

High Adventure

A Helpful Guide on
how to Start a High
Adventure



What is a High Adventure

Exhilarating
outdoor
experience

Living and
cooperating
with others

Using outdoor
skills

Overcoming
difficulties

Living in
harmony with
nature

Leadership

Camaraderie

Experience
God's creation

Commitment
to wilderness
stewardship

Meaningful
and lasting
experience



A large orange circle is positioned on the left side of the slide, partially cut off by the edge. The text 'Why go on a High Adventure' is written in white inside this circle.

Why go on a High Adventure

To build character - build self-reliance, self-discipline, self-confidence and self-respect.

CHARACTER

To develop fitness - physical, mental, emotional, and moral fitness that will stay with a Scout for life. FITNESS

To foster citizenship - love of community, country, and world, service to others, understanding of democratic principles. CITIZENSHIP

Why go on a High Adventure

- High adventure increases youth retention
- Retention increases exposure to Scouting values
- Younger Scouts have outings to aspire to
- Older / Venture Scouts are motivated to remain involved
- Scouts who have gone are more likely to return as Scouters
- Their children are more likely to join Scouts
- Fun with a purpose!

The Cost of High Adventures



RULE OF THUMB:
ACTUAL FEE FOR THE ADVENTURE
~1/3 OF OVERALL BUDGET



BALANCE SPENT ON AIRFARE,
TRANSPORTATION, MEALS,
SIGHTSEEING, CREW GEAR, TRAINING



TOTAL: \$1,500 - \$3,200 + PER PERSON

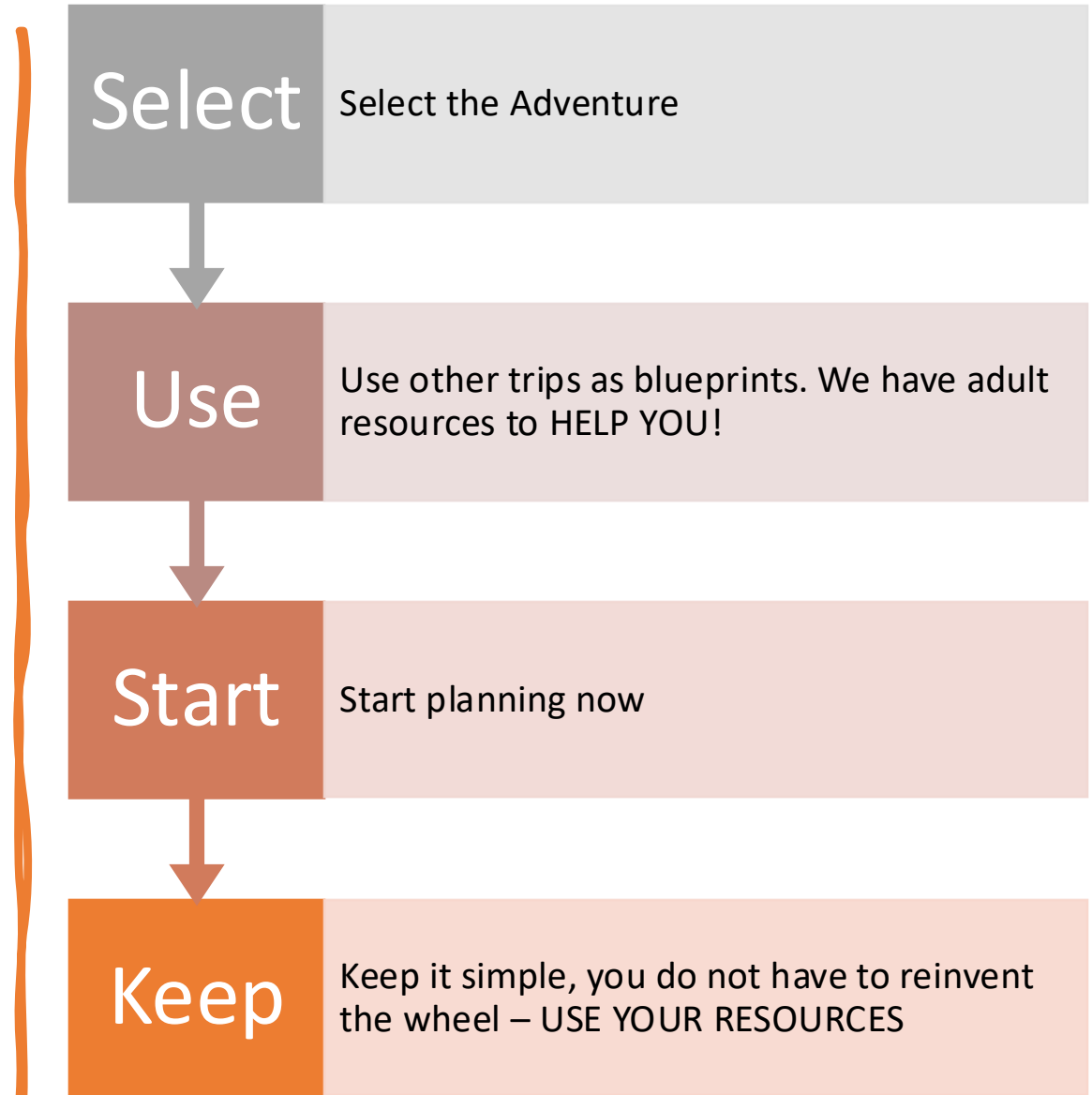
Why
Most of
Us Don't
Get
Started

I don't have the time –
Yes, you do!

Limited opportunity
with your son (2-4 years)

I don't have the skills or
confidence

How to Get Started



Troop 874 Requirements

- Minimum age 14
- Rank: First Class
- Up-to-date health & medical record (A, B, C)
- *Leaders may alter requirements if safety allows*

How do I plan all of this? (6 easy steps)

1. Decide the
Adventure

2. Confirm with
the Scout
Master

3. Create
interest at
Scout meetings

4. Have enough
Scouts and
Adults

5. Register for
the Event

6. Get Started !

Youth-led Crew Best Practices

Crew led by youth

Use duty roster

Adults are members too

Crew leader leads by example



Traveling Best Practices

- Class A uniforms or Defined Shirt for travel
- Photo ID for age 16+ if possible
- Multiple medical forms & insurance cards
- Notebook with info & phone numbers



Setting Expectations Best Practices

- We are a crew, not individuals
- Everyone does more than their share
- All follow Crew Leader direction
- Live by Scout Oath & Law at all times

Scouts Feedback

“Our sister crew, and other
interactions with the troops”

“Ingenuity of our crew”

“Hiking up the hill and seeing Baldy for the first time”

“Making friends”

“The programs”

“The jokes”

“Making great connections with other Scouts”

“The views”

“Everyone worked hard”

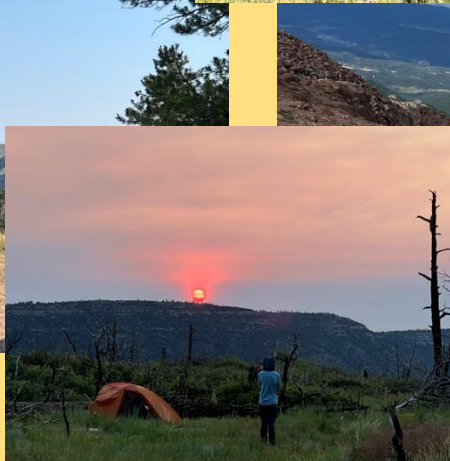
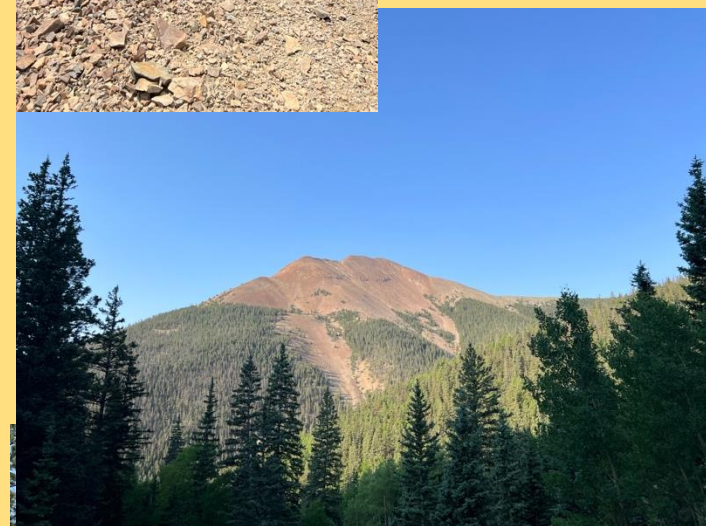
“the food”

“The journey”

“Seeing the sunsets on the mountain range”

“Top of Baldy was amazing”

Philmont





Most Importantly

Have Fun! It will be an AMAZING Time