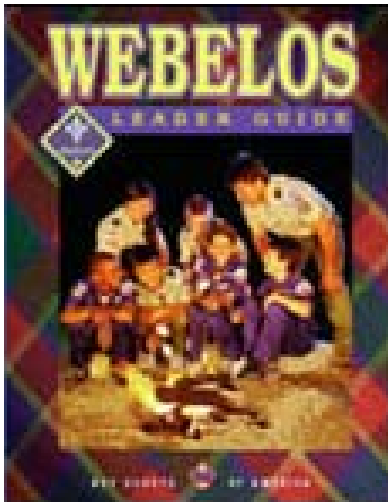
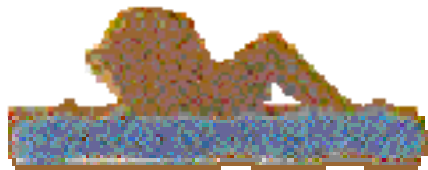


# Webelos Activity Badge

## Aquanaut



Prepared By:

Rich Smith

Cubmaster Pack 133

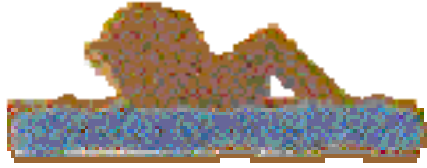
June, 2007

The information in this Activity Badge Outline has come from many sources, including the Internet, BALOO'S BUGLE, the Pow Wow books listed on MacScouter, and some items created especially for this activity by me, often following the requirements of the Webelos Scout book.

Where possible, I have tried to give credit to the source of the material. However, often the same material appears on numerous sites or in numerous sources. My name only appears on worksheets or activities that I developed. If no reference or credit appears on an item, it simply means that it is available from multiple sources or that the source is unknown. I am in no way attempting to take credit for the fine work performed by other Scouters. I have only tried to assemble the available information that I have collected over the years, and supplement it with my own work when the Webelos requirements changed or when a specific need was not met by the available resources. Other Scouters have gone before me in this endeavor, such as Barb Stephens and R. Gary Hendra, and to them I offer my thanks.

Please use this information in the spirit that it was intended – to make the job of the Webelos Leader easier by providing a format to follow with the necessary resources to fulfill the requirements of the Activity Badge, while providing the Scouts with fun and interesting activities!

Rich Smith  
Cubmaster  
Pack 133  
Coatesville, PA



## Aquanaut

### **Do These:**

1. Jump into water over your head. Level off and swim 100 feet, at least half of this using a backstroke.
2. Stay in the water after the swim and float on your back or front, and demonstrate survival floating.
3. Put on a personal floatation device (PFD) that is the right size for you. Make sure it is properly fastened. Wearing the PFD, jump into water over your head. Show how the PFD keeps your head above water by swimming 25 feet. Get out of the water, remove the PFD, and hang it where it will dry.

### **And Do Three of These:**

4. Do a front surface dive and swim under water for four strokes before returning to the surface.
5. Explain the four basic water rescue methods. Demonstrate reaching and throwing rescues.
6. With an adult on board, show that you know how to handle a rowboat.
7. Pass the BSA "Swimmer" test:
  - Jump feet-first into water over the head in depth, level off, and begin swimming.
  - Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl.
  - Then swim 25 yards using an easy, resting backstroke.
  - After completing the swim, rest by floating.
8. While you are a Webelos Scout, earn the Cub Scout Sports belt loop for swimming.

# Aquanaut Signoff

Requirement							
<b>Do all of these requirements:</b>							
1. Jump into water over your head and swim 100 feet, at least half using a backstroke.							
2. Float and demonstrate survival floating.							
3. Jump into water over your head wearing a PFD. Keep your head above water while swimming 25 feet. Get out of the water and hang the PFD where it will dry.							
<b>And do three of these requirements:</b>							
4. Do a surface dive and swim under water for four strokes.							
5. Explain the four basic water rescue methods. Demonstrate reaching and throwing rescues.							
6. With an adult, show that you can handle a rowboat.							
7. Pass the BSA "Swimmer" test: <ul style="list-style-type: none"> <li>• Jump feet-first into water over your head and swim 75 yards in a strong manner.</li> <li>• Swim 25 yards using an easy, resting backstroke.</li> <li>• Rest by floating.</li> </ul>							
8. Earn the Sports belt loop for <b>Swimming</b> .							

# Aquanaut Activity Badge

1. Premeeting Activities
  - a. Aquanaut Word Search *(Handout)*
  - b. Water Word Search *(Handout)*
  - c. Another Aquanaut Word Search *(Handout)*
  - d. Ocean Objects Word Search *(Handout)*
  - e. Pool Patrol (Pool Safety) *(Handout)*
  - f. Water Fun and Safety Quiz *(Handout)*
2. Introduction
  - a. Background Information
  - b. Ideals for Den Activities
3. Swim Test p 84 *(Requirement 1)*
  - a. Teach the backstroke
4. Demonstrate Survival Floating p 88 *(Requirement 2)*
  - a. Learn Drownproofing *(Handout)*
5. Surface Dive *(Requirement 4)*
  - a. Teach surface dive
6. Personal Floatation Devices p 99 *(Requirement 3)*
  - a. Play “Your Boat is Sinking” *(Handout)*
7. Explain the 4 Basic Rescue Methods p 97 *(Requirement 5)*
  - a. Demonstrate reaching & throwing *(Handout)*
  - b. Play “Lifeline Throwing Test” *(Page 32)*
  - c. Play “Life Preserver Throw” *(Page 32 )*
8. Handling a boat p 98 *(Requirement 6)*
  - a. List and discuss safe boating rules *(Handout)*
  - b. Play the Suitcase Race game
9. Earn the Swimming Belt Loop p 100 *(Requirement 8)*

*Rich Smith*  
*5/15/2007*

## How To Use These Resources

1. Review the requirements of the Aquanaut Activity Badge and become familiar with the requirements. They require the Scout to be able to swim and to be comfortable in the water. If you have Scouts that cannot swim, arrangements should be made to teach them.
2. Decide how to breakup the requirements into Den Meetings. It is very difficult, although possible, to successfully complete this Activity Badges in a single Den Meeting. Generally it takes at least two sessions to fulfill the requirements, especially if you will be learning about boat safety.
3. Map out a plan, using the information on the preceding page to fill out each meeting with fun filled activities that will keep your Webelos engaged.
4. Some of these requirements can be done at a Den Meeting, while others obviously must be done at a pool. During the summer these can be done at the neighborhood pool or local swim club. During the winter they might be done at a local YMCA, high school pool, or local college pool.
5. Start each Den Meeting, whether inside or poolside, with a Gathering Activity from the resource list. It will keep the boys occupied and lead into the Aquanaut activities.
6. Introduce the Activity Badge using the information from the Introduction to the Aquanaut Activity Badge resource, combined with your personal experience.
7. Break up the Den Meeting and pool activities with games from the Aquanaut Games resources or with another of the Gathering Activities. This will insure that the boys are having fun while getting used to the water.
8. Dedicate one meeting night to earning the Swimming belt loop.
9. If possible, arrange for a Scuba demonstration at a local dive shop or outfitters.
10. Finish off the month by learning a song or a skit with a water theme for the Pack Meeting. Choose from the resources contained at the back of this packet or find one from your other resources that better suits your needs or interests.

# Introduction to the Aquanaut Activity Badge

Modified from Santa Clara County Council 2000 Pow Wow

*Aquanaut* is a term that isn't even found in the new dictionary, but it is a part of our Webelos Scout terminology. An aquanaut might be defined as one who is at home in and on the water.

Remember to treat each boy as an individual in his ability to swim. Some boys will be unable to swim or will be afraid of the water. The purpose of these requirements is for each boy *to learn* and *to do his best*, no matter what his swimming ability.

Swimming is one of the best sports that a boy can be involved in. It is one of the few sports in which every muscle in the body is exercised. Through learning to swim, each boy will gain a sense of achievement, as well as gaining a skill that may save his life some day.

Swimming and water safety go hand in hand and it is important that Webelos Scouts not only can swim, but also are water safety conscious. Being at home in water is self-defense against water tragedies.

The aquanaut requirements are simple. They represent the most important of all Webelos requirements because life depends on them. *Swimming is one of the skills that once learned, lasts a lifetime and provides excellent exercise.*

To help the boys feel at home in the water, get them to play some water games. If they have any fear of water, work with them one on one. The familiarity with water will normally lead to greater proficiency in water sports, which is the aim of the requirements for the badge

The Aquanaut badge is designed for Cubs who are good swimmers. Any Cub who is not a good swimmer deserves *special attention* by someone who can teach beginners. Before attempting to do any games for this badge, it is important that all Cubs should be aware of safety rules regarding swimming and boating.

One of the main points of this badge is to teach safety rules. These rules will be found at every Scout waterfront. The rules may not particularly impress a Webelos Scout this year at the neighborhood pool where he swims daily, but at summer camp, their value should become apparent to him.

The National Cub Scout Learn-to-Swim program is encouraged for all Cub Scouts. Webelos Scouts have an additional opportunity, through the Aquanaut Activity Pin, to take part in a character building process as well as to learn skills which could conceivably one day save his or another person's life. It will also be the springboard from which they can earn a Swimming Merit Badge in Boy Scouts.

# Some Suggested Den Activities

From Baloos' Bugle June 2006

Great Salt Lake Council

- Invite a member of a scuba diving team to come to your meeting and bring equipment to demonstrate. Scuba demonstrations can be arranged at a local dive shops and outfitters.
- Go to see a swim meet or diving competition at the high school or college. Talk to the coach.
- Invite several Boy Scouts to come to your meeting and talk about earning water merit badges. Ask them to tell about the summer camp waterfront activities they have enjoyed. Have them demonstrate and teach water rescue techniques.
- Visit your local police station and talk to the water search and rescue team. How often are they called out? What are some of the circumstances? What equipment do they take along?
- Discuss the importance of the buddy swimming system.
- Have a demonstration of mask, fins, and snorkel by an expert.
- Take the Den swimming. Let them try to pass the 100-foot requirements, and surface dive and snorkel optional requirements.
- If a rowboat is available, have boat safety methods and rowing techniques demonstrated by an expert. Give boys a chance to practice the methods. Invite parents to come along.
- Teach the four basic rescue methods. Let boys' practice reaching and throwing a lifeline for rescue.
- Practice rescue breathing on a dummy.
- Go to a canoe or sailboat race.
- Invite an expert to explain how to handle emergencies in the water. (Contact a swim instructor, the YMCA or Coast Guard)
- Visit a boat yard.
- Have a quiz on boat safety rules.
- Study the Safe Swim Defense plan.
- Learn about water pollutants in lakes and rivers in the area. How do they affect water consumption and recreation?
- At the end of the month, have a family splash party where Webelos Scouts can demonstrate proficiency in swimming, snorkeling, boating, and water rescue. Include games that the whole family will enjoy playing. Allow Webelos to bring their friends (a good recruiting idea). Alternately, have a parent and scout swim coupled with swim tests and instruction in using fins, mask and snorkel
- Attend a show featuring a Rescue and Recovery Unit.
- Demonstrate boat safety and practice at a local body of water. Watch the sun set from offshore.



# Aquanaut Word Search

By Rich Smith

## Directions

Find the words in the puzzle that are listed below.

The words are horizontal, vertical, and diagonal, forwards and backwards.

All of the words are associated with the Aquanaut Activity Badge!

Put the unused letters in the boxes to find a hidden message!

B A C K S T R O K E U S E R  
R O W B O A T T H I E B U U  
E D A Q U A N A U T C D Y L  
A S D T H R O W I N G K Y E  
T F I N S S T L E K R O N S  
H E V C R A W L M L O O P W  
D R E A C H F L O A T A S I  
E E D F L I F E G U A R D M  
N S Q S I D E S T R O K E M  
S C U B S B U D D Y S W E I  
J U M P B E A R W A T E R N  
R E G N A D A D M W O L F G

H I D D E N M E S S A G E

 !

AQUANAUT  
BACKSTROKE  
BOAT SAFETY  
BREATH  
BUDDY  
CRAWL  
DANGER  
DIVE  
FINS

FLOAT  
JUMP  
KICK  
LIFE GUARD  
MASK  
OAR  
POOL  
REACH

RESCUE  
ROWBOAT  
RULES  
SIDESTROKE  
SNORKEL  
SWIMMING  
THROWING  
WATER

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R O W B O A T T H I E B U U  
E D A Q U A N A U T C D Y L  
A S D T H R O W I N G K Y E  
T F I N S S T L E K R O N S  
H E V C R A W L M L O O P W  
R E A C H F L O A T A I  
E L I F E G U A R D M  
S S I D E S T R O K E M  
C B U D D Y S I  
J U M P W A T E R N  
R E G N A D M G

H I D D E N M E S S A G E

U S E T H E B U D D Y S Y S T E M !

AQUANAUT	FLOAT	RESCUE
BACKSTROKE	JUMP	ROWBOAT
BOAT SAFETY	KICK	RULES
BREATH	LIFE GUARD	SIDESTROKE
BUDDY	MASK	SNORKEL
CRAWL	OAR	SWIMMING
DANGER	POOL	THROWING
DIVE	REACH	WATER
FINS		

# Water Word Search

Santa Clara County Council 2007 Pow Wow

Find the words in the puzzle that are listed below.

The words are horizontal, vertical, and diagonal, forwards and backwards.

All of the words are associated with the Water Fun and Safety!

X G Z D S G G Y O I P A N J U B Z W T E  
R C C K P K F N G Z P T T T E G C V H B  
M T Y Y J E G T I N P L G E Z H R M G X  
P N U S K S K T A F F W N W F I M O W M  
Q K K P Q W N A F O R U I Z O Y C M I A  
B M A R C O P O L O B U H D G B Q F Y T  
Z K G I H K D L O Y J L S M R U Y N X X  
X T W N K N O F A L R R I W U D F P A L  
D J A K L U A A T H L O F A M D S W X F  
M D P L N Z H Y I X R A M T S Y G X P G  
N B G E E E D T N B G T B E J S N S S Q  
Y C N R O W M E G F H A L R M Y I N O L  
K G A S X A T F R B J U I S E S L Z O M  
C Y N O Y X D A I M R T F K D T I Y T J  
F B F I P H J S O Y A I E I H E A L J G  
J C G W T I D L E B Z S G I O M S W Q S  
B R M U P A P B W K W F U N F U N F U N  
X I N V Q M O C E J Q O A G R P A R V R  
V Q C U V W K B R Z V C R B L M U L C W  
Q A J H W C M E J O R F D A F G Z W B K

BOATING

BUDDY SYSTEM

CANOE

FISHING

FLOATING

FUN FUN FUN

LIFEGUARD

MARCO POLO

MEMORY LAKE

OBEY RULES

PFD

ROW BOAT

SAFETY

SAFETY AFLOAT

SAIL BOAT

SAILING

SPRINKLERS

SURFING

# Aquanaut Word Search

Circle Ten Council 1999 Pow Wow

Find the words in the puzzle that are listed below.  
The words are horizontal, vertical, and diagonal, forwards and backwards.

R A B A Q U A T I C S C D E B  
O E R G H I J A K L M L M N U  
W O S P Q R S R T U V I I W D  
X Y Z C Z Y X G W V U F W T D  
S R Q P U O N E M L K E S J Y  
W I H G R E E T D C B L E A P  
O B U D D Y B O A R D I F Z L  
R A B C D E L R F G H N A I A  
H I K L M E N O E R M E S Q N  
T R S T K U V W X A Y Z M N Q  
P Q R R S T U V S W T X Y Z A  
B C O D S E F K G H I H I K L  
Z N Y X N W V L O O P U I T S  
S W I M I R Q P O N M L K N O  
J G N I F O O R P N W O R D G

AQUATICS

FINS

GO

LIFE LINE

BUDDY PLAN

DROWN PROOFING

RESCUE BREATHING

MASK

POOL

ROW

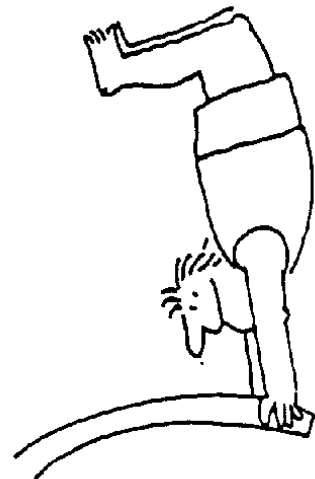
SAFE SWIM

SNORKEL

SWIM

TARGET

THROW



# Ocean Objects Word Search

*Santa Clara County Council*

Find these things that can be found in or on the ocean.

Look up, down, across, backwards and diagonally:

BOAT

GULL

SHARK

BREEZE

ICEBERG

SHIP

CORAL

LIGHTHOUSE

STORMS

CRAB

OCTOPUS

SUB

EEL

PELICAN

WAVES

FISH

SALT

WHALES

FLOTSAM

SAND

FOG

SEA

The remaining 13 letters, in order, spell the name of a beautiful sea.

L M F N A C I L E P  
A I O F I S H E S I  
R C G E D E M E I H  
O E T H T L A S E S  
C B O A T A S R U B  
S E V A W H T P D R  
H R R A N W O S N E  
A G U L L T L U A E  
A B A R C E F B S Z  
K S T O R M S A N E

**Hidden Word**

-----

# Ocean Objects Word Search

*Santa Clara County Council*

Find these things that can be found in or on the ocean.

Look up, down, across, backwards and diagonally:

BOAT

GULL

SHARK

BREEZE

ICEBERG

SHIP

CORAL

LIGHTHOUSE

STORMS

CRAB

OCTOPUS

SUB

EEL

PELICAN

WAVES

FISH

SALT

WHALES

FLOTSAM

SAND

FOG

SEA

The remaining 13 letters, in order, spell the name of a beautiful sea.

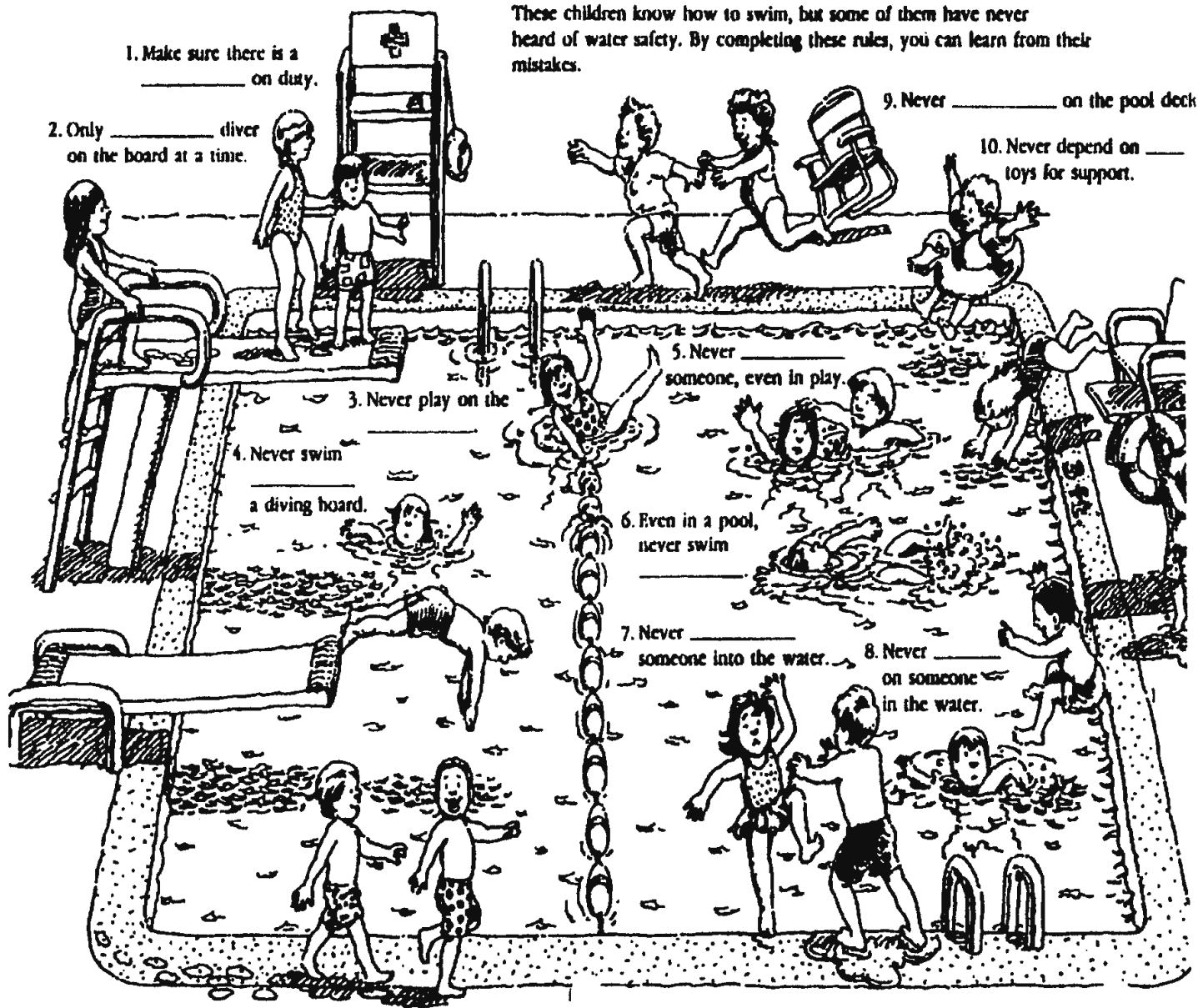
L M F N A C I L E P  
A I O F I S H E S I  
R C G E D E M E I H  
O E T H T L A S E S  
C B O A T A S R U B  
S E V A W H T P D R  
H R R A N W O S N E  
A G U L L T L U A E  
A B A R C E F B S Z  
K S T O R M S A N E

## **Hidden Word**

M E D I T E R R A N E A N

# Pool Patrol

These children know how to swim, but some of them have never heard of water safety. By completing these rules, you can learn from their mistakes.



1. Make sure there is a \_\_\_\_\_ on duty.

2. Only \_\_\_\_\_ diver on the board at a time.

3. Never play on the \_\_\_\_\_

4. Never swim \_\_\_\_\_ a diving board.

5. Never \_\_\_\_\_ someone, even in play.

6. Even in a pool, never swim \_\_\_\_\_

7. Never \_\_\_\_\_ someone into the water.

8. Never \_\_\_\_\_ on someone in the water.

9. Never \_\_\_\_\_ on the pool deck

10. Never depend on \_\_\_\_\_ toys for support.

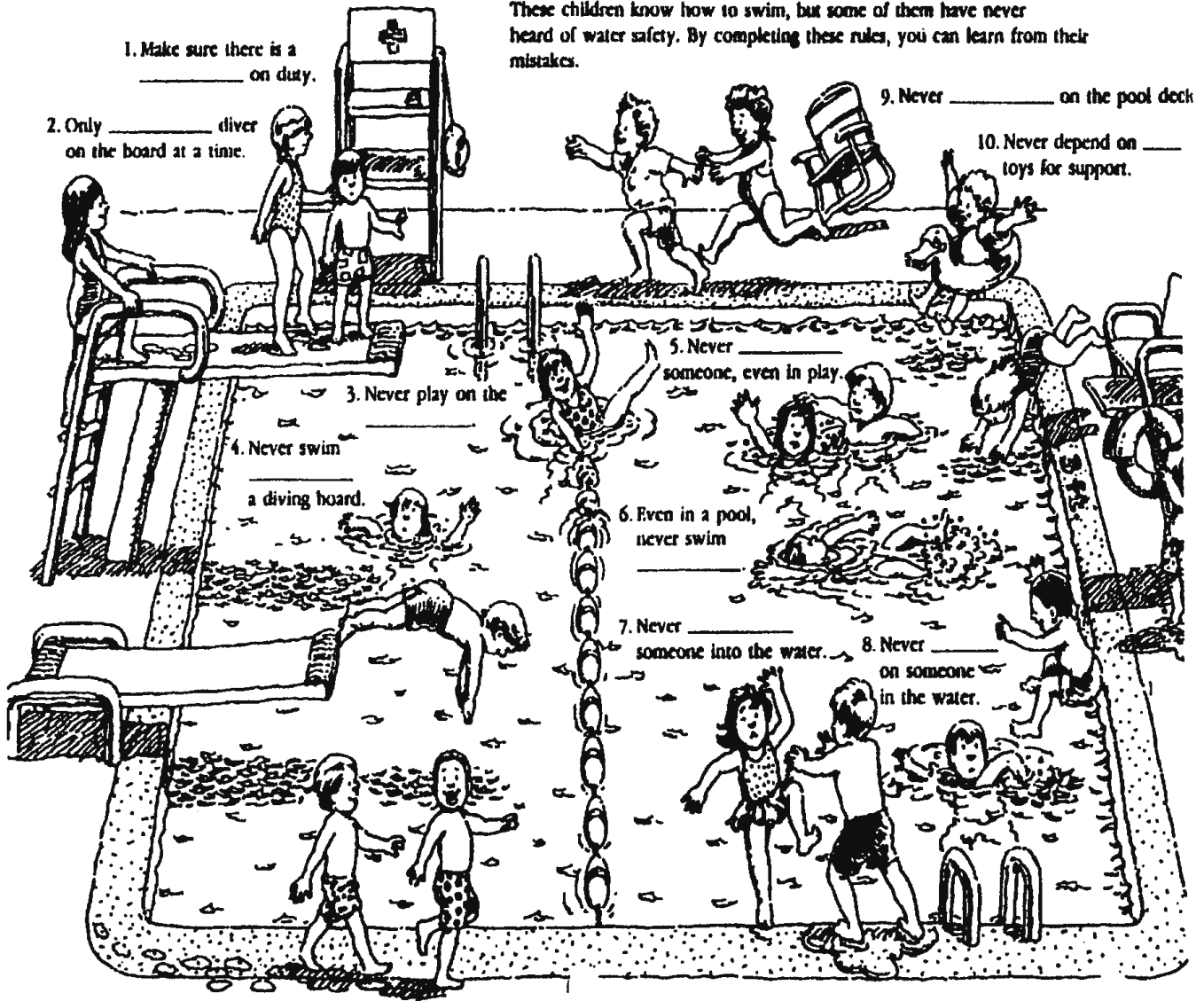
There are 12 rules being broken in this picture. There are clues for 10 of them.  
Super sleuth: Can you find all 12, including the two broken rules that have no clues?

## Answers

- |          |          |          |           |
|----------|----------|----------|-----------|
| 1. _____ | 4. _____ | 7. _____ | 10. _____ |
| 2. _____ | 5. _____ | 8. _____ | 11. _____ |
| 3. _____ | 6. _____ | 9. _____ | 12. _____ |

# Pool Patrol

These children know how to swim, but some of them have never heard of water safety. By completing these rules, you can learn from their mistakes.



There are 12 rules being broken in this picture. There are clues for 10 of them.

Super sleuth: Can you find all 12, including the two broken rules that have no clues?

## Answers

- |                    |                |  |
|--------------------|----------------|--|
| 1. lifeguard       | 6. alone       | 11. Never dive into shallow water  |
| 2. one             | 7. shove       | 12. Life preservers are for emergency use only (Leader may have to point to the life preserver as a clue). |
| 3. pool buoys      | 8. jump        |  |
| 4. around          | 9. run         |  |
| 5. push underwater | 10. floatation |  |



# Water Fun And Safety Quiz

Modified from Circle Ten Council 1999 Pow Wow

## Water Safety

For each statement, circle the correct answer, either DO or DON'T.

- DO DON'T 1. Show off in the water.
- DO DON'T 2. Swim with a buddy.
- DO DON'T 3. Dive into strange or shallow waters.
- DO DON'T 4. Check with your buddy to see if he knows how to swim.
- DO DON'T 5. Go in swimming right after eating.
- DO DON'T 6. Have your family physician give you a physical before starting a swimming course.

## Boat Safety

For the statements below, circle the correct answer(s) to fill in the blanks.

1. In a rowboat, \_\_\_\_\_ people per seat is a safe rule. 1 / 2 / 3
2. \_\_\_\_\_ should wear a life jacket in a boat 20 feet or shorter. Children / Scouts / Adults
3. If your boat tips over, \_\_\_\_\_. swim to shore / hang on to the boat
4. Always keep a lookout for \_\_\_\_\_. other boats / swimmers / sharks

## Swimming and Rescue Safety

Using words from the list below, fill in the correct letter for each description.

- \_\_\_\_\_ Rescue method where you extend something for the victim to grab onto.
- \_\_\_\_\_ This stroke is done on either your left or your right side.
- \_\_\_\_\_ This is the name for swimming with another person.
- \_\_\_\_\_ This rescue method involves providing a floating device to the victim.

A. Throw      B. Buddy System      C. Sidestroke      D. Reach

# Water Fun And Safety Quiz

Modified from Circle Ten Council 1999 Pow Wow

## Water Safety

For each statement, circle the correct answer, either DO or DON'T.

- DO **DON'T** 1. Show off in the water.
- DO **DON'T** 2. Swim with a buddy.
- DO **DON'T** 3. Dive into strange or shallow waters.
- DO **DON'T** 4. Check with your buddy to see if he knows how to swim.
- DO **DON'T** 5. Go in swimming right after eating.
- DO **DON'T** 6. Have your family physician give you a physical before starting a swimming course.

## Boat Safety

For the statements below, circle the correct answer(s) to fill in the blanks.

1. In a rowboat, \_\_\_\_\_ people per seat is a safe rule. **1 / 2 / 3**
2. \_\_\_\_\_ should wear a life jacket in a boat 20 feet or shorter. **Children / Scouts / Adults**
3. If your boat tips over, \_\_\_\_\_. swim to shore / **hang on to the boat**
4. Always keep a lookout for \_\_\_\_\_. other **boats / swimmers** / sharks

## Swimming and Rescue Safety

Using words from the list below, fill in the correct letter for each description.

- D** Rescue method where you extend something for the victim to grab onto.
- C** This stroke is done on either your left or your right side.
- B** This is the name for swimming with another person.
- A** This rescue method involves providing a floating device to the victim.

A. Throw      B. Buddy System      C. Sidestroke      D. Reach

# Aquanaut Activity Badge

## Survival Floating

### Requirement 2

Float on your back or front, and demonstrate survival floating.

From [http://oh.essortment.com/swimmingsafety\\_rkth.htm](http://oh.essortment.com/swimmingsafety_rkth.htm)

Survival floating, back floating and treading water are all types of water floatation that is designed to help your body relax and conserve energy if you do not have a lifejacket.

### Survival Floating

1. In a "Resting Position" face down, let your body float in the water with your knees tucked into your chest. You will be holding your breath concentrating on relaxing your muscles.
2. For the second position known as the "Exhaling Position" of survival floating, make swimming motions with your arms until you surface with your head above the water to exhale.
3. After breathing comfortably for a few minutes, inhale and return to the "Resting Position".

### Back Floating

Also known as "sculling," the back float is preformed by lying flat on your back with your feet relaxed and slightly apart.

Your arms are at your sides moving slowly side-to-side. If you feel yourself sinking, raise your chin putting your head further back in the water.

The key to effective back floating is to relax your body. Very little motion should be required to remain afloat.

### Treading Water

In a sitting position in the water, rhythmically move your arms back and forth at the same time you move your bicycle your legs.

# Aquanaut Activity Badge

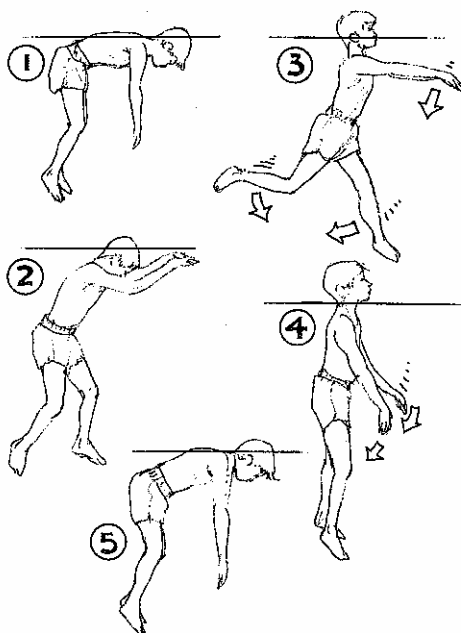
## Survival Floating

### Requirement 2

Float on your back or front, and demonstrate survival floating.

### Drownproofing

From BSA Webelos Leader's Guide



This technique can allow a swimmer to stay afloat indefinitely, and may give confidence to boys who fear the water and do not believe they can float.

1. Relax completely. Be lazy. With the lungs full of air, float facedown, with the back of neck on the surface. Rest for 3 seconds. This isn't a test to see how long you can hold your breath underwater.
2. Get ready to raise your face above the water surface. Extend your arms forward slowly. Get ready to thrust downward with your arms and legs.
3. As you raise your head to the surface, exhale through your nose and mouth. Your shoulders should stay underwater.
4. Keep your head straight and push downward with your hands to keep your head above water. Inhale slowly. There's no rush. With your lungs again full of air, drop your head forward and thrust downward and backward with your arms and legs.
5. Relax. Hold your breath. Let your arms and legs dangle while you float forward. Beginners should rest at least three seconds before repeating step 1. Experts should rest 10 seconds. Avoid bobbing above or below the surface.

# Aquanaut Activity Badge

## Personal Floatation Device (PFD)

### **Requirement 3**

Put on a personal floatation device (PFD) that is the right size for you. Make sure it is properly fastened. Wearing the PFD, jump into water over your head. Show how the PFD keeps your head above water by swimming 25 feet. Get out of the water, remove the PFD, and hang it where it will dry.

### Your Boat is Sinking (on land)

From Santa Clara County Council Pow Wow 2007

**Purpose:** To simulate the difficulty encountered in trying to find a PFD (Personal Flotation Device), and put it on while in a sinking boat.

**Materials Needed:** 3 PFD's of different types, 3 chairs, a watch or clock with second hand.

1. Line the three chairs up like seats in a boat. Place a PFD under each seat, since this is where many people store them.
2. Ask a volunteer to sit in each seat.
3. At your signal, the "boat" will start to sink and each person will have one minute to find the PFD and put it on correctly. (It usually takes only one minute for a non-swimmer struggling to stay afloat to drown.)
4. After one minute, see which ones were able to save themselves and which "drowned".
5. Emphasize the importance of spending that one minute putting on a PFD before getting into a boat. It could save a life.



# Aquanaut Activity Badge

## Water Rescue

### Requirement 5

Explain the four basic water rescue methods. Demonstrate reaching and throwing rescues.

### Basic Water Rescue Methods

Modified from Baloos' Bugle June 2004

Simple rescue procedures an adult can carry out or a boy can use to save a person in trouble when no one else is around. The order of methods to choose is:

#### Reach - Throw - Row – Go, with Support

1. **REACH** with whatever is available or at hand. Stay onshore and reach out with a branch, a stick, or a pole. Then pull the victim to shore.
2. **THROW** a line, a buoy, a floating object to provide support. Takeoff your shirt, kneel down, hold one sleeve and throw out the other sleeve. Or take off your pants and tie one leg to a sleeve if you need a longer "line"
3. **ROW** when the victim is further out, use a boat to save him. In a rowboat, approach the victim with the stern of the boat. In a canoe, pull up so that he can grasp the side. (Kneel in the canoe).
4. **GO** if the first 3 steps can't be used as a last resort swim to the victim. Keeping your eyes on the victim, kick off your shoes and disrobe. Jump; do not dive, into the water. Carry your shirt or towel in your teeth. Keep your eyes on the victim. Swim out near enough to extend your towel or shirt to him and tow him in by it. If you have nothing to extend to him. Approach him from behind and tow him to safety by his hair. Don't allow the victim to latch onto you. Don't attempt a rescue beyond your swimming ability.

**In any water rescue, the Webelos Scout should never put himself in danger or at risk.**

*If reaching and throwing do not work – Get Help!*

*Let's make every Webelos Scout a swimmer!*



# Aquanaut Activity Badge

## Water Rescue

### Requirement 5

Explain the four basic water rescue methods. Demonstrate reaching and throwing rescues.

## Sam's Guidelines for Water Rescue



- Remember the four steps to water rescue: Reach, Throw, Row, Don't Go
- **Reach:** Hold on to the dock or your boat and reach your hand, a boat oar, a fishing pole, or whatever you have nearby to the person in the water
- **Throw:** If you can't reach far enough, toss things that will float for the person to grab.
- **Row:** If you're in a boat, use the oars to move the boat closer to the person in the water or call out to a nearby boat for help. Don't use the boat's motor close to a person in the water, they could be injured by the propeller.
- **Don't Go:** Don't go into the water unless you are trained the way life guards are trained to rescue frightened or injured people. Yell for help.
- If you call 911, stay calm and give your exact location.
- Learn first aid: CPR (Cardiopulmonary Resuscitation) for drowning and how to help someone who has been in cold water and may need treatment for hypothermia.

From <http://watersafety.usace.army.mil/safepassage/water.htm>



# Aquanaut Activity Badge

## Water Rescue

### Requirement 5

Explain the four basic water rescue methods. Demonstrate reaching and throwing rescues.

The basic water rescue methods of REACH and THROW can be demonstrated at a Den Meeting. Teach the boys all of the basic water rescue methods, demonstrating REACH and THROW Den Meeting and ROW and GO later at a lake or pool.

### Rescuing Methods

From Baloo's Bugle June 2005

*Southern NJ Council*

The three basic rules: DON'T PANIC, THINK, SAVE YOUR STRENGTH.

Tell what to do for cramps, currents, undertows, weeds, how to disrobe in the water, using clothing for flotation, and use survival floating techniques.

#### **Caution:**

*A person not trained in life guarding techniques should not attempt a swimming rescue because the victim may drown the rescuer.*

Here are 3 good non-swim methods to rescue a drowning victim after the rescuer has established his own safety.

#### **A Ring Buoy**

Since most drownings occur within 15-20 feet of safety, the victims may be able to grab a ring buoy tossed to them. Toss the ring buoy beyond the victim and pull it so that their arms or hands hit it as they extend their arms.

#### **Extension Pole**

Place the extension pole where the victims' arms will contact it - - not straight into their chests which will push the victims away.

#### **Other Rescue Devices**

If a buoy or a pole is not available, use a throw bag, stick, or rolled towel or something else that the victims can grab onto and be pulled to safety.

# Aquanaut Activity Badge

## Handling a Rowboat

### **Requirement 6**

With an adult on board, show that you know how to handle a rowboat.

### Boating Rules

From the Webelos Handbook

1. Know your boat.
2. Put on a PFD before getting into the boat.
3. Balance your load.
4. Step into the center of the boat.
5. If your boat tips over or fills with water, hang on.
6. Watch the weather.
7. If you use a motor when boating with your family,
8. Sharp turns are dangerous.
9. Keep a lookout for other boats and for swimmers.

From <http://www.boatsafe.com/kids/5tipskidsques.htm>

10. Always wear your life jacket when underway.
11. Make sure you file a float plan with a responsible adult so they know where you are going and when you should return.
12. Study and know the rules of the road so you are aware of which boat has the right of way.
13. Keep a good look out for other boats. Even if you know the rules others may not, so you have to operate defensively.
14. Always operate at a safe speed, at a safe distance from the shore and other boats, and in a responsible manner.

# Aquanaut Pool Games

Circle Ten Council 1998 Pow Wow

The three basic rules: ***Don't Panic, Think, Save Your Strength.***

Tell what to do for cramps, currents, undertows, weeds, how to disrobe in the water, use clothing for floatation, and use survival floating techniques.

The following are some good beginner games.

1. Catching a ball in shallow water.
2. Passing beach ball while standing in water.
3. Tunnel ball--passing a ball back and between the legs.
4. Cat and mouse--cat outside circle, mouse inside.
5. Spoon and ping-pong ball relay.
6. Kick board race for 10 to 25 yards.
7. Relay race in shallow water, running and gliding on stomach.

## Floating Exercise

Santa Clara County Council 1999 Pow Wow

Some boys may not be able to swim yet. Floating exercises can help overcome fear or unfamiliarity with water.

- Turtle Float

In waist-deep water, take a deep breath. Reach down and wrap arms around knees. Hold the knees. Your body will bob to the surface and float.

- Jellyfish Float

In waist-deep water, take a deep breath, reach down and grab ankles. Hold ankles. Your body will bob to the surface and float.

- Prone Float

After doing the turtle float, extend arms and legs. The next step is to add a swimming kick to move through the water!

## Ball Between Knees Race

Santa Clara County Council 1999 Pow Wow

This game is played in any swimming area in which you can define a start and finish line. This game can be played as a race between swimmers or as a relay race between teams. You will need one floating ball for each team. It may be of any size that can be held between a boy's knees. The object of the game is to swim to the finish line with the ball held between the knees. If a swimmer loses the ball, he must chase it and bring it back to the point where it was lost and continue the race. If you are playing relays, each swimmer after crossing the finish line must toss the ball to the next swimmer so that the race can continue.

### **Life Preserver Throw**

Santa Clara County Council 2001 Pow Wow

This is an activity that can be done on dry land. Set up an area outdoors. Throw a weighted Styrofoam ring, attached to a rope, toward a target. Points are awarded for accuracy and distance. Points are deducted for hitting the target--you don't want to render the drowning victim unconscious! (*Requirement #5*)

### **Throw, Row, Go!**

Santa Clara County Council 2000 Pow Wow

Have the Scouts practice a reaching rescue with a shirt, pole or by throwing a rope, ring buoy, or other lifeline.

### **Dog Race (Who Let The Dogs Out!)**

Santa Clara County Council 2000 Pow Wow

Divide the group into two teams and line up at poolside. First racer barks like a dog three times, then jumps in and swims to the other side doing the doggy paddle. When he touches the other side, he barks again like a dog. The next racer answers (barking three times) and jumps in. Repeat until all the "dogs" on one team are on the other side.

### **Nuts and Bolts**

Santa Clara County Council 2000 Pow Wow

A good way to get used to being underwater is to toss a large bolt with a nut on it into waist-deep water. Scouts bend down to find the bolt and unscrew the nut while underwater.

If he can't finish the job, he must drop the bolt and come up for air. Then he goes down again. Hold up the two pieces when finished.

### **Thar She Blows**

Santa Clara County Council 2000 Pow Wow

For this game you will need a whistle that will sink to the bottom. One player is given the whistle while the rest turn their backs. The whistle is then thrown into the water. When it has sunk to the bottom, all players are allowed to turn around and start looking for the whistle. The winner is the player that can find the whistle, dive and retrieve it. The diver retrieving the whistle must blow it three times. The other players try to keep him from blowing the whistle. If they are able to, the game starts over. If the boy is able to blow the whistle, he gets to take a turn tossing the whistle.

### **Bobbing for Apples**

Santa Clara County Council 2000 Pow Wow

Surely you have tried this at Halloween ... but it's much more fun in the swimming pool. The only change in the rules is that the boy must grab onto the apple from underneath the water

## **Snorkeling Skill Test (Underwater Slalom)**

Santa Clara County Council 2000 Pow Wow

Weight several inflated balloons of various colors and sink them in three-to four feet of water in a winding course over 50 to 100 feet. Using mask and fins and snorkel have the boys swim the course passing over each of the balloons.

## **Gold Nugget Dive Relay**

Santa Clara County Council 2000 Pow Wow

Gold painted rocks are placed in the bottom of the pool, 25 feet away from the Cubs, using the same number of weights as you have Cubs. Cubs race using mask, fins, and snorkel, do a surface dive, and retrieve one of the gold nuggets. He swims back as far he can under water and tags teammate. Dole out gold nuggets (to be used throughout the Camp) as prizes.

Variation: Number the nuggets and the Cub must retrieve his own number.

## **Aqua Hoops**

Santa Clara County Council 1999 Pow Wow

1. Place a hula hoop on the water in the center of the pool. Let the boys throw balls into the hoop while in the pool themselves. The hoop can be held in place by anchoring with filled milk jugs.
2. Anchor hula hoops vertically underwater at different depths. Use a gravel and water filled milk jug as an anchor. Boys must swim underwater through hoop obstacle course. Leave enough room between hoops for "coming up for air."
3. A hula hoop towing contest is worth a few smiles. Two boys tow a leader from one end of the pool to another, or one boy tows another.

## **Swimming Spell Down**

Circle Ten Council 1998 Pow Wow

This is a game for swimmers. Leader calls out a stunt. Swimmers who are able to perform it remain in the game, while the others are eliminated as in a spelling match.

1. Swim with one arm out of water (side stroke).
2. Swim on the back with both arms out.
3. Steamboat (arms forward and feet do crawl kick).
4. Duck dive (surface dive).
5. Log roll (arms and feet extended, roll the body).
6. Front somersault.
7. Pendulum float.

## Water Games For Webelos Swimmers In Deep Water

Santa Clara County Council 1998 Pow Wow

### Kim's Game Underwater

In five-foot-deep water, make a small pile of five to ten familiar objects that do not float (spools, coins, nuts, bolts, soda can full of water, etc.). Using mask, fins and snorkel, players swim out, surface dive to inspect the articles, and return. They then tell the leader all the articles they remember seeing. The game ends with the swimmers retrieving all the objects.

### Swimming Pom-Pom Pullaway

“It” is in the center of the pool in chest-deep water. The other players are all at one end. When “It” calls, “Pom-pom pullaway,” the others try to swim to the opposite end of the pool without being tagged by “It.” A player who is tagged joins “It” in trying to tag others for the next crossing. The last one caught is “It” for the next game.

### Batter Up

The “fielders” are spread out over the deep-water area. The “batter” hits a large, soft ball with his fist in the direction of the other players and swims to the first (and only) base and returns home. The fielders may put him out either by getting the ball to home base before he gets there or by hitting him with the ball. When the batter is out, all players move up in rotation. The batter becomes a fielder.



## Water Games For Webelos Swimmers And Nonswimmers

Santa Clara County Council 1998 Pow Wow

### Paddlewheel Duel

Play in waist-deep water. Opponents grasp opposite ends of kick-board. On signal, both begin kicking, trying to force opponent backward in the water.

### Towel Rescue

Play in chest-deep water. Divide group into two teams. Put one member of each team some distance from his teammates. Give him a towel. On signal he walks or swims to his team, tosses the end of the towel to a teammate, and tows him back to the start. The “rescued” boy then becomes rescuer and repeats the action, “saving” another team member. Continue until the whole team has been saved.

### Gold Rush

Use small rocks painted gold. Scatter them in water between knee and waist depth. On signal, players try to retrieve as many gold nuggets as they can within a specified time.

### Use Your Head

Players line up in waist-deep water. Give each an inflated balloon. On signal, they put the balloons on the water and propel them to shore. Only their head may touch the balloon.

### Rope Throw Rescue Relay

Each team has a coil of rope. Adults representing drowning persons are in the water. Each Webelos Scout throws the rope to the “drowning person” who grabs it and lets go. The Webelos Scout recoils the rope and hands it to the next boy on the team. Repeat until all members have thrown.

### I Spy!

This game makes it necessary to open the eyes underwater.

Participants pair off. One player of each pair takes a deep breath, submerges his face and opens his eyes. The other player extends, underwater, as many fingers on one hand as he likes. The player whose face is underwater tries to see the number of fingers extended by his buddy. When he thinks he has seen correctly, he lifts his head out of the water and says, “I spy (number) fingers.”

The number of fingers extended must be identified by sight. It is not permissible for the underwater spy to touch his opponent’s fingers in order to ascertain the number extended! The fingers should be held fairly close to the spy’s eyes so that his vision is not too distorted by the water.

Players take turns at spying.

## Lifeline Throwing Test

Circle Ten Council 1999 Pow Wow

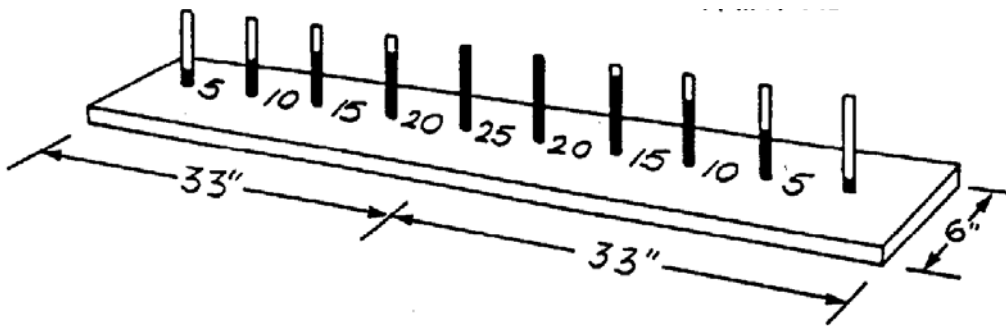
Make a target, as shown, and let the boys practice heaving a rope to a person in the water.

Use a 25- to 30-foot rope and have the boys stand about 20 feet from the target.

Weight the throwing end of the rope with a beanbag.

The score for each heave is indicated by the numbers between the dowels.

Dowels are 6" tall, placed 6" apart and painted as shown.



## Life Preserver Throw

Santa Clara County Council 2001 Pow Wow

This is an activity that can be done on dry land.

Set up an area outdoors. Throw a weighted Styrofoam ring, attached to a rope, toward a target.

Points are awarded for accuracy and distance.

Points are deducted for hitting the target--you don't want to render the drowning victim unconscious!





# Aquanaut Skits

## Seaside Opening

Trapper Trails Council

Baloo's Bugle June 1998

**Personnel:** Cub Scouts

**Equipment:** A beach bucket and shovel with empty squirt guns for each Cub and Den Leader

**Set Up:** The Cubs come in and line up carrying their buckets and shovels. The squirt guns are inside the buckets out of view of the audience. It would also add to the effect if the Cubs rolled up their pants legs (or wear shorts) and have bare feet. They could also pantomime actions.

**Cub #1:** Here at the beach there is so much to see! Look on the ocean is a sailboat!

**Cub #2:** Yeah! They're great. But the waves are really fun. I love to run into the water and let the waves push over me.

**Cub #3:** Do you know what I like? I think the seagulls are cool! They attack when you sit down to have lunch.

**Cub #4:** Yeah! But have you ever been able to find a starfish at the edge of the water. That's really cool!

**Cub #5:** Do you know what else is fun? Hunting for clams! They bury themselves in the sand and when you get close to getting them--they squirt!!

*Cubs reach in their buckets and use their squirt guns to "squirt" the audience.*

## Facts of Water

*Baltimore Area Council*

Baloo's Bugle June 2004

**Cast:** Six Cub Scouts

**Equipment:** Buckets of water the Scouts can hold while speaking.

**Cub # 1** Did you know that watermelon isn't called that for nothing? It's 97% water.

**Cub # 2** Did you know that during a lifetime, you will drink about 16,000 gallons of water?

**Cub # 3** Did you know if all the valleys and mountains on land and on sea were leveled, water would cover the entire earth two miles deep?

**Cub # 4** Did you know that waterpower is no idle phrase? Water flowing at 10 miles an hour can move a rock 10 feet thick. **Cub 5:** Did you know that water helps regulate climate: It absorbs heat in summer and releases it in the winter.

**Cub # 5** Did you know that a birch tree releases about 70 gallons of water into the atmosphere each day, almost the amount person uses in his home each day?

## Ships That Pass In The Night

*Circle Ten Council*

Baloo's Bugle June 2004

- Cub # 1:** If the Pilgrims came over on the Mayflower, how did Cub Scouts get here?
- Cub # 2:** I don't know. How?
- Cub # 1:** On handy crafts (*Cub Scout enters with sign reading "Handicraft".*)
- Cub # 2:** If the Pilgrims came on the Mayflower and Cub Scouts came on handy crafts, how did doctor's get here?
- Cub # 1:** How?
- Cub # 2:** On blood vessels. (*Cub Scout dressed as doctor enters.*)
- Cub # 3:** How did students get here?
- Cub # 4:** I don't know. How?
- Cub # 3:** On scholarships (*Cub Scout enters wearing academic cap and gown.*)
- Cub # 4:** How did all the ordinary people get here?
- Cub # 5:** I'm stumped. How?
- Cub # 4:** On citizen ships, of course. (*Cub Scout enters carrying get-out-the-vote sign.*)
- Cub # 5:** And how did the barbers get here?
- Cub # 6:** I know! They came on clipper ships (*Cub Scout dressed as barber enters.*)
- Cub # 7:** How about movie stars?
- Cub # 3:** How?
- Cub # 4:** On the showboat. Some came on dreamboats, of course. (*Cub Scout dressed as song and dance man enters.*)
- Cub # 5:** And finally, how did all the hot heads get here?
- All:** On steamships, naturally. (*All face audience and bow.*)

## Riddles

*Baltimore Area Council*

- |   |  |
|---|--|
| Why didn't the man swim on an empty stomach'? | <i>Because it is easier to swim on water</i> |
| Where do ships go when they are ill?          | <i>To the "docks -</i>                       |
| What part of a fish weighs the most?          | <i>The scales</i>                            |
| What fish helps musicians?                    | <i>A tuna fish</i>                           |

## Freddy Fish

Greater St. Louis Area Council

Baloo's Bugle June 1998

Freddy Fish and Sam Clam were the best of friends, and did everything together. One day, though, both perished in a freak mishap. Freddy Fish went to heaven, and immediately looked around for his best friend. Not finding him, he asked St. Peter where Sam was.

"Sorry, he didn't make it in."

"You mean he's down there?" asked Freddy.

"Yes."

"Well, I want to go see him."

"This is highly unorthodox," said St. Peter. "I'll ask the big guy."

Moments later St. Peter returned and said:

"You can go, but you can only stay for one hour."

"Great!" said Freddy, and grabbed his harp before anyone changed his or her minds. He went to the elevator, and went down. When the elevator doors opened, Freddy saw a huge sign:

### **SAM'S DISCOTHEQUE**

He went in, and discovered that it was run by his old friend. They sat down and reminisced about old times, and had a few drinks. Time flew by, and when Freddy noticed his watch, he saw that he had fifteen seconds left to return. He jumped out of his chair, yelled a goodbye to Sam Clam, and raced to the elevator. The elevator doors opened in heaven with only one second to spare. St. Peter was standing there with a stopwatch.

"You just barely made it," said St. Peter.

"I know," panted Freddy, out of breath. "But I have to go back there!"

"What do you mean!?!?" asked an incredulous St. Peter.

So Freddy Fish says (\*Groan\*): *"I left my harp in Sam Clam's Disco!"*

## Fishing

Circle Ten Council

Baloo's Bugle June 2004

- Boy:** How many fish have you caught?  
**Fisherman:** None yet. But I've only been fishing for an hour.  
**Boy:** That's better than the man who was fishing here yesterday.  
**Fisherman:** How's it better?  
**Boy:** It took him five hours to do what you've done in just one!

## The Fishing Trip

*Circle Ten Council*

Baloo's Bugle June 2004

Make a cardboard cutout of a boat and a sign that says "Boat Dock".

The scene starts with the boat about 10 feet away from the boat dock.

The Cub Scouts and their Den Chief are on their way to go fishing.

**Cub #1:** *Stops at the dock then walks out across the water and gets in the boat.*

**Cub #2:** Hey wait for me! *(He walks out to the boat.)*

**Den Chief:** Oh well... *(Steps into the water and pretends to fall in and drags himself out)*

**Cub #3:** Hey wait up. Here I come. *(Walks out to the boat.)*

**Den Chief:** *(Tries and fails again.)*

*The sequence continues until all the boys are in the boat and only the Den Chief remains on shore.*

**Cub #1:** Should we tell him where the rocks are?

## Run Ons

*Longhorn Council*

Baloo's Bugle June 2004

**Cub 1:** Why do fish have schools?

**Cub 2:** So the buoys and gulls can get an education.

**Cub 1:** Do they have Scouts too?

**Cub 2:** Sure Buoy Scouts and Gull Scouts.

**Cub 1:** Why do you keep doing the backstroke?

**Cub 2:** I just had lunch and I don't want to swim on a full stomach.

**Cub 1:** They say that swimming is one of the best exercises for keeping the body slim and trim.

**Cub 2:** Yeah. Right!

**Cub 1:** Why do you say that?

**Cub 2:** Well, did you ever see a whale?

**Cub 1:** What is the first thing the fisherman caught after running to the river?

**Cub 2:** His breath!

## A Bucket of Water

Santa Clara County Council 2001 Pow Wow

**Scene:** A forest clearing, with a bucket of “water” and a dipper

(Boys #1 and #2 enter)

**Boy #1:** I’m thirsty!

**Boy #2:** So am I! There’s some water. Let’s get some.

(Pretends to dip water from bucket)

**Boy #1:** (Smells the water) I don’t think that water is good. No thanks.

**Boy #2:** I don’t want any of that stuff!

(Both boys walk off holding their noses.)

(Enter Boys #3 and #4)

**Boy #3:** Water! Let’s have a drink!

**Boy #4:** (Looks at the water) I can’t drink that! Look at it!

(They look at it and shake their heads as they walk off)

(Enter Boys #5 and #6)

**Boy #5:** I’m soooo thirsty!!! (Looks at the water) I don’t think this is drinkable.

**Boy #6:** It sure isn’t. It stinks!!

**Boy #5:** Well, we should throw it out since it’s so bad.

**Boy #6:** Picks up the bucket and tosses the contents into the audience.

(Use rice, popcorn, or salt water taffy)

## Wet And Wild Run Ons

Santa Clara County Council 2000 Pow Wow

**Teacher:** What is the formula for water?

**Student:** H-I-J-K-L-M-N-O.

**Teacher:** Whoever told you that?

**Student:** You did! You said it was H to O.

**Cub 1:** Why did the boy throw water out of the window?

**Cub 2:** He wanted to see a waterfall.

**Cub 1:** What gets wetter and wetter the more it dries?

**Cub 2:** A towel.

## “Water Safety Seals”

Circle 10 Council

Baloo’s Bugle May 2001

**Characters:** Ringmaster and six seals

**Scene:** A cardboard ring, about 2 – 4 feet in diameter, large enough for seals to stand inside. Paint it to resemble a pool. As the curtain opens, all seals are in the pool, flapping their arms.

**Ringmaster:** Ladies and gentlemen, we are now presenting those barking aquanauts, those super swimmers of the deep, our very own, “Safety Seals!”

**Seals:** (To the tune of *Clementine*)

In the Ocean, in a home pool,  
In a lake or in a tub;  
Where there’s water there is danger  
Even in a shower scrub.

If you plunge down to the bottom,  
Of the ocean, cool and green,  
You must take some swimming lessons,  
For you’re not a submarine!

**Seal 1:** (Flapping flippers) Arf! Arf! Arf! You’ll get a glad hand from us seals if you’ll only swim where there is a lifeguard on duty.

**Seal 2:** Arf! Arf! Arf! We’ll appaud you if you always swim with a buddy. Never swim alone! (Claps flippers)

**Seal 3:** Arf! Arf! Arf! Encore! Encore! Learn to swim well, then learn some simple reaching rescues. Learn to give rescue breathing. You don’t have to be a Webelos to be a ready man.

**Seal 4:** We seals say, by all means enjoy your swim!

**Seal 5:** But be a smart seal! Stay away and out of the water during thunderstorms!

**Seal 6:** Avoid heavy meals before going into the water. Save the grub for after your swim!

**All:** When you’re in trouble, call for help, but only if you really need it. (Seals flap arms and sing:)

If you plunge down to the bottom  
Of the Ocean, cool and green,  
You must take some swimming lessons,  
For you’re not a submarine!

# Aquanaut Songs

## The Ocean Waves May Roll

'Twas Friday Morn When we set sail,  
And our ship wasn't far from the land.  
When our captain spied a pretty mermaid,  
With a comb and a glass in her hand.

### Chorus:

Oh, the ocean waves may roll  
And the stormy winds may blow  
But we poor sailors go skipping to the top  
While the landlubbers lie down below, below, below  
While the landlubbers lie down below, below.

Then up spoke the captain of our gallant ship,  
And a fine old man was he.  
"This fishy mermaid has warned us of our doom,  
We shall sink to the bottom of the sea."

### **Chorus**

Then up spoke the mate of our gallant ship  
And a well spoken man was he.  
"I've married me a wife in old Salem Town,  
And tonight a widow she'll be."

### **Chorus**

Then up spoke the cook of our gallant ship,  
And a red hot cook was he.  
"I care more for my pots and my pans,  
Than I do for the bottom of the sea."

### **Chorus**

Then up spoke the figurehead of our gallant ship  
And a well carved figure was she.  
"I'd rather be a figurehead of this gallant ship  
Than a log at the bottom of the sea."

### **Chorus**

Then up spoke the cabin boy of our gallant ship  
And a dirty little rat was he.  
"There's nary a soul in old Salem Town,  
Who gives a lick about me."

### **Chorus**

Then three times around went our gallant ship,  
Then three times around went she.  
Then three times around went our gallant ship,  
And she sank to the bottom of the sea.

*Final Chorus*

## Superwavehawaiiansurfer

*Great Salt Lake Council*

Tune: Supercalifragilisticexpialidocious

Baloo's Bugle June 2004

Superwavehawaiiansurfer, expert of the ocean.  
Even though that most of them  
Do not use suntan lotion.  
When they hit the waves too hard  
They always cause a motion.  
Superwavehawaiiansurfer, expert of the ocean.

Um diddle diddle diddle, um diddlelie,  
Um diddle diddle diddle, um diddlelie.

Because I was afraid to surf  
When I was just a lad,  
My father took my board away  
And told me I was bad.  
But then one day I learned the word  
That everybody knows,  
The biggest word you've ever heard  
And this is how it goes...

Superwavehawaiiansurfer, expert of the ocean.  
Even though the most of them  
Do not use suntan lotion.  
When they hit the waves too hard  
They always cause a motion.  
Superwavehawaiiansurfer, expert of the ocean!





## **Lobster Mash**

*Santa Clara County Council*

Baloo's Bugle June 2004

Tune – Monster Mash

I was down by the ocean late one night  
When my eyes beheld an unusual sight  
Hoard's of lobsters began to rise  
And suddenly to my surprise

(They did the mash) They did the lobster mash  
(They did the mash) It was a seaside smash  
(They did the mash) It caught on in a flash  
(They did the mash) They did the lobster mash

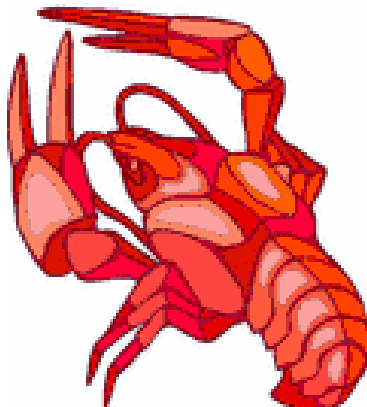
From my front-row seat at sandcastle west  
To the briny deep, beyond the wave crests  
The fish all came from their humble abodes  
To share in the dance and twinkle their toes

(They did the mash) They did the lobster mash  
(They did the mash) It was a seaside smash  
(They did the mash) It caught on in a flash  
(They did the mash) They did the lobster mash

The dolphins were having fun, the party had just begun  
The guests included Marlin and Nemo, his only son.

The scene was rocking, all were digging the sound  
Of the lobster claws clicking as all twirled around.  
The whales and jellyfish were starting to scream  
When a wave crashed loudly, and I awoke from my dream

(Of the mash) It was the lobster mash  
(Oh yes the mash) It was a seaside smash  
(You know the mash) It was gone in a flash  
(It was the mash) My dream lobster mash.



Baloo's Bugle June 2004

### **Give Me A Pond**

*Baltimore Area Council*

Tune: Home On The Range

Oh, give me a pond, on a hot summer's day.  
Where the frogs and the crayfishies play.  
I'll fish and I'll swim: 'till it's time to go in;  
Sopping wet. dripping all of the way.

Splish, splashing. I go.  
All wet from my head to my toe.  
Skipping stones 'cross the top;  
Hope I never need stop;  
I'm one happy-go-lucky. wet fellow!

### **Munching Mangos (Round)**

*Baltimore Area Council*

Tune: Are You Sleeping

Munching Mangos, Munching Mangos  
Mish Mash Mush. Mish Mash Mush.  
Jump into the river. Jump, into the river.  
Splish, splash. splush. Splish, splash, splush.

### **Water Sports**

*Baltimore Area Council*

Tune: Yankee Doodle

Water sports are what we like.  
For summer, spring and fall.  
When summer comes you now must know.  
We'll have a great big ball.

#### **Chorus:**

Cub Scouts always having fun,  
Cub Scouts in the water,  
Swimming, diving, fishing, too.  
Safely like we "otter".

Rivers and lakes, oceans and streams,  
And even swimming pools.  
Back stroke, breaststroke, and butterfly,  
We'll follow safety rules.

#### **Chorus**

Baloo's Bugle June 2004

### **Blow Your Boat**

*Circle Ten Council*

Tune: Row, Row, Row your Boat

Blow, Blow, Blow your boat,  
Fast along the waves.  
Do your best, do your best,  
We're the Cub Scout braves.  
Blow, Blow, Blow your sail,  
Passing others by  
Do your best, do your best,  
Aye-Aye-Aye

### **Shipwrecked Cub Scouts**

*Longhorn Council*

Tune: Gilligan's Island Theme

Our pack set sail on the sea one day,  
In search of coins of gold.  
A group of hearty Cub Scouts,  
And leaders true and bold.  
The weather started getting rough,  
The tiny ship was tossed.  
If not for the courage of our Cubmaster,  
The whole pack would be lost.  
Our boat touched ground on a rocky isle  
And up walked a tall old man.  
He tossed a towel to dry us off,  
And raised high his right hand.  
He said, "You're a sharp pack of Cub Scouts,  
Your courage brave and sure,  
To sail out on a sea like this  
On a Scouting adventure."  
He gave directions to get home.  
We set sail with good cheer.  
We reached home with the setting sun,  
And tied up to the pier.  
We looked in the bottom of the boat  
And saw the old man's towel.  
His name was stitched along the hem,  
The name was Baden-Powell.

Baloo's Bugle June 2004

### **Skin Diver's Song**

*Longhorn Council*

Tune: Sailing, Sailing

Diving, diving, into the deep blue sea,  
And many a fish we've scared away  
On that you will agree.

Diving, diving, into the ocean blue,  
With flippers, and mask and oxygen gas  
We'll have adventures true!

### **Popeye the Sailor Man**

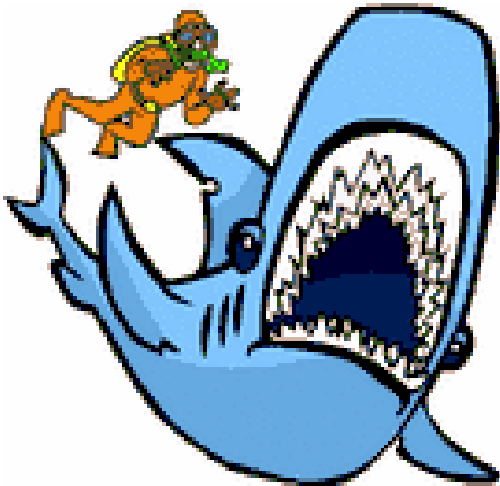
*Santa Clara County Council*

I'm Popeye, the sailor man.  
I'm doing the best I can.  
I eat all my spinach,  
I fight to the finish.  
I'm Popeye, the sailor man.

### **Jaws**

*Santa Clara County Council*

Tune: Do Re Mi



JAWS a mouth, a great big mouth  
TEETH the things that make a crunch  
BITE the friendly shark's "Hello"  
US his favorite juicy lunch  
BLOOD that turns the ocean red  
CHOMP oh what a tasty treat  
GULP that means the shark's been fed  
That will bring us back to  
JAWS! JAWS! JAWS! JAWS!