



Order of the Arrow 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: 55 Minutes

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

Session Narrative

OA High Adventure: An Outdoor Leadership Experience

3 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. 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 will last a life time, as well as the lessons learned while on the trek.





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"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.

Trainer Tip: *If a projector is not available, then handout the OA High Adventure pamphlet to each participant.*

The High Adventure Experience

22 Minutes

A) Introduction (The Basics)

Trainer Instructions: *Ask the audience to raise their hands when they have been to an OA High Adventure that you mention. This will help you 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
 - b. Get to work and play
 - c. Meet and interact with Arrowman 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. Go to <http://adventure.oa-bsa.org/>
 - b. Print out application, or register online (new 2015)
 - c. \$50 non-refundable deposit due at processing
 - d. Receive lodge adviser and Scout executive permission (email or signature)
4. Costs/Length/Age
 - a. OASE: \$250, 8 days long, 14-17 years old
 - b. OATC: \$300, 14 day trek, 16-20 years old
 - c. OAWV/OACO: \$200, 14 day trek, 16-20 years old
 - d. OAOA: \$500, 10 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





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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
 - 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
5. Gear
 - 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

C) The Programs

1. OA Summit Experience
 - a. Started in 2014
 - b. Meant to be used as a introduction to OAHA
 - c. Led by two foreman, at least one trained in Wilderness First Aid and CPR
 - d. Build mountain biking trail in the New River Gorge (1st half)
 - e. Crews get to choose three activities to do at SBR
 - f. Activities: mountain biking, climbing, skateboarding, canopy tours, zip line
 - g. All crews go whitewater rafting in the New River Gorge
 - h. Gear: hiking boots, water shoes, backpack, mess kit, etc.
2. OA Trail Crew
 - a. Started in 1995





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- b. Backpacking focused (hiking)
 - c. Led by two foremen per crew, first aid and CPR certified
 - d. Learn the fundamentals of trail building (1st week)
 - e. Plan your own trek from the Tooth of Time to Mount Baldy (2nd week)
 - f. Shuttle for Philmont leaves the day before your trek
 - g. Gear: socks, broken in boots, foot care, at least 4 water bottles, warm clothes
3. OA Wilderness Voyage
 - a. Started in 1999
 - b. Takes place in Boundary Waters Canoe Area Wilderness
 - 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)
 - f. Become Leave No Trace trained, fishing allowed
 - g. Gear: jungle boots, quick-dry clothing, etc.
 4. OA Canadian Odyssey
 - a. Started in 2009
 - b. Passport or passport card required
 - c. Similar to OA Wilderness Voyage
 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. War Canoe Ocean to Big Munson Island and Florida Scout Camp
 - e. Invasive species removal, erosion control, preservation (1st half)
 - f. Crew a 40ft. sail boat, snorkel, fish, and visit the Pacific and Atlantic Oceans
 - g. Gear: waterproof camera, sandals, swimsuit, long sleeve shirt, towel, etc.
- D) Other
1. The OAHA Triple Crown Award
 - a. Attend three different bases with the OA High Adventure program
 - b. Also receive a signed certificate by the national officers
 - c. Very few have earned this honor
 2. Testimonies
 - a. Why would I send my son/Scout by himself for two weeks into the wilderness?
 - b. Testimonials...
 - c. Ask for testimonials in the audience.

Meaningful Service Projects

3 Minutes

Trainer Instructions: *Scroll back through the PowerPoint and show the audience the different service projects that were performed by OA High Adventure crews. Ask the audience what a meaningful service project means to them.*

A meaningful service project is something that has lasting impact. It is more than setting up tents or spreading woodchips. All OA High Adventure service projects are meaningful and save the bases/community thousands of dollars in labor and supplies. Taking





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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 on Big Munson Island, you are able to come back in the future and see that your hard work paid off, because the project is lasting in impact.

Activity: Plan Your Own Adventure

25 Minutes

In every OA High Adventure program, participants get to plan and decide what their 2nd half (recreation trek) of their adventure will be. At Philmont, you get to plan your trek and hit all of the exciting locations you have dreamed of. At SBR, you can pick any three of the activities offered at the base (you already get to do the Big Zip and White Water rafting). At Sea Base, you can go fishing, snorkeling, shark fishing, and paddle boarding. At Northern Tier, you can choose some of the sites you want to see, including scenic overlooks, waterfalls, pictographs, and trails of historic significance.

Breakout

15 Minutes

Split the group into 3-4 smaller groups and have the audience mix with other lodges. It is preferred that they are with people they may not yet be familiar with. This is the same way in an actual OA High Adventure program. Have each group pick a different high adventure base and plan their ideal trek week. This should include what they want to do and where they want to go. It can also be fun to have them share “fantasy” antidotes about their trip, or what they are looking forward to most. Have them pick the food they will be cooking, who will be the trek leader, etc. Make it fun! Hand each group a map and list of activities of the base they picked and let them be creative.

Trainer Tip: *For this activity it may be helpful to have past participants of those programs picked assist groups in the planning of their future treks. Make sure to assign/brief these group leaders beforehand, and help them understand that this is “Their Adventure”. They should act like a foreman and guide them in the trek making process.*

Debrief

10 Minutes

Have all groups share the trek they planned if time allowed. Demonstrate that every OA High Adventure trek is different, even at the same base. It is truly a one of a kind life changing experience. Have them explain the struggles/lessons they learned planning a trek with people they may have not known before. It is very common to be a group of strangers when you first meet your actual OA High Adventure crew. It is important to show the fast friendships that can be made while on this type of adventure.

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





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take ownership of national high adventure bases and the surrounding community through lasting meaningful service projects. It allows youth to attend a BSA High Adventure program for a fraction of the cost and a longer trek experience. Finally, it gives them the chance to learn something about themselves and provides them with life changing memories. OA High Adventure: "An Adventure Like No Other".

Trainer Tip: *Make sure to have OA High Adventure applications on hand to give to any interested youth, or an adult leader who would like to give it to a youth. Encourage every youth to attend OA High Adventure and make sure they know how to sign up or find section/lodge camperships.*

Trainer Note

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 was a past foreman, but any participant of the program will be able to present this training. It may also be useful for the trainer to recruit breakout group leaders who have participated in at least one of the OA High Adventure programs. These group leaders will act as pretend crew foreman to guide participants during the breakout session.

