

AQUANAUT

The Aquanaut can be a fun time for the boys. Choose a summer day, either at the end of the school year, or right before school starts. You'll get more boys and less vacation absences. You will need several parents to assist, and some equipment.

IMPORTANT: Review the Guide to Safe Scouting before starting this. Swimming requires ample supervision. Make sure that you have permission slips from your parents!

RESOURCES:

Snorkeling gear for two boys. Ask around, check with Explorer Posts, or SCUBA shops.

Rubber rowboat with oars.

Lifejackets for at least 2 boys, sized appropriately.

Life Saving Ring, and a pool net with a long pole.

Swimming Pools (preferably 2 in the same area.)

Lifeguards - at least 1 per pool.

Adults- 1 for Snorkeling, 1 for Rowboats and Safety, 1 for Swimming Test/Pool Practice, 1 Lookout

HOW TO:

Choose a public pool with lifeguards. This works best with two pools. One smaller pool with a shallow end for the snorkeling, and at the other end, room for a rubber 1 person rowboat. A lifeguard should be stationed at this pool, with an adult performing the snorkeling activities, and an adult working with the rowboat/boat safety. The larger pool is where the swimming 'test' and stroke activity will occur. Make sure that there is a lifeguard stationed here, an adult in the pool with the boys while they swim, and an adult as a lookout.

Have the boys review swim safety, create buddy tags in a previous meeting.

Review with the boys and the boy's parents who can and cannot swim. The boys that can swim, and have permission to swim, should line up ready to jump feet first into the deep end of the pool. Stage this so that the boys have at least a minute interval between each boy jumping in. The boy should jump into water over his head, swim under water a few strokes, then surface, and swim a lap (one side of the pool, near the edge) with one stroke. When he reaches a corner, have him change strokes. The adult as the lookout should be monitoring this. The adult in the pool is the destination for the boys. He/She will work with the boys needing assistance with their strokes, and make sure that they can dive underwater comfortably. This adult will also check that the scout can float.

As the boys finish their laps, they can progress to either the Snorkeling or the Rowboat/Water Safety areas. Allow 2 boys to each area. The other boys should stay in the large pool until it is their turn.

Combine with a pizza party for new Webelos. Also use this time to select the Den "Patrol" emblem, review the uniforms options, and make plans for other Webelos activities.

Neighborhood Water Tournament:

Compiled by Daniel R. Mott: Roundtable Staff District 23, West Jordan, Utah

1. Water pistol duels
2. Fishponds - can be made from cleaned out ice cream cartons or tubs (gallon size). Make "fish" out of sheet metal. Tie toy magnets to string of fishing poles. Numbers painted on fish indicate prizes won by fisherman.
3. Water Pistol Fireman - The object is to shoot out a candle flame with a water pistol. Make up your own rules.
4. Water Nail Driving - Attempt to drive nails in a piece of wood submerged in a water-filled tub.
5. Throw wet sponges at a clown. His head sticks through a hole in a piece of canvas, plastic tarp or other heavy plastic.
6. Fill soda bottles with water carried in paper cups relay fashion.
7. Set up a large metal tub and dunk for apples.
8. Divide the group into "armies" and have a water balloon fight.
9. Play Tug O' War with a hose set up on a ladder spraying water or a mudhole.
10. Skish - is a test of plug-casting skills. You'll need some casting rods, plastic plugs and targets (cardboard boxes, plastic hoops, chalk rings on the cement, etc.)

Buddy Salem Game:

Divide the den into pairs of scouts. Each pair is a separate team. Each player is given a bottle cap. Place a bucket half filled with water in the center of the playing area. Partners should hold onto the other Cub's belt, carrying the bottle cap in their free hand. A circle, 8 feet in diameter is drawn around the bucket.

At the leader's signal teams run to the bucket to fill their bottle caps with water. Both team members must be outside the circle to participate in the game's action which is splash other teams. Teams may keep refilling their bottle caps during the games except when the leader yells "Buddies." At this, no one may splash or refill, but everyone stops where they are and hold their arms high. Those caught splashing or refilling after "Buddies" is called, are out. Resume play until last team remains or time runs out.

Resources:

- Local YMCA
- Sea Sports Scuba
- Houston Scuba Academy
- Neighborhood Pools
- City of Houston Pools
- Coast Guard 713-674-8488
- Red Cross 713-526-8300