

The Adventure Plan (TAP)

Time Available

10 minutes.

Learning Objectives

At the conclusion of this session, participants will be able to:

- Fill out The Adventure Plan

Suggested Presenter(s)

Have one or more of the following people present this topic:

- District Program Chair
- Scouter Familiar with TAP
- Roundtable Commissioner

Presentation Method

Discussion with handouts

BSA Reference Materials

- [The Adventure Plan](#)
- [TAP Resources](#)
- [Guide to Safe Scouting](#)
- [Age Appropriate Guidelines](#)

Presentation Content

The Adventure Plan (TAP) is an online tool to guide unit leaders—Cubs, Scouts and Venturers and Sea Scouts—through all stages of Adventure planning.

Outdoor adventure is a key element of youth development in all of the Boy Scouts of America programs. Just as young people grow, learn and mature in a continuing progression of experience so, too, do the camping and outdoor programs of the BSA. The BSA offers a continuum of experiences based on the age, interest and ability level of youth and BSA offers recognition awards for all levels of Scouting Outdoor *Adventures*.

The Adventure Plan (TAP) provides a one-stop set of tools to help adult and youth leaders envision, plan, prepare and conduct safe, exciting and successful outdoor *Adventures*. Your unit *Adventure* may be as simple as an overnight backpacking trip or bike ride, or maybe it is a week-long or longer activity. This online planning guide has been created for all levels of Scouting from Cub Scouts to Venturing. Not all the steps outlined in this guide will apply to your unit's *Adventure*. What steps apply will depend on what type of *Adventure* your unit selects. As you progress through the guide, you will find links to BSA guidelines, forms and on-line training sites essential for planning and conducting safe and exciting unit *Adventures*. In [Resources](#), you will find a comprehensive listing of all such links, plus additional references you may find helpful as you build your unit's next outdoor *Adventure*.

Depending on the number of participants on an *Adventure*,

your unit leadership may decide to divide your contingent into two or more "sub-groups." These groups are typically known as dens, patrols, teams or crews. Throughout this planning guide all "sub-groups" will be referred to as "crews."

Every adventure starts with an idea. Maybe it is a suggestion to the Patrol Leaders Council, or maybe it comes from the unit committee or maybe from the unit's adult leadership, but ideally it should be an adventure that the youth of the unit are excited about and committed to. Some adventures can be planned in a short period of time; some may take 18-24 months depending on the adventure. Some of the national BSA High Adventure Bases start taking reservations 18 months ahead of time.

Our Pledge of Performance

WE AGREE TO:

1. notify the local Council in the event our itinerary or activity changes.
2. plan our activities by and adhere to the policies contained in the [Guide to Safe Scouting](#), [Age Appropriate Guidelines for Scouting Activities](#) and the [Sweet 16 of BSA Safety](#).
3. enforce reasonable travel speeds (in accordance with national, state and local laws) and use only vehicles that are in safe mechanical condition.
4. apply for a fire permit from local authorities in all areas where it is required.
5. be certain that fires are attended to at all times and we are adhering to all fire regulations.
6. be a credit to the Boy Scouts of America at all times, and we will not tolerate rowdy behavior and poor conduct and we will keep a constant check on all members of our group.
7. maintain high standards of personal cleanliness and orderliness and will operate a clean and sanitary camp, leaving it in a better condition than we found it.
8. not litter or bury any trash, garbage or tin cans. All rubbish that cannot be burned will be placed in a tote-litter bag and taken to the nearest recognized trash disposal site or all the way home, if necessary.
9. not deface natural or man-made objects.
10. respect the property of others and will not trespass.
11. not cut standing trees or shrubs without specific permission from the landowner or manager.
12. notify, in case of emergency, our local council Scout Executive, our parents and our single point of contact.
13. if more than one vehicle is used to transport our group, we will establish rendezvous points at the start of each day and not attempt to have drivers closely follow the group vehicle in front of them.

14. identify and agree to follow all land-use policies (public and private) in effect at the location of the *Adventure*.
15. complete all the necessary training required to conduct and lead the programs and activities outlined in this website.
16. not disturb archeological artifacts and sites.

There are four phases to *Adventure* planning:

I ADVENTURE SELECTION

TAP Step 1: [Website References, Guidelines and Forms](#)

TAP Step 2: [Leader Training Requirements](#)

TAP Step 3: [Adventure Planning and Support Team](#)

TAP Step 4: [Activities List](#)

TAP Step 5: [When to Go](#)

TAP Step 6: [Where to Go](#)

TAP Step 7: [Where to Go](#)

TAP Step 8: [Physical Limitations](#)

TAP Step 9: [Coed Considerations](#)

TAP Step 10: [Travel Options](#)

TAP Step 11: [Reservations and Permits](#)

★ TAP Step 12: [Budget and Rough Drafts](#)

★ TAP Step 13: [Camperships / Financial Aide](#)

TAP Step 14: [Review the Itinerary, Budget, Rough Draft Worksheets](#)

TAP Step 15: [Promotion and Preparation Plan](#)

TAP Step 16: [Parents Meeting](#)

II PREPARATION

TAP Step 17: [Leaders Guides and Destination Websites](#)

TAP Step 18: [Obtain Participant Commitments](#)

TAP Step 19: [Prepare the Adventure Planning Timetables](#)

TAP Step 20: [Adventure Records Manager: Participant Records](#)

TAP Step 21: [Complete Itinerary Worksheet](#)

TAP Step 22: [Make Reservations](#)

TAP Step 23: [Adventure Crew Organization](#)

TAP Step 24: [Duty Roster](#)

TAP Step 25: [Maps](#)

★ TAP Step 26: [Prepare Detailed Budget](#)

★ TAP Step 27: [Adventure Expenses, Income and Fees](#)

TAP Step 28: [Insurance](#)

TAP Step 29: [Training](#)

TAP Step 30: [Physical Conditioning](#)

TAP Step 31: [Skill Practice](#)

TAP Step 32: [Health and Safety](#)

TAP Step 33: [Private Vehicles](#)

TAP Step 34: [Health Forms](#)

TAP Step 35: [Emergency Preparedness](#)

TAP Step 36: [Emergency Phone Numbers](#)

TAP Step 37: [Injuries During the Adventure](#)

TAP Step 38: [Mobile Phone APPs](#)

TAP Step 39: [Crew Equipment](#)

TAP Step 40: [Equipment Purchases and Rentals](#)

TAP Step 41: [Individual Equipment](#)

TAP Step 42: [Prepare Menus](#)

TAP Step 43: [Shakedown](#)

TAP Step 44: [Cash Advances](#)

TAP Step 45: [Reconfirm all Reservations](#)

III The Adventure

TAP Step 46: [En-route and at the Destination](#)

TAP Step 47: [Record Keeping](#)

TAP Step 48: [Keep a Journal](#)

IV After the Adventure

★ TAP Step 49: [Budget Recap](#)

TAP Step 50: [Final Report](#)

TAP Step 51: [Awards](#)

TAP Step 52: [Post a Review](#)