

SWIMMING FAQs for BSA UNITS

The best plan to use in any and all swimming and afloat activities is to take and follow the [Safe Swim Defense](#) and the [Safety Afloat](#) training.

Additional resource information is provided in the [Aquatics Supervision Guide](#) and [The Guide to Safe Scouting](#) – both found online and can be downloaded.

Scouts BSA groups use the [Safe Swim Defense](#), the best practices for all swimming activities.

Every scout and scouter should have an annual swim test.

- Safe Swim Defense standards apply at all BSA swim activities, including:
 - Backyard, hotel, apartment, and public pools
 - Established waterfront swim areas such as beaches at state parks and Army Corps of Engineers lakes
 - All temporary swimming areas such as a lake, river, or ocean
 - Ensure that ALL swim areas are SAFE SWIM AREAS (check for debris, dangers, drop-offs)
- Water Depths: Applies not just to bodies of water but also Swimming Ability
 - Pools / Clear Water – up to 12 feet
 - Turbid (not clear) – up to 8 feet
- For ability groups, how deep can each group swim in?
 - Swimmer: as stated above
 - Beginner: Depth just over their head
 - Non-Swimmer: Depth waist to chest level
- The use of Life Jackets is required when swimming in:
 - Clear water over 12 feet deep
 - Turbid water (*when a swimmer treading water cannot see their feet*) over 8 feet deep
 - Flowing water

Scouts BSA groups also follow [Safety Afloat](#) guidelines for all boating activities.

These guidelines require life jackets be worn by everyone in boating activities including rowing, canoeing, sailing, boardsailing, motorboating, waterskiing, rafting, tubing, and kayaking.

What training is required for Unit Leaders for aquatics activities?

For Swimming Activities – [Safe Swim Defense](#) training (renewed every two years)

For Afloat Activities – [Safety Afloat](#) training (renewed every two years)

Recommended & Advised Courses –

- 1) CPR training,
- 2) Swimming and Water Rescue,
- 3) Paddle Craft Safety

Lifeguard training is not required.

Are Cub Scout units allowed to conduct boating activities?

Cub Scout adventures include limited activities that can be conducted at a unit level. Please review the appropriate Cub Scout handbook, also the [Age-Appropriate Guidelines for Scouting Activities](#) and [Safety Afloat](#), both found in the [Guide to Safe Scouting](#).

What if they go to a place with their own lifeguards and safety protocols (such as the YMCA)?

Do we need to follow all the BSA guidelines or just the guidelines of the location?

Both. You need to follow the principles outlined in Safe Swim Defense. The Unit will not have to provide their own Response/Lifesaving Personnel as the facility does so already. Follow the remaining points.

Do Units need to report swimming activities to anyone before they do them?

The best practice is to have a written plan of activities which is shared with unit leadership and parents.

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SAFE SWIM DEFENSE

1. QUALIFIED SUPERVISION

All swimming activity must be supervised by a mature and conscientious adult age 21 or older who understands and knowingly accepts responsibility for the well-being and safety of those in his or her care, and who is trained in and committed to compliance with the eight points of BSA Safe Swim Defense. It is strongly recommended that all units have at least one adult or older youth member currently trained in BSA Aquatics Supervision: Swimming and Water Rescue or BSA Lifeguard to assist in planning and conducting all swimming activities.

2. PERSONAL HEALTH REVIEW

A complete health history is required of all participants as evidence of fitness for swimming activities. Forms for minors must be signed by a parent or legal guardian. Participants should be asked to relate any recent incidents of illness or injury just prior to the activity. Supervision and protection should be adjusted to anticipate any potential risks associated with individual health conditions. For significant health conditions, the adult supervisor should require an examination by a physician and consult with the parent, guardian, or caregiver for appropriate precautions.

3. SAFE AREA

All swimming areas must be carefully inspected and prepared for safety prior to each activity. Water depth, quality, temperature, movement, and clarity are important considerations. Hazards must be eliminated or isolated by conspicuous markings and discussed with participants.

Controlled Access: There must be safe areas for all participating ability groups to enter and leave the water. Swimming areas of appropriate depth must be defined for each ability group. The entire area must be within easy reach of designated rescue personnel. The area must be clear of boat traffic, surfing, or other non-swimming activities.

Bottom Conditions and Depth: The bottom must be clear of trees and debris. Abrupt changes in depth are not allowed in the non-swimmer area. Isolated underwater hazards should be marked with floats. Rescue personnel must be able to easily reach the bottom. Maximum recommended water depth in clear water is 12 feet. Maximum water depth in turbid water is 8 feet.

Visibility: Underwater swimming and diving are prohibited in turbid water. Turbid water exists when a swimmer treading water cannot see their feet. Swimming at night is allowed only in areas with water clarity and lighting sufficient for good visibility both above and below the surface.

Diving and Elevated Entry: Diving is permitted only into clear, unobstructed water from heights no greater than 40 inches. Water depth must be at least 7 feet. Bottom depth contours below diving boards and elevated surfaces require greater water depths and must conform to state regulations. Persons should not jump into water from heights greater than they are tall, and should jump only into water chest deep or greater with minimal risk from contact with the bottom. No elevated entry is permitted where the person must clear any obstacle, including land.

Water Temperature: Comfortable water temperature for swimming is near 80 degrees. Activity in water at 70 degrees or less should be of limited duration and closely monitored for negative effects of chilling.

Water Quality: Bodies of stagnant, foul water, areas with significant algae or foam, or areas polluted by livestock or waterfowl should be avoided. Comply with any signs posted by local health authorities. Swimming is not allowed in swimming pools with green, murky, or cloudy water.

Moving Water: Participants should be able to easily regain and maintain their footing in currents or waves. Areas with large waves, swiftly flowing currents, or moderate currents that flow toward the open sea or into areas of danger should be avoided.

Weather: Participants should be moved from the water to a position of safety whenever lightning or thunder threatens. Wait at least 30 minutes after the last lightning flash or thunder before leaving shelter. Take precautions to prevent sunburn, dehydration, and hypothermia.

Life Jacket Use: Swimming in clear water over 12 feet deep, in turbid water over 8 feet deep, or in flowing water may be allowed if all participants wear properly fitted, Coast Guard-approved life jackets and the supervisor determines that swimming with life jackets is safe under the circumstances.

4. RESPONSE PERSONNEL (LIFEGUARDS)

Every swimming activity must be closely and continuously monitored by a trained rescue team on the alert for and ready to respond during emergencies.

Professionally trained lifeguards satisfy this need when provided by a regulated facility or tour operator.

When lifeguards are not provided by others, the adult supervisor must assign at least two rescue personnel, with additional numbers to maintain a ratio of one rescuer to every 10 participants. The supervisor must provide instruction and rescue equipment and assign areas of responsibility as outlined in Aquatics Supervision, No. 34346. The qualified supervisor, the designated response personnel, and the lookout work together as a safety team. An emergency action plan should be formulated and shared with participants as appropriate.

5. LOOKOUT

The lookout continuously monitors the conduct of the swim, identifies any departures from Safe Swim Defense guidelines, alerts rescue personnel as needed, and monitors the weather and environment. The lookout should have a clear view of the entire area but be close enough for easy verbal communication. The lookout must have a sound understanding of Safe Swim Defense but is not required to perform rescues. The adult supervisor may serve simultaneously as the lookout but must assign the task to someone else if engaged in activities that preclude focused observation.

6. ABILITY GROUPS

All youth and adult participants are designated as swimmers, beginners, or non-swimmers based on swimming ability confirmed by standardized BSA swim classification tests. Each group is assigned a specific swimming area with depths consistent with those abilities. The classification tests must be renewed annually, preferably at the beginning of the season even if the Scout has earned the Swimming merit badge.

Swimmers pass this test: Jump feetfirst into water over the head in depth. Level off and 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. The 100 yards must be completed in one swim without stops and must include at least one sharp turn. After completing the swim, rest by floating.

Beginners pass this test: Jump feetfirst into water over the head in depth, level off, and swim 25 feet on the surface. Stop, turn sharply, resume swimming, and return to the starting place.

Anyone who has not completed either the beginner or swimmer tests is classified as a non-swimmer.

The non-swimmer area should be no more than waist to chest deep and should be enclosed by physical boundaries such as the shore, a pier, or lines. The enclosed beginner area should contain water of standing depth and may extend to depths just over the head. The swimmer area may be up to 12 feet in depth in clear water and should be defined by floats or other markers.

7. BUDDY SYSTEM

Every participant is paired with another. Buddies stay together, monitor each other, and alert the safety team if either needs assistance or is missing. Buddies check into and out of the area together.

Buddies are normally in the same ability group and remain in their assigned area. If they are not of the same ability group, then they swim in the area assigned to the buddy with the lesser ability.

A buddy check reminds participants of their obligation to monitor their buddies and indicates how closely the buddies are keeping track of each other. Roughly every 10 minutes, or as needed to keep the buddies together, the lookout, or other person designated by the supervisor, gives an audible signal, such as a single whistle blast, and a call for "Buddies." Buddies are expected to raise each other's hand before completion of a slow, audible count to 10. Buddies who take longer to find each other should be reminded of their responsibility for the other's safety.

Once everyone has a buddy, a count is made by area and compared with the total number known to be in the water. After the count is confirmed, a signal is given to resume swimming.

8. DISCIPLINE

Rules are effective only when followed. All participants should know, understand, and respect the rules and procedures for safe swimming provided by Safe Swim Defense guidelines. Applicable rules should be discussed prior to the outing and reviewed for all participants at the water's edge just before the swimming activity begins. People are more likely to follow directions when they know the reasons for rules and procedures. Consistent, impartially applied rules supported by skill and good judgment provide steppingstones to a safe, enjoyable outing.