

BOATING SAFETY ACTIVITIES

EDUCATION AND FUN WITH A PURPOSE



“REMEMBER, I’M GOING BOATING”

Activity:

This activity takes place in a circle and everyone’s memory counts. Each participant in the circle will receive a blank float plan (at right). This float plan can be modified to age and/or boating experience level of the participants.

One participant in the circle will start the game off by saying, “I’m going boating and I’m leaving from **location**.” The next person will have to repeat what the person next to him said and then add something new from the blank plan. (“I’m going boating and I’m leaving from **location** at **9:00 a.m.**”) You keep this going around the circle until one person cannot remember the float plan details already stated. That person is out and you see if the next person can complete the float plan phrase.

Purpose:

This activity demonstrates the importance of completing a float plan before going boating and leaving it with someone who can be depended upon to notify the Coast Guard or other rescue organization, should you not return as scheduled. As evident with this activity, telling someone you’re leaving and relying on their recollection is a poor substitute for a written and detailed float plan.

FLOAT PLAN

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| 1. NAMES AND ADDRESSES OF PERSONS ON BOARD: | 8. DESCRIPTION OF BOAT: |
| 2. DATE LEAVING: | 9. REGISTRATION NUMBER: |
| 3. DEPARTURE TIME: | 10. LENGTH: |
| 4. DATE OF RETURN: | 11. MAKE: |
| 5. ARRIVAL TIME: | 12. COLOR: |
| 6. DESTINATION(S): | 13. OTHER: |
| 7. IF NOT BACK BY DATE OF RETURN NOTIFY THE FOLLOWING: STATE BOATING AGENCY: U.S. COAST GUARD: OTHER: | 14. VEHICLE LOCATION (PARKING): 15. VEHICLE DESCRIPTION: 16. VEHICLE LICENSE: |



“HOUDINI IN REVERSE”

Activity:

With plenty of safety observers and participants with competent swimming abilities, select only two participants at a time. After the participants are in the water, instruct them that they are in a race for their lives. They’ve just fallen overboard and were not wearing life jackets. At the sound of a whistle, life jackets are thrown three to five feet in front of the participants. Each participant must first, get the life jacket; second, put it on; and third, have it properly buckled. To promote a level playing field, it’s recommended each participant have the same type and same fasteners on their life jackets. The challenge continues with pairs of contestants and their posted times. The participant with the lowest time is crowned “Houdini of the Pool.”

The follow-up to this crowning is the lesson that as a matter of survival when thrown or falling overboard, trying to put a life jacket on in water is a tremendous waste of time, energy and not something everyone is athletically-inclined to accomplish.

Seth shows what our next in-water activity is about—putting a life jacket on in water isn’t easy. Aside from wet clothing interfering with one’s dexterity, putting on a life jacket in water wastes precious time and energy when rescue and survival are most important.

www.safeboatingcouncil.org



Purpose:

To show that an integral part of boating safety is to...**BOAT SMART** from the start and **ALWAYS** wear your life jacket.