



OA High Adventure

The OA's Outdoor Leadership Experience

Session Objectives

- **Explain** the Order of the Arrow High Adventure program, the Order of the Arrow's outdoor leadership experience.
- **Demonstrate** to Arrowman how they can create their own adventure and show what they can participate in while on their adventure.
- **Guide** Arrowmen through all five programs offered and give them expert tips when attending each high adventure base.
- **Enable** Arrowmen to be able to knowledgeably sign up for OA High Adventure program.

Session Length: 30 min

Appendix Resources

- PowerPoint Presentation
- OA High Adventure hand out
- OA High Adventure application
- Philmont Backcountry Map ([Link](#))
- Boundary Waters Map
- Florida Sea Base Map
- The Summit Bechtel Reserve Map
- The Summit Bechtel Reserve, Florida Sea Base, and Philmont Backcountry Camp Activities Information

Required Materials

- Laptop with projector display
- Printed handouts

Trainer Preparation

The Arrowman training this session should be someone who is familiar with the OA High Adventure program. It would be optimal if the trainer received the OA Triple Crown Award or is a past foreman, but any participant of the program will be able to present this training.





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Session Narrative

OA High Adventure: An Outdoor Leadership Experience

4 Minutes

The Order of the Arrow High Adventure program provides Scouts between ages 14-20 the opportunity to experience one of the four Boy Scouts of America's national high adventure bases on a whole new level. These locations include: Philmont Scout Ranch, Northern Tier, Florida Sea Base, and The Summit Bechtel Reserve. These programs provide Scouts with an "Adventure like No Other." They will have the chance to provide cheerful service to the base, and also enjoy all the unique activities that are offered.

The projects at each of the programs are meaningful, long term improvements. They are not merely setting up tents or other temporary service opportunities that most Arrowmen are accustomed to performing. Ownership of these projects will enhance your high-adventure experience, and will allow you to take part in something bigger than yourself. Whether it is building a hiking trail at Philmont or an erosion wall in the Florida Keys, you are able to come back in the future and see that your hard work paid off, because the project is lasting in impact.

Scouts will be able to build friendships along their journey and at a discounted rate compared to troop-based treks. Furthermore, the OA High Adventure program provides the chance to learn real world leadership skills in a remote outdoor environment. Many of these skills can only be learned while isolated from civilization and in a group of like-minded peers. These life changing moments, as well as the lessons learned while on the trek, will last a life time.

"I never teach my pupils...I only attempt to provide the conditions in which they can learn," Albert Einstein.

The OA High Adventure program does not teach leadership like a classroom lesson, but rather, it provides the conditions to be able to discover ones' self and learn how to love one another.

The High Adventure Experience

24 Minutes

A. Introduction (The Basics)

Trainer Instruction: As you mention each of the OA High Adventure Programs, have audience members raise their hands to so that you can gauge the experience of your audience and help them interact with the training.

1. OA High Adventure: An Adventure Like No Other
 - a. The Summit Bechtel Reserve: OA Summit Experience
 - b. Philmont Scout Ranch: OA Trail Crew
 - c. Northern Tier: OA Wilderness Voyage and Canadian Odyssey
 - d. Florida Sea Base: OA Ocean Adventure
2. Benefits of an OA High Adventure trek
 - a. Lower cost for a longer trek as compared to a unit/council organized trek





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- b. Get to work and play
 - c. Meet and interact with Arrowmen around the country
 - d. Build friendships
 - e. Receive a not-for-sale, OA High Adventure program specific patch
 - f. Great opportunity to meet with other lodge/OA leaders and exchange ideas
3. How to sign up
 - a. Obtain lodge adviser and Scout executive permission (email or signature)
 - b. Go to <http://adventure.oa-bsa.org/>
 - c. Print out application, or register online
 - d. \$50 non-refundable deposit due at processing
 - e. Full payment due within 60 days of acceptance

Trainer Tip: The fees for programs are as of 10/25/18. Before presenting this session, you will need to verify the current cost as they are periodically changed. In addition, the service projects and the recreational aspects/opportunities of each program will be updated. Make sure to review the current program descriptions for each OAHA.

4. Costs/Length/Age
 - a. OASE: \$250, 8 days long, 14-17 years old
 - b. OATC: \$325, 14 day trek, 16-20 years old
 - c. OAWV/OACO: \$200, 14 day trek, 16-20 years old
 - d. OAOA: \$500, 9 day trek, 16-20 years old
5. Other general information
 - a. Must be a registered member of the BSA and local lodge
 - b. Have current BSA health form and physical in the past year
 - c. Meet BSA height/weight guidelines
 - d. Be able to carry and lift up to 50 lbs.
 - e. Be able to pass the BSA swim test for Northern Tier or Florida Sea Base
 - f. Must have valid passport, submit a Remote Area Border Crossing application and have a clean criminal record

B. Travel and Gear

1. Getting to your OAHA program
 - a. Recruit a travel buddy to join your high adventure from your lodge/section
 - b. Driving is an option if you live within a reasonable distance
 - c. Flying is most commonly used for OA High Adventure
 - d. Train transportation is also an option for Philmont
2. Flying
 - a. Plane tickets should be purchased seven weeks ahead of time
 - b. Airport Option for the Summit Bechtel Reserve: Charleston
 - c. Airport Options for Philmont: Denver, Colorado Springs, Albuquerque
 - d. Airport Option for Northern Tier: Minneapolis
 - e. Airport Options for Sea Base (South Base): Miami, Key West





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- f. Important to remember TSA regulations when packing and departure/arrival times.
3. Other options for travel
 - a. Amtrak Train Station in Raton, New Mexico
 - b. Drive to airport and take shuttle
 - c. Drive/be dropped off at base
 4. Shuttle information
 - a. Shuttles will leave at specified time
 - b. Payment is due at time of service (\$100-\$150)
 - c. Typically departs by mid-afternoon
 - d. Bring money for lunch
 - e. Make sure to tell parents when arrived
- C. Gear
1. Each program will provide a specific gear and packing list of required and recommended items specific to their programs.
 2. Some general recommendations:
 - a. Long work pants, avoid jeans/cotton trousers.
 - b. Moisture-wicking material is most comfortable.
 - c. Bandanas are very useful in every adventure
 - d. The right footwear (hiking boot/sandals)
 - e. BSA field uniform and sash
 - f. Sunblock, lip balm, and insect repellent
- D. Overview of Each Program
1. OA Summit Experience
 - a. Newest of the OAHA programs. Started in 2014
 - b. Meant to be used as an introduction to OAHA and is open to younger Arrowmen.
 - c. Led by two foreman, at least one trained in Wilderness First Aid and CPR
 - d. First four days spent building trails around the reserve and in the New River Gorge.
 - e. Crews get to choose three activities to do at SBR that may include mountain biking, climbing, skateboarding, canopy tours, zip line and white water rafting.
 2. OA Trail Crew
 - a. Oldest of the OAHA programs. Started in 1995
 - b. Backpacking focused.
 - c. Led by two foremen per crew, first aid and CPR certified
 - d. Participants learn the fundamentals of trail building (1st week)
 - e. Crews plan their own trek around Baldy (2nd week)





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3. OA Wilderness Voyage
 - a. Started in 1999
 - b. Takes place in Boundary Waters Canoe Wilderness Area
 - c. Led by two foremen per crew, Wilderness First Aid, CPR, etc.
 - d. Work on portage trails, Corduroy Removal, turnpike building, etc. (1st week)
 - e. Canoe 80-150 miles in the wilderness (2nd week)

 4. OA Canadian Odyssey
 - a. Started in 2009
 - b. Passport or passport card required
 - c. Similar to OA Wilderness Voyage but in Canada

 5. OA Ocean Adventure
 - a. Started in 2005, revamped in 2010
 - b. Located at the Brinton Environmental Center (South Sea Base)
 - c. Led by two foremen, First Aid and CPR trained
 - d. Conservation work in the Dry Tortugas National Park
 - e. Second half of the program involves snorkeling, sailing, kayaking, fishing and other activities.

 6. The OAHA Triple Crown Award
 - a. Attend three different bases with the OA High Adventure program
 - b. Receive a unique patch
- E. Testimonies

Trainer Tip: The presenter should seek out testimonials from the session audience. Experiences shared in-person are invaluable. To augment audience testimonies, the trainer should display short videos of past participant testimonies.

Conclusion

2 Minutes

“I often consider the Order of the Arrow High Adventure program the jewel of the Order of the Arrow and the Boy Scouts of America,” Joey Dierdorf (2015 Central Region Chief & OA High Adventure Triple Crown Recipient). OA High Adventure provides an outdoor leadership experience for youth Arrowman. It gives Scouts the opportunity to not only provide meaningful service to future generations, but allows them to experience the many high adventure opportunities that each of the specific bases offer. The experience of each individual and the bonds of friendship that are made will be lifechanging.

