

Superactivities and Superactivity Planning

Superactivities

Nearly every teenager, and certainly every Sea Scout, dreams of taking a cruise. For that matter, most young people who join Sea Scouts do so to make their dreams of a cruise come true. It is, therefore, not merely a good idea, but a solemn responsibility that the ship's youth officers plan at least one long cruise each year.

Cruises are just one of the many superactivities available to Sea Scouts. There are many and varied high-adventure opportunities, tours and visits, as well as special at-home features available to ships. Scan the sections below to see what you can do.

Cruising Opportunities

THE LONG CRUISE. A cruise of several days or weeks, on chartered waters or on large inland lakes, on a powerboat or sailboat. This may be carried out in a boat owned by the ship or in a chartered boat, or you may even be lucky enough to be the guests of the owner. (See "Long Cruise Badge Requirements" in the advancement section of the *Sea Scout Manual*.)

FISHING TRIP. When the season opens and the moon is right, plan to spend several days "going after the big ones." You can camp or stay in a fishing lodge. This activity calls for careful planning. You need equipment and knowledge to catch fish.

SWAMP EXPEDITIONS. There are some big swamps in the United States that automatically ensure high-adventure fun. Plan your expedition by canoe, boat, or outboard motorboat and get a real thrill by penetrating such great swamps as the Everglades and the Okefenokee. But don't enter a big swamp without an expert guide. Follow their advice on both equipment and techniques.

INFLATABLE RAFT TRIP. Launch your inflatable rafts on a stream with enough current to provide motive power and enough white water to provide thrills. Camp and fish as you go, and don't overlook interesting side trips.

NAVY OR COAST GUARD CRUISES. Taking cruises as guests aboard Navy or Coast Guard vessels, you pay minimum rates for a topflight experience. Contact your nearest Naval or Coast Guard district headquarters for information on what is available.

High-Adventure Programs

FLORIDA NATIONAL HIGH ADVENTURE SEA BASE. Located in the Florida Keys, this aquatic base offers flexible programs in sailing, scuba diving, canoeing, and marine science, and trips to nearby islands, reefs, and the Bahamas—a real home away from home for Sea Scouts. For more information, contact Florida National High Adventure Sea Base, P.O. Box 1906, Islamorada, FL 33036; 305-664-4173.

PHILMONT SCOUT RANCH. Towering peaks two miles high present a mighty challenge. This challenge means rugged adventure in the tradition of the mountain men. Could you backpack into the towering Sangre de Cristo Mountains and survive on your outdoor skills? It means doing more and going farther than you ever thought you could. Discover yourself in the high country. Philmont Scout Ranch, Four Miles South, Cimarron, NM 87714; 505-376-2281.

NORTHERN TIER NATIONAL HIGH-ADVENTURE PROGRAMS. High-adventure canoeing in the world's largest wilderness canoe country. Experience canoeing, fishing, and camping in Bissett, Canada; northern Minnesota and Wisconsin; and at a satellite base in Manitoba. Travel the routes where the voyageurs once carried the goods of the fur trade to open the great Northwest. Northern Tier High Adventure Programs, P.O. Box 509, Ely, MN 55731; 218-365-4811.

Tours and Visits

KNOW-YOUR-STATE TOUR. Circle your state on a carefully chosen route; visit scenic and historic sites, industries, farms, museums, the capitol and other government buildings, and other points of interest. Visit Sea Scout ships along the way.

KNOW-YOUR-COUNTY TOUR. Learn about your county in a tour like the state tour above. If the county is not large or too densely settled, try to visit every community, Sea Scout ship, military installation, and yacht club in the area.

HISTORIC TREK. Make a trip along a historic trail or to a historic site and improve or mark the trail or site in cooperation with those in charge of it. Arrange to take part in a ceremony or observance at the place. For example, a natural experience for Sea Scouts is a visit to historic Annapolis, Maryland, the sailing capital of the United States and home to the U.S. Naval Academy.

VISIT ANOTHER COUNTRY. Be ambassadors of friendship in a shrinking world; meet Sea Scout friends in other lands; bike or hike when you get there; take advantage of economy rates and hostels. For suggestions, write the Boy Scouts of America, International Division, P.O. Box 152079, 1325 West Walnut Hill Lane, Irving, TX 75015-2079.

COUNTRY-CITY EXCHANGE. Invite members of another ship to live in your homes for a few days, meet your friends and neighbors, learn how you work and play, see the sights, go to a party, and attend your ship meeting. Then exchange visits, with the guests becoming your hosts.

Special At-Home Features

DISTRICT AND COUNCIL ACTIVITIES.

SPORTS TOURNAMENT. Conduct a competition in a sport or related sports, such as field sports, on a team and individual basis; invite nearby ships or crews; use a round-robin schedule so competition is continuous for everyone during the course of a day or two.

VISIT FROM ANOTHER COUNTRY. Entertain several Sea Scouts from another country. Living in your home and exchanging Sea Scout know-how sends them home as ambassadors for America. Get names from Boy Scouts of America, International Division, P.O. Box 152079, 1325 West Walnut Hill Lane, Irving, TX 75015-2079.

SAILING FOR THE HANDICAPPED. Conduct a sailing program suitable for your guests. Guests may be handicapped children, orphans, hospitalized war veterans, or people in homes for the elderly.

BRIDGE OF HONOR AND BALL. Hold an annual formal dinner-dance and bridge of honor for your ship. Make it a big affair with a special menu, music, and entertainment. Invite ship alumni and special friends as honored guests.

Planning a Superactivity

A big production, a superactivity requires special planning and preparation. The ship's youth officers must be sure that the members really want the activity and that the decision is made far enough in advance to allow time for thorough preparations.

Detailed plans are usually made months ahead. Then, as the youth officers meet for each monthly planning session, some portion of the preparations for the superactivity is included in their planning. In this way, essential preparations are made for the coming high-adventure experience.

Get Everyone's Support

A cruise or other superactivity must be the choice of the majority of the ship members. Unless they approve strongly of the event, they will not give it their wholehearted support. Therefore, involve as many members as possible from the very beginning to ensure success.

Many Sea Scout ships have assured the success of a cruise far in advance by involving the parents of all members in a special cruise "sales meeting." Once parents understand the nature of the cruise, its recreational and educational benefits, and meet the leaders responsible, they will give it their full support. To overlook this promotional phase is to go to bat with one strike against you.

If you want to go to bat with two strikes, ignore your ship committee. In the first place, superactivities must receive the approval of the committee and, second, once you get their approval, you have a fine team of adults willing to help you succeed. Secure their help in getting equipment, consultants, and leadership—and then be sure to give them credit.

Set Up a Special Committee

A superactivity calls for a special committee of adults and ship members. The main ingredient needed to make this committee flourish is enthusiasm. If each member of the committee is looking forward to the activity with high anticipation, you can be sure that it will happen in a big way.

Consultants Are Helpful

A consultant can play a vital role in any superactivity. An adult who is an expert in the central interest of your activity should have knowledge of what is necessary for a successful experience.

The consultant should be able to help you find inexpensive sources for the equipment and materials needed. They can assist you in deciding whether those things should be rented, borrowed, or purchased. If you are planning to have a consultant accompany you, be sure they have the necessary personality and stamina.

Check Your Equipment

The storekeeper has the responsibility for maintaining a record of equipment with the help of the ship members. Well in advance of any cruise or superactivity, all equipment, such as boats, camp gear, and trailers, should be carefully checked and put in good condition. All secondary equipment should be secured and readied for use.

Training

A certain amount of training is necessary before almost every superactivity. Sometimes it involves the handling of a boat, other times a knowledge of the history and terrain of the area you are visiting. Well in advance of a cruise or superactivity, decide what training must be conducted. This kind of preparation makes an activity safer, more exciting, and much more meaningful.

Finance in Advance

Although most cruises or superactivities are somewhat costly, early planning permits Sea Scouts to earn and save their share of the expenses. It is the policy of the Boy Scouts of America to have the Sea Scouts pay their own way. Those who do get the most pride and the greatest value from their experience.

Ship members who have paid dues and helped to earn the money in the ship treasury are not always available to go on cruises or superactivities. It seems unfair that their share of the ship treasury should be used for giving the rest of their shipmates a big time.

One way to avoid this is to have only those who take part in a cruise or superactivity finance it. This can be done by setting up a special account handled by the purser as part of the ship treasury. Those participating put their individual savings or the proceeds from special superactivity money-earning projects in this account. A fair method of handling expenses in relation to participation will go a long way toward high morale among the ship members.

When plans for a cruise or superactivity involve extensive travel, investigate the possible use of military facilities along the way. Travel stopovers at Air Force, Army, or Navy bases make meals and accommodations available at very reasonable rates. For complete information, read *Tours and Expeditions*, which is available at your local Boy Scout office.

Be Safety-Minded

For the protection of the Sea Scouts, every precaution should be taken to conduct cruises and superactivities safely. Safety must not be secondary. It must be a prime consideration from the very beginning of the superactivity planning experience.

A ship must go prepared with the right skills and equipment. Leaders, at all times, must avoid unnecessary risks, even though their decisions may make them unpopular. Each Sea Scout must be mature enough to take care of themselves and to realize they are also responsible for the safety of the entire ship.

Cruises and superactivities are usually rugged experiences. Everyone must be in good health before starting out. Use the Personal Health and Medical Record—Class 3 to check each person in advance. Emphasize good health habits with those who are fit to go. Especially important to the health of the ship's company is good sanitation as it relates to cooking, drinking water, sleeping arrangements, and toilet facilities. The ship should check with a local insurance agent on the advisability of carrying health and accident insurance.

Ship Discipline

Discipline is necessary in any group. Remember also, as a ship travels, it is in the public eye. Its conduct is a reflection of its sponsor and the Boy Scouts of America.

Safety at sea is based on the assumption that each person will obey the leader as directed without murmur or complaint—especially in times of emergency. One person's wishes,

demands, and hopes cannot be fulfilled at the expense of the group. The law of the sea makes leaders responsible for the safety of their ship and everyone aboard. Leaders must be fair and conscientious in the use of their authority.

Courtesy

Tour courtesy does not necessarily come naturally. A cruise sometimes makes young people feel light-headed, as well as lighthearted. In the excitement of being on their own, courtesy has a tendency to slip a little. This may not seem important at the time, but it really is, not only to you but to other Sea Scout ships.

The public will remember you and will treat the next group of Sea Scouts accordingly.

Tour (Cruise) Permit

All cruises, tours, and trips require a tour permit from your local BSA council. At least two weeks in advance, submit the Local Tour Permit Application, No. 34426, for a tour that is less than 500 miles away. Submit the National Tour Permit Application, No. 4419, at least one month before you leave for a tour or cruise more than 500 miles. Complete details concerning the tour permit and its advantages, both to you and to your council, are found in the BSA publication *Tours and Expeditions*, No. 33737.

Cruising Information

Cruising—whether by sailing, motor boating, or pulling a boat on a river, lake or ocean—is the reason that 99 out of 100 of your shipmates joined. This calls for training and interesting activities based on reliable information.

Sample Plan—Long Cruise

Because cruising is a fundamental activity of Sea Scouts, it is used as an example here to show how a big production of this type requires advanced preparation and planning.

Although the example used here is a cruise, the general idea applies to any other superactivity. The techniques that ensure an enjoyable and meaningful experience are basically the same.

OCTOBER

- + Select a long cruise that meets the desires of the majority of the ship members.
- + Get ship committee approval and support.
- + Skipper selects cruise chair and together they select a committee.
- + Determine adult leadership for the cruise.

NOVEMBER

- + Plan cruise in detail.
- + Determine method of financing and, if necessary, select money-earning projects.
- + Select and then secure consultants, if needed.
- + If cruise is to be aboard a vessel not owned or operated by the ship, make necessary arrangements.

JANUARY

- + Conduct money-earning project.
- + Secure or repair cruise equipment.
- + Gather information and then discuss historic background, wildlife, maps and charts, etc., related to the cruise.

FEBRUARY

- ♦ Plan and conduct a meeting of the parents to ensure their understanding and wholehearted support of the cruise.

MARCH

- ♦ Conduct special training, if necessary.
- ♦ Chart detailed cruise plans and, if advisable, make special arrangements regarding campsites, docking, supplies, etc.
- ♦ Apply for a local tour permit or national tour permit, as required, through your local council service center.

MAY

- ♦ Put vessel(s) in shape and conduct a shakedown cruise.
- ♦ Make a final check of plans, equipment, supplies, and reservations.
- ♦ Firm up adult leadership.

JULY

- ♦ Cast off—have a good time—keep an accurate log—and remember, travel courtesy pays off.