

Troop 49 Float Trip Policy

Scouting is about being outdoors, working as a group, planning and experiencing life's enriching adventures. Scouts will grow in confidence and maturity on these adventures. Outings create experiences (comfortable and uncomfortable) in a safe manner. In order to maximize both experiences and safety, all adults and scouts are to practice being prepared for the adventure. Mid and High Adventures especially are meant to build relationships between the scouts and dependence on each other and their scouting skills. Efforts should be made to minimize number of adults- adventures are not meant to be parent/child outings. All adults and scouts must be approved by the Scoutmaster in order to attend.

Scoutmaster and Event Leader will determine the level of adventure for each trip based on the details and risk. For Troop led trips Scoutmaster may waive age limits and required Merit Badges.

Low: Local lazy rivers and lakes, day trips: No age limit

Mid: Bodies of water with strong current, higher risks, overnight:

- Minimum Age 13 or age 12 and graduated 7th grade or younger age with approval of the Scoutmaster in consultation with the Event Leader
- Scouts should be working on First Aid Merit Badge and Canoeing Merit Badge

High: BWCA/Sea Base/BSA HA like trips with multiple days in the backcountry:

- Minimum Age 14 or age 13 and graduated 8th grade
- Minimum Rank of First Class at time of trip
- Scouts have earned First Aid Merit Badge and Canoeing Merit Badge
- **Training:** Adult leaders supervising activities afloat must have completed Safety Afloat, Safe Swim Defense, and Hazardous Weather training within the previous two years. Troop 49 recommends that ALL adult and scout participants take these trainings within 6 months of the trip. Additional trainings may be recommended or required by Scoutmaster or Event Leaders.
- **Guidance:** Guide to Safe Scouting- Safety Afloat is used for all boating activities.
- **First Aid:** All adults should have a level of First Aid knowledge necessary to address any reasonable situations; at least one adult must have current First Aid and CPR training.
- **Wilderness First Aid/CPR:** At least one adult should have Wilderness First Aid Training for Low and Mid adventures, two adults are required for High Adventure trips.
- **Swimmer Status:** All participants should be "swimmer" level. Non-swimmers are only permitted on Low adventures and must be paired with a "swimmer" level parent.
- **Watercraft Training:** All participants must have a knowledge of watercraft in accordance with the Guide to Safe Scouting, and gain preparation for the event by training, attending practice events, and the taking of skills tests. A properly fitting PFD is required for all participants.
- **Outdoor Ethics:** All participants must practice Outdoor Ethics and Leave No Trace principles.
- **Merit Badges for High Adventure Trips:** Scouts on High Adventure should have earned First Aid Merit Badge and Canoeing Merit Badge. This is a matter of safety and preparation and investment in the trip.
- **Merit Badges for Mid/Low adventure:** Scouts on Mid and Low level adventures should be working on First Aid and Canoeing Merit Badges. This is a matter of safety and preparation and investment in the trip.
- **Scoutmaster Input:** Scoutmaster may place stipulations and requirements on participants in order for them to gain approval to attend (ie require parental attendance, rank and/or merit badge or other preparation requirements)

Scouting trips are about Scouting. Every effort should be made by the adults leaders to involve the scouts, especially the SPL of the trip, in the planning, logistics, route, food, activities, and safety concerns of the trip. Use of scouting skills and equipment should be stressed. Adults should take a back seat as scouts utilize the Patrol Method to work through the tasks and procedures of the outing.