

SEA BASE PARTICIPANT GUIDE

ST. THOMAS



IN THIS GUIDE:

- *St. Thomas Sailing 6-8*
- *St. Thomas Sailing 10-12*



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.®

ST. THOMAS 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.

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Half Payment: One half of each crew's remaining balance is due on November 1.

Final Payment: Due 90-days prior to each crew's scheduled arrival.

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 St. Thomas 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 Requirements 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. 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 age 21 or older.



2. Age Requirement: Every participant must be at least 13 years of age by their date of arrival for Sea Base St. Thomas programs. No exceptions can or will be made.

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3. Swim Test:Non Coasts Programs: 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, 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.

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](#).

Linked Troops: Sea Base welcomes linked Scouts troops to attend. Per Scouting America policy, if linked troops schedule and attend together, each unit must provide 2-deep leadership from each unit UNLESS there is only one attendee of the opposite gender or UNLESS the opposite gendered youth is a child(ren) of an attending adult leader. In either case, both units' adult leadership and Chartering Organization must approve. If a female youth is attending, there must be at least one registered and trained adult female age 21 or older present and the unit must meet adhere to Scouting America Safeguarding Youth Policies. For more information, 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](#).

GENERAL INFO

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.

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, 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.

GENERAL INFO

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. Cell phone service on island is Liberty (AT&T) or Sprint. Verizon and T-Mobile may work from time to time on Liberty (AT&T) towers. Be mindful that you may pick up service on BVI towers, you will incur international rates. Check with your cell service.

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, Virgin Islands 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.

HEALTH & SAFETY

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.

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 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.

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-spray 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 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.

HEALTH & SAFETY

WEATHER CONDITIONS AT SEA BASE

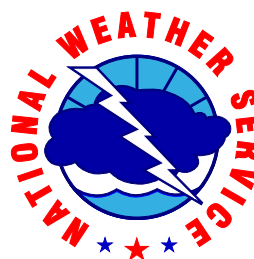
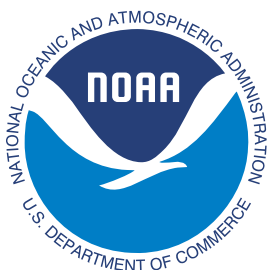
Sea Base continuously monitors for inclement weather conditions. The topmost priority is your crew's safety, the safety of the captains and their vessels, Sea Base staff and equipment. **Please note: Hurricane season is from the beginning of June to the end of November.**

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 & VITEMA. 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.

Manchineel or Death Apple Tree (extremely toxic): Found on and near beaches, this tree has green heart shaped leaves with yellowish veins. Ingestion of the fruit can cause severe burning, blistering, temporary blindness or death. See: [NPS Plants to Avoid While Hiking](#)

Comocladia or Christmas Bush: This small bush is found in open canopies and along trails. Its dark green leaves can have a reddish hue and it may or may not be bearing a red fruit. Touching the plant can cause itching, burning, swelling, irritation and rash that can last several days or several weeks. The fruit found on Christmas Bush should not be ingested. See: [NPS Plants to Avoid While Hiking](#)

Pencil Euphorbia or Milk Bush (extremely toxic): Distinguished by bright green pencil-thin cylindrical branches, this shrub like tree secretes a milky sap when broken or damaged which can cause skin irritation, burns, severe rash and blisters, and blindness. See: [NPS Plants to Avoid While Hiking](#)

Jumbie Bean, Crab's Eye or Rosary (extremely toxic): Found in well drained wooded areas, this vine has bright red seeds. If ingested seek medical attention immediately. Symptoms can include nausea, vomiting, convulsions, liver failure and death. See: [NPS Plants to Avoid While Hiking](#).



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 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.



ST. THOMAS GUIDE



PREPARATION

Preparation: 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.

Air Travel: Crews must fly into [Cyril E. King \(STT\) Airport](#).

Ground Transportation from Cyril E. King (STT) Airport to Sea Base (Sapphire Beach Resort Marina): Sea Base has an ongoing relationship with Franklin Connor to provide crews transportation to and from the airport. Franklin Connor can be reached at (340) 727-0841 (text preferred). Crews are responsible for fare and taxi fare is cash only. The price of fares is regulated by the government. Please make your ground transportation arrangements well in advance.

Arrival: It is essential for crews to arrive after 1:00pm, having already eaten lunch, and not later than 4:00pm. If a crew arrives after 4:00pm due to flight changes, it must communicate those changes to Sea Base St. Thomas. Within 1 week of your arrival, you will be contacted by Sea Base St. Thomas to review your arrival details.

PREPARATION

Accommodations: Some crews opt to arrive on island before or stay on island after their High Adventure. Crews in the past have booked accommodations at:

Bunker Hill: 340-774-8056
Windward Passage: 340-774-5200
Lindbergh Bay Hotel: 340-774-2525

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

Departure: Your vessel will return to Sapphire Marina at 8:30am your final morning. Your crew, under the guidance of your captain, will clean the boat and make ready for the next arriving crew. Your crew will have the opportunity to take a dock shower prior to departure. **Check out time your final morning is 11:45am.** Plan accordingly. Book your return flight home for that same day no earlier than 4pm. Airlines require that you arrive at the airport 3 hours prior to your flight. You will need to clear through Customs and Security. OR Make arrangements to spend a night on island before flying home the following day.

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:

- [Safe Swim Defense Training](#)
- [Safety Afloat Training](#)
- [Scouting America Swim Test](#)
- Monthly Swimming Sessions beginning 6 months prior to arrival
- Complete 3 strenuous 2-3-mile hikes
- [Snorkeling Scouting America](#)
- Watch VIIS: [Protect Coral While Snorkeling](#)
- [Review Guide to High Adventure Sailing](#)
- Watch US Sailing Video: [Parts of a Boat](#)
- Watch US Sailing Video: [Parts of a Rig](#)
- Watch US Sailing Video: [Points of a Sail](#)
- Visit: [US Virgin Islands National Park](#)
- Review: [NPS Plants to Avoid While Hiking](#)
- Review: [NPS Things to Avoid While in the Water](#)
- Review: [NPS Fish Guide](#)

PREPARATION

PAPERWORK

Participation for Sea Base requires significant paperwork. It is essential that your crew compiles all necessary documents and travel information in an easy to use and understand format. A hard copy of all the following documents must be presented at time of check in. Any missing, expired, ineligible documentation may delay or even prevent your crew from departing on their High Adventure.

- 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](#) Certificate (One adult leader per crew)
- [CPR/AED 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
- [Scouting America Annual Health and Medical Records](#) for each participant
- Copies of Medical Insurance Cards (front and back) for each participant
- Government issued photo ID* and copy of Birth Certificate OR Passport for each participant- Passports are recommended



Participants 18 and up will need a Real ID if they are utilizing the photo ID and Birth Certificate option.

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 Card	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	ID* with Copy of Birth Certificate or Passport
Unit Swim Classification Record	Sea Base Vessel Liability Waiver
Pre-Event Medical Screening Checklist	
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

***Participants 18 and up will need a [Real ID](#) if they are utilizing the photo ID and Birth Certificate option.*
Notify Sea Base of any food allergies or dietary restrictions at least 2-4 weeks prior to arrival [HERE](#).**

ST. THOMAS GUIDE



PROGRAM INFO

ST. THOMAS SAILING, SAILING 6-8 & 10-12

Planning: Epic Adventure begins with planning and preparation. Upon arrival (1:00pm- 4:00pm), each crew will have its paperwork reviewed and complete a gear shakedown. Any participant who does not meet the Scouting America Weight Requirements as outlined or has not passed [Scouting America Swim Test](#) prior to arrival will forfeit their adventure. **Please vet your crew to ensure that no one is disappointed.**

Required Paperwork at a Glance

Crew Roster and Scouting America Membership Card	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	ID* with Copy of Birth Certificate or Passport
Unit Swim Classification Record	Sea Base Vessel Liability Waiver
Pre-Event Medical Screening Checklist	
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

**Participants 18 and up will need a [Real ID](#) if they are utilizing the photo ID and Birth Certificate option.*
Notify Sea Base of any food allergies or dietary restrictions at least 2-4 weeks prior to arrival [HERE](#).*

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.

PROGRAM INFO

Crew Size: (6-8 passenger) The United States Coast Guard dictates crew size and allows no more than 8 total paid participants aboard Sea Base vessels. (10-12 passenger) Sea Base St Thomas vessels pass a specific USCG Inspection to carry up to 12 passengers.

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 Sea Base St. Thomas as soon as possible.

Departure Time: Crews **depart at 11:45am**.

Vessel Assignments: Sea Base charters several types of vessels. Crew vessel assignments are not made until onsite arrival. They vary in size and configuration, meet USCG requirements and accommodate 6-8 or 10-12 passenger crews.

Bringing Gear Aboard: All personal items brought aboard, other than sleeping and snorkeling gear, must fit into a 24-inch duffle bag. In addition to personal bags; each 6-8 passenger crew may bring 1 military style duffle bag to carry snorkels and masks, first aid kits, sunscreen and crew sleeping gear. 10-12 passenger crews may bring 2 military style duffle bag. Check with your airline the largest size that you are allowed to check in.

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, or unnecessary items. Excessive items may have to be left on the dock.

Sea Base Captains: Every captain under charter at Sea Base is experienced and vetted. 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. Only vessels deemed safe and capable by the United States Coast Guard are chartered. 6-8 passenger crews will be assigned a 40-ft mono-hull sailboat the day of their arrival. 10-12 passenger crews will be assigned a 50+ft mono-hull sailboat the day of their arrival. Sea Base St Thomas' fleet consists of a variety of mono-hull sailboats, each with their own configuration; sloop, ketch and/or schooner.

Crew Leaders: Adult crew leaders are responsible to ensure that all Scouting America and Sea Base Policies, including Safe Swim Defense and Safety Afloat, are followed. Adult crew leaders are also the first line of treatment in a minor or major medical event.

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

Arrival: You will be greeted by Sea Base St Thomas Staff at Sapphire Beach Resort Marina. A quick briefing will take place wherein the Adult Leader will provide a copy of the required paperwork for check in. Your crew will then be assigned and escorted to your vessel where you will meet your captain, you will bring onboard your gear and complete captains briefing prior to setting sail.

PROGRAM INFO

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 your Crew Chief and captain.

Float Plan: Float plans vary widely based upon weather, sea conditions, wind and other factors. Your crew, under the guidance of your captain, will develop your own Float Plan. In general; crews will circumnavigate (weather dependent) US Virgin Islands within sight of land.

Itinerary: Your crew, with the guidance of your captain, and the leadership of your Crew Chief, will create and navigate your own course. Therefore, there is no set itinerary. Your crew will decide how much or how little they want to learn, explore, see, and do on their High Adventure.



Onboard Sleeping Arrangements: Due to heat, humidity and close quarters, sailing participants sleep on deck. Each vessel is configured differently. Your crew will select where on deck they choose to sleep. Sleeping bag liner, sleeping pad or inflatable are your options to bring with you. It is suggested to bring bungee cords or string to tie down your sleeping gear at night. During times of rain showers all will be down below.

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 USVI National Park, hike and snorkel. Crews will swim ashore. 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.

Swimming Ashore: Crews will swim ashore frequently to access beaches, USVI National Park and coral reefs. Distances, at times, can be challenging. It is imperative that every participant is a good swimmer.



Anytime youth or adult participants are in the water they must wear a snorkel vest. Due to Coast Guard regulations and insurance purposes dinghy usage by participants is only for emergencies. The gear your crew chooses to have once ashore is to be transported in a dry bag. It is recommended that your crew determine what size dry bag they will need. Most crews perform a test run during their final shake down meeting. Example of gear that goes in your dry bag will be footwear that you will wear on hikes, a camera, sunscreen, small first aid kit, etc

Hiking: Crews will have multiple opportunities to hike USVI National Park trails. While hiking, crews must remain on the trail and should have a solid working knowledge of NPS Plants to Avoid While Hiking.

Snorkeling: The US Virgin Islands are home to some of the most beautiful mangrove forests and coral reefs in the world. While snorkeling all 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 clean and prepare their vessel for the next incoming crew. Each crew member will have the opportunity to take a dock shower prior to departure. Departure time the final day is no later than 11:45am.

PROGRAM INFO

GEAR AND PACKING LIST

Prepared: Sea Base provides provisions for you to prepare your own meals, eating utensils, cooking equipment, fishing gear, swim vest and mesh bag to store your snorkel gear. Participants must bring their own snorkel and mask. Sea Base does not allow full-face snorkel equipment. Space is limited, do not bring personal fishing gear.

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 and snorkels from the [Sea Base Ship Store](#). Do not ship your orders to Sea Base St. Thomas, there is no base.

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



Fishing Gear: Fishing gear is provided. Participants should note that while fishing is offered, it is not a primary activity at Sea Base St. Thomas. Your unit may or may not catch fish. Fishing is not permitted from mooring balls in St. John National Park or in Christmas Cove.



PROGRAM INFO

Packing List: Participants should limit personal and crew items to those listed below. Personal items must fit in your individual duffel bag no greater than 24". No suitcases. There is no onsite storage available.

Packing List Personal	
Required	
2 UPF +30 Long Sleeved Shirts	Lightweight Raingear (may not be needed during your adventure but best not to be without)
Wide Brimmed Hat	Polarized Sunglasses
Buff	Wide Mouth Plastic Water Bottle with Plastic Carabiner
Reef Safe Sunscreen, No Sprays	Toiletry Kit
1 Pair Regular Shorts	Headlamp
1 Set Proper Swim Attire	2 Towels
2 Pairs Regular Socks	Light Weight Sleeping Pad or Inflatable
1 Pair Light Pants	Light Weight Sleeping Cover
1 Pair Sandals	Small Pillow
1 Pair Jogging or Hiking Shoes	Spending Money (\$200-\$250)
Government issued photo ID* and Copy of Birth Certificate or Passport	Prescription Medication
Recommended	
1 Pair Neoprene Socks	Waterproof Camera
	Solar charger for camera/cell phone

*Participants 18 and up will need a [Real ID](#) if they are utilizing the photo ID and Birth Certificate option. *

Many of these items are available at: <http://store.bsaseabase.org/>

Crew Packing List	
Unit Roster and Scouting America Membership Card per participant.	Scouting America Safe Guarding Youth Training- Copies
Scouting America AHMR for Each Participant	Unit Swim Classification Record
Wilderness First Aid & CPR Training Cards	Front & Back Copies of Insurance Cards
Safe Swim Defense Training Copies	Crew First Aid Kit (Sea Base Specific on pg. 10)
Safety Afloat Training Copies	1 Medium Size Dry Bag (6-8 passenger)
	2 Medium or 1 Large Size Dry Bag (10-12 passenger)
Hazardous Weather Training Copies	Pre-Event Medical Screening Checklist



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 and refuse.

Uniforms: Sea Base requires units to arrive on site in uniform. Uniforms, field or activity, must be worn to flag ceremonies. Customized Sea Base crew shirts can be used as Class A uniforms for 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: [Sea Base 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.bsasea-base.org for updated information on making your crew order.

Advancement and Merit Badges: Advancement is not part of the formal Sea Base experience. Sea Base does not have structured merit badge programs or merit badge instructors.

Triple crown and Grand Slam Awards: 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. Learn more here: 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](#).



PROGRAM INFO



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](#)



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](#)

50-Miler Award: This is a great commitment on part of the captain and participants, which must be started at the very beginning of the week, if desired. This patch must be purchased from the crew's council or online.

SEA BASE FREQUENTLY ASKED QUESTIONS

Are scholarships/camperships available? Yes! Scholarships are available for those with demonstrated need. Visit [our Forms and Documents Page](#) to access the Sea Base Campership form.

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? 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 age 21+ 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

Can an 18-year-old youth serve as a second adult leader? No, Scouting America Safeguarding Youth requires two adult leaders age 21 or older.

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.

Must parents register with the Scouting America to participate? 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.

PROGRAM INFO

How old must I be to participate in a St. Thomas 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 St. Thomas 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 [here](#).

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? You will not be allowed to participate. Those weighing 295lbs or greater will be sent home at their own expense. No refund will be given.

Do participants need to bring in their original birth certificate to St. Thomas? No. If they are not bringing a passport, and have chosen the ID and certificate option, a copy of the birth certificate is fine. **The copy does not need to be notarized.**

Why does each member of my crew need to bring a passport OR government issued ID and copy of birth certificate to Sea Base St. Thomas? The U.S. government requires travelers to pass through customs on their way back to the mainland United States. These documents are required to pass through customs.

How can non-driving youth obtain a government-issued photo ID? States will issue non-driver's license photo IDs to those under the driving age if your participants select the option to attend with a photo ID and copy of their birth certificate. Your local DMV will be able to help provide the photo ID. This is only applicable if your participants do not have passports.

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 [page 18](#) in this guide to review other 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 re-schedule 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? \$200-\$250

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 PFD, **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., TA061024-A. The first two letters represent the adventure you are registered for: TA (St. Thomas 6-8); TS (St. Thomas 10-12); or TE (St. Thomas STEM Eco Sailing). Then comes the date you arrive 061024 (June 10, 2024) Finally, the last letter or letters represent your crew's assigned identification letter(s).

How do I contact Sea Base St. Thomas? The onsite contact is 305-998-9315 or seabase.st.thomas@gmail.com

Where does my unit check in? Sapphire Beach Resort Marina, 6720 Estate Smith Bay, St. Thomas, USVI



PROGRAM INFO

TIPS FROM PAST CREWS:

Drinking water: Water onboard your vessel is R/O (reverse osmosis) water. The “taste” may be unfamiliar to you since it has no taste. We provide flavorings such as iced tea, tang, lemonade. TIP: Bring your own favorite flavor powdered packets. NO Hi-C or Kool Aid-they will cause stains on surfaces of the boat.

Heads: Heads are small spaces. Your captain will show you the proper use of the head. Follow your captain’s instructions, items such as “flushable wipes” are NOT flushable. You do not want to spend time during your trek fixing the head when one of your crew does not follow instructions. Your crew will be frequently cleaning the head. TIP: Bring a small deodorizing spray such as Poo-Pourri..

Water bottles: Make sure EVERY member of your crew brings a plastic water bottle (Nalgene). Make sure EVERY member of your crew has their plastic water bottle with them when they arrive at the marina. There is no store at the marina to purchase a forgotten or lost plastic water bottle. TIP: You will want to have a wide mouth (large opening) plastic water bottle. It will be easier to pour powdered flavors into the opening. Make sure you bring a plastic carabiner to attach to your water bottle. A neoprene sleeve is strongly suggested since your bottle will be exposed often in the sun.

Check-in required paperwork: Please have ALL the required paperwork gathered in one complete set. There is no base at Sea Base St Thomas. Check-in takes place in the parking lot of the marina. You do not want to fumble around with papers blowing around in a parking lot. TIP: Make sure BEFORE YOU BOARD YOUR PLANE that you have ALL the required paperwork for check-in. There is nothing more frustrating for you and your crew when you are missing a form, training certificate, etc...Also make sure that ALL medical forms are signed by a doctor and all youth forms are signed by a parent/guardian. Carry your check-in paperwork in a folder, envelope or even a large Ziploc bag. Binders are heavy for you and take up room in your carry-on.

Footwear: You will be barefoot onboard your vessel. Most captains will have you remove your footwear prior to boarding their vessel. The only footwear you will need is for onshore excursions. TIP: Hiking boots are strongly NOT recommended. They are too hot and heavy. The trails are not strenuous. For onshore excursions wear sandals that securely strap to the foot such as Keens, Tevas, etc. or basic tennis shoes. DO NOT buy new footwear. There is nothing worse than breaking in a new pair of shoes while on a hike. They may cause blisters. Sliders, mules, flip flops, etc. are NOT recommended for shore excursions.

Dry bag: You will use your dry bag to transport whatever gear your crew wants during shore excursions. This will be your footwear and maybe one phone/camera. TIP: Crews in the past, at their final shakedown meeting, toss all their footwear together to see what size dry bag your crew will need.

Reef safe sunscreen: TIP: It may be difficult to find reef safe sunscreen for sale in your area. Plan ahead, purchase online and have it shipped to you to pack with your crew’s gear. You may opt to stop at a store on your way from the airport to the marina but BEWARE prices on island are much higher than in the states and availability is sporadic at best.

Snorkel gear: Every crew member is required to bring their own snorkel and mask. Sea Base St Thomas provides fins, snorkel vests and a mesh bag for your snorkel gear. TIP: we have all sizes of fins, if you are a large or small size, we will have fins for you, so you do not have to bring your own. Make sure EVERY member of your crew brings their snorkel and mask. There is no base at Sea Base St Thomas. There is no store at the marina to purchase a lost or forgotten snorkel and mask. You may stop at a store to purchase on your way from the airport but BEWARE prices are much higher than in the states and availability is sporadic at best.

PROGRAM INFO

Provisions: Your vessel will be fully stocked with a variety of provisions to make all your meals. A sample of snacks provided include fruits, granola bars, Rice Krispie treats, cookies, chips, crackers, etc... TIP: If you have a favorite seasoning that you would like to share with your crew and captain please feel free to bring along. If you have a favorite snack that you would like to share with your crew and captain, please do so but NO chocolate, powdery or cheesy snacks. It will be very hard and time consuming for you to remove the fingerprint and smudge stains they will cause.

Swim wear: Make sure every crew member brings with them proper swim attire, one piece, tankinis, board shorts or swim trunks. NO bikinis or thongs. TIP: You will NEED a long sleeve SPF swim shirt.

Toiletries: When packing bring all toiletries you would normally pack for any trip. There is no base at Sea Base St Thomas. There is no store at the marina. You may opt to stop at a store on your way from the airport to the marina but BEWARE prices are higher and availability is at best.



PROGRAM INFO

USVI NATIONAL PARK LEARNING PAGE

Overview: [Park Brochure](#) and [Map](#)

From the Water: [Marine Visitor Interactive Map](#)

In the Water:

- [Sea Turtles](#)
- [Fish Guide](#)
- [Sharks and Rays](#)

On the Water:

- [Mooring and Anchoring Map](#)
- [Marine Hazards to Avoid](#)

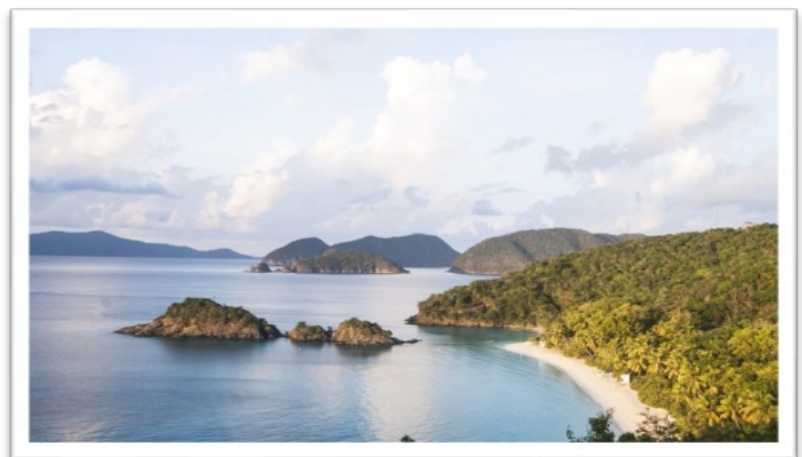
On the Land:

- [Virgin Islands Bird Checklist](#)
- [Bird Photo Guide](#)
- [Virgin Islands Tree Guide](#)
- [Hazardous Plants](#)

USVI National Park:

- [YouTube](#)
- [Photo Gallery](#)

For information about visiting St Thomas please visit the Department of Tourism site at visitusvi.com



ST. THOMAS QUICK REFERENCE

PROGRAMS IN THIS GUIDE:

Program	Max Crew Size	# of Days	Check-In Time	Check Out Time
St. Thomas 6-8	8	6 days - 5 nights	1 PM-4PM	11:45 AM
St. Thomas 10-12	12	6 days - 5 nights	1 PM-4PM	11:45 AM

CHECK IN LOCATION & TRAVEL:

Check in Location: Sapphire Beach Resort Marina, 6720 Smith Bay Rd, Smith Bay, St Thomas 00802, U.S. Virgin Islands

Air Travel: Crews must fly into [Cyril E. King \(STT\) Airport](#)

Ground Transport: Crews are responsible for their own fare and transport from STT to the Marina.
[Learn More on page 17.](#)

ON SITE CONTACT

Email: seabase.st.thomas@gmail.com

Phone: 305-998-9315

Within 1 week of your arrival, you will be contacted by Sea Base St. Thomas to review your arrival details.

2026 Reservation
Info Page

Sea Base
Ship Store

Eligibility

Delivering Ocean Adventures that Make a Lifetime Difference



CONTACT

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