-soled. We recommend that it be something that dries in a timely manner, unlike a sneaker. Flip-flops will not hold up while wading through the water and are not recommended for use as a water shoe.

PROGRAM INFO

Can I bring my CPAP Machine on my Adventure? Participants who use 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 Keys Adventure or Out Island programs.**

Can we fill the cooler each day during our Fishing Adventure and bring fish home with us? Crews are discouraged to “fill the cooler” in order to bring fish home after their adventure has ended. This adventure is focused on learning and implementing responsible fishing practices in our delicate environment of the Florida Keys and surrounding waters. Crews will have the opportunity to eat their catch at the Brinton Center and can take fish to “cook your catch” that many restaurants in Key West offer.

Can my crew skip part of its journey and go to Key West, Key Largo or South Beach, etc.? No. Once your unit chooses to leave Sea Base your journey is forfeited, and you may not return.

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 “Preparing for Sea Base” section in this guide for crew camping options at Camp Jackson Sawyer before or after your adventure.**

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. Travel insurance is highly recommended. 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.



PROGRAM INFO

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

Should my crew buy fishing gear? No. Fishing gear is provided as part of your adventure.

Where can I find a detailed itinerary? Programs are weather and tide dependent and therefore, activities and schedules can vary widely. An overview of each Adventure's schedule is located in this participant guide, listed under the name of the adventure.

What is my Crew Number? Every crew is assigned a number when they register e.g., KA061026-A. The first two letters represent the adventure you are registered for: KA (Keys Adventure); FA (Fishing Adventure); OI (Out Island). Then comes the date you arrive 061026 (June 10, 2026) Finally, the last letter or letters represent your crew's assigned identification letter(s).



BRINTON CENTER QUICK REFERENCE

PROGRAMS IN THIS GUIDE:

Program	Max Crew Size	# of Days	Check-In Time	Check-Out Time
Keys Adventure (KA)	8	7 days - 6 nights	1 PM-3PM	Before 10:00 AM
Out Island Adventure (OI)	8	7 days - 6 nights	1 PM-3PM	Before 10:00 AM
Florida Fishing Adventure (FA)	8	7 days - 6 nights	1 PM-3PM	Before 10:00 AM

CHECK IN LOCATION & TRAVEL:

Check in Location: Brinton Environmental Center, 23800 Overseas Highway, Summerland Key, FL 33042

Air Travel: Crews must fly into MIA, FLL, or EYW. [Learn more here on pg.18](#)

Ground Transport: Crews can either find a shuttle service or bring their personal vehicles. If bringing personal vehicles, please consolidate passengers and gear. [Learn more on pg.18.](#)

ON SITE CONTACT

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2026 Reservation
Info Page

Sea Base
Pre & Post

Sea Base
Ship Store

Eligibility

Delivering Ocean Adventures that Make a Lifetime Difference



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Stay Connected



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