

Make a Splash With Canoeing, Kayaking, and Stand Up Paddleboarding

Long before people voyaged across the oceans in ships powered by sails and engines, they began to cross the water using paddlecraft. Early in human history, what started off as swimming with something that floated turned into building rafts and using a device for paddling. Simple boats gradually became more refined and more efficient. For example, people in the north needed protection from the cold, so they created kayaks, with skin-covered decks that could be righted if capsized.

Today, modern building materials have led to a wide variety of watercraft. Which type of paddlecraft your group chooses will likely be based on location, availability, and interest. Regardless, you will master similar skills to those of people from long ago. Whether you meet whitewater challenges or journey through the Boundary Waters with the Northern Tier National High Adventure Program, you will make a splash and have fun doing it.

Objectives

This month's activities should:

- Provide Scouts an understanding of basic paddle sport safety practices.
- Teach Scouts how to select and fit a life jacket.
- Inform Scouts of paddling skills needed for different craft and water conditions.
- Encourage Scouts to work as a team to plan an on-water outing.
- Emphasize the use of outdoor ethics to help protect the environment.
- Foster a sense of communion with nature and God.

Opportunities in boats on the water are crucial for learning paddling skills. Fewer than four dry-land meetings may be appropriate prior to an essential main event, which in turn may be a precursor to a challenging event.

RELATED ADVANCEMENT AND AWARDS

- Tenderfoot requirement 1b
- Second Class requirement 1a
- · First Class requirement 1a
- Canoeing, Kayaking, and Whitewater merit badges
- Kayaking BSA award
- BSA Stand Up Paddleboarding Award
- 50-Miler Award
- · Ranger: Watercraft elective
- · Quest: Requirement 5



Leadership Planning

As a leadership team, you may want to discuss the following items during your planning meetings when choosing paddle sports as your program feature. If your council has an Aquatics Committee, that group may help with planning and resources.

- 1. What is our unit's current skill level?
- 2. How will we accommodate Scouts and leaders who have not met the BSA swimmer classification?
- 3. Is our online Safety Afloat training current?
- 4. Are unit leaders able to take Aquatics Supervision: Paddle Craft Safety training prior to the main event?
- 5. Do we know a paddle sports expert or a certified instructor?
- 6. What equipment will we need? Where will we get it?
- 7. What will we do for the main event?
- 8. What summer camp program opportunities will help us prepare for the main event?
- 9. What additional subtopics would fit well with this feature?
- 10. How can we involve parents?

- 11. How can we incorporate Scout skills and advancement into the main event?
- 12. To meet our needs, what should we change in the sample meeting plans?

PARENTS CAN HELP WITH THE PADDLE SPORTS PROGRAM FEATURE BY:

- Loaning equipment (canoes, paddles, life jackets, etc.)
- Providing transportation and leadership for the main event
- 3. Hauling gear to the campsite if it can't be transported in boats
- 4. Providing paddle sports expertise
- Researching places in your area to paddle
- Maintaining current Youth Protection certification, which is required of all adults providing transportation for or participating in outings







SIZING YOUR LIFE JACKET

Check the label to determine that you have the appropriate size for your weight. On land, have a buddy stand behind you and firmly pull up both shoulder straps. If the shoulder straps pull up to ear level, the life jacket doesn't fit snugly enough. Readjust the jacket or try a smaller size or different style.

In calm, shallow water, test the fit of a life jacket by relaxing your body and tilting your head back. It should keep your chin well above water. If it doesn't, readjust for a snugger fit or try a life jacket with a higher buoyancy rating. Check the label to find the rating.



TYPES OF PADDLE SPORTS

Paddlecraft refers to any human-powered watercraft that is propelled and maneuvered by a handheld paddle. This program feature focuses on canoes, kayaks, and stand up paddleboards.

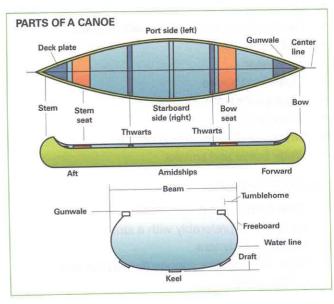
Canoe. The basic canoe is one of the oldest water-craft designs known to humankind. Throughout history, canoes have been made with whatever materials were found locally. Most early canoes were carved out of logs or made from bark stretched over a wooden frame. As new materials were developed, it became popular to make canoes first out of wood covered with canvas and then aluminum. Modern canoes are often made of synthetic materials like plastic, fiberglass, Kevlar®, or carbon fiber. These materials allow canoes to be both lighter and stronger.

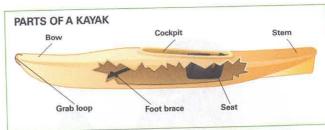
Kayak. Originally developed in the far north for hunting, the first kayaks were created by stretching waterproof skins over a wooden or bone frame. Today's kayaks are made with the same variety of materials as canoes, but they are also designed for very specific purposes. Your group should decide between rigid boats or inflatables, and among recreational, touring, whitewater, or sit-on-top kayaks.

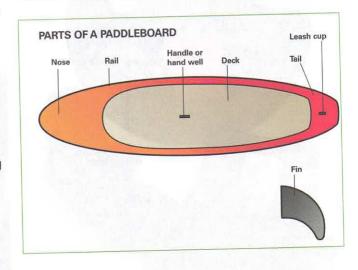
Stand up paddleboard. The fastest growing type of paddlecraft is the stand up paddleboard (SUP) in which a paddler stands atop a long, buoyant "surfboard" and uses a paddle with an extended shaft. The board may be made of rigid synthetic materials or be inflated. Many of the paddle strokes are very similar to those used in canoeing, and SUPs have fins that allow tracking in a straight line. Modern-day stand up paddleboarding takes much of its terminology from the surfing culture. For example, the front and back of an SUP are called the nose and tail, rather than the bow and stern.

Parts of Paddlecraft

While most paddlecraft have similar parts, there are differences between kayaks, canoes, and SUPs.









Paddle Sports Equipment

To participate safely in paddle sports, all participants need:

- Life jacket
- · Canoe, kayak, or stand up paddleboard
- Paddle
- Swimwear
- Closed-toe shoes
- Appropriate warm clothes
- Sunscreen
- Whistle or other signaling device
- Water bottle and snacks

Also consider having:

- Wide-brimmed hat
- Sunglasses, preferably with a strap
- Waterproof camera
- Bilge pump and/or sponge (for kayaks and canoes only)



Paddlecraft Safety

For any BSA activity afloat, participants must understand and respect the Safety Afloat plan, summarized below. Leaders should review the entire plan in the *Guide to Safe Scouting* at www.scouting.org/health-and-safety/gss/.

1. Qualified supervision. All paddle sports activities must be supervised by a mature and conscientious adult who understands and knowingly accepts responsibility for the well-being and safety of the group and is currently trained in Safety Afloat. The supervisor must be skilled in the safe operation of the craft for the specific activity, knowledgeable in accident prevention, and prepared for emergency situations. One adult supervisor is required for every 10 participants.



 Personal health review. The supervisor should review the health histories of all participants and adjust the activity to anticipate risks associated with individual health conditions.





- 3. Swimming ability. Every participant who intends to train for or paddle a solo kayak, canoe, or SUP at a Scouting function must be classified as a swimmer by completing the 100-yard BSA swimmer classification test. Operation of any boat on a float trip is limited to youth and adults who have completed the BSA swimmer classification test. Those not classified as swimmers are limited to multiperson craft during outings on calm water with little likelihood of capsizing or falling overboard. They may paddle or ride in a paddlecraft designed for more than one person when buddied with an adult swimmer who is a skilled paddler.
- 4. Life jackets. Properly fitted U.S. Coast Guard–approved life jackets must be worn by all persons engaged in paddle sports. Type III life jackets are recommended for general recreational use.
- 5. Buddy system. Scouts never go on the water alone. Every person must have a buddy. When several craft are used on a float trip, every craft on the water should have a "buddy boat."
- 6. Skill proficiency. All persons in an activity afloat must have sufficient knowledge and skill to participate safely. Anyone classified as a swimmer may engage in paddle sports training provided by qualified instructors. For unit recreational activities in calm, confined waters, participants need to be able to control their paddlecraft adequately to return to shore. For unit float trips, participants should receive either a minimum of three hours of training or demonstrate proficiency in maneuvering the craft and recovering from a capsize. (The skills required for paddlecraft merit badges or special awards are appropriate.) Additional training is needed for whitewater trips or coastal open water treks.
- 7. Planning. Proper planning is necessary to ensure a safe, enjoyable paddle sports activity. All plans should include a scheduled itinerary, notification of appropriate parties, communication arrangements, contingencies in case of foul weather or equipment failure, and emergency response options.

Preparation. Provide participants with lists
of personal gear and arrange for group
equipment and supplies. Organize safe
transport of gear and participants to and
from the site, including shuttles if the takeout location varies from the put-in. Follow
state and local regulations, and obtain permission to use or cross private property.
Select a route appropriate for the group,
check water levels, and determine alternative pull-out locations. Consult those who
have traveled the route recently.



OTHER SAFETY CONSIDERATIONS

All groups need to check the paddling location for fixed hazards (rocks, current, bottom conditions, fishing hooks, trees, etc.) and mobile hazards (other people, other watercraft, weather conditions). Be sure to choose protected sites. All paddlers must wear life jackets. Closed-toe shoes will protect feet from blisters in the boat and foot injuries outside the boat. Be sure that adequate instructorto-student ratios are maintained and that groups aren't excessively separated. During float trips, have experienced paddlers familiar with the route in lead and sweep boats.



 Float Plan. Complete the preparation by writing a detailed itinerary, or float plan, noting put-in and pull-out locations and waypoints, along with the approximate time the group should arrive at each.
 Travel time should be estimated generously.

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Trip leader:		Safe Swim	Safety Affect	CPA	First A
1		1.1	1.1	1.1	11
Assistant leaders:					
2		11:	11	TT	1.1
3		1.1	1.1	1.1	1.1
C	_	1.1	11	1.1	11
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CONTACT INFO—Names and numbers or radio into	tor;				
Emergency services					_
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TRANSPORTATION Automobiles:			Boats		
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NOTES					

- Notification. File the float plan with parents, the local council office, and local authorities as appropriate. Assign a member of the unit committee to alert authorities if prearranged check-ins are overdue. Make sure everyone is promptly notified when the trip is concluded.
- Weather. Check the weather forecast just before setting out, and keep an alert weather eye. Anticipate changes and bring all craft ashore when rough weather threatens. Wait at least 30 minutes before resuming activities after the last incidence of thunder or lightning.

- Contingencies. Planning must identify possible emergencies and other circumstances that could force a change of plans. Develop alternative plans for each situation. Identify local emergency resources such as EMS systems, sheriff's departments, or ranger stations. Check your primary communication system, and identify backups, such as the nearest residence to a campsite. Cellphones and radios may lose coverage, run out of power, or suffer water damage.
- 8. Equipment. All equipment must be suited to the activity, the water conditions, and the individual. Equipment must be in good repair and meet all applicable standards. Appropriate rescue equipment must be available. Safety helmets are needed for whitewater paddling. During treks, safety gear such as navigation aids, weather radios, individual signal devices, throw bags, first-aid kits, spare paddles, and spare clothing should be carried. Gear should be stowed to prevent loss and water damage.
- 9. Discipline. Scouts must know and respect the rules, and always follow instructions from the adults supervising the activity afloat. Rules and safety procedures should be reviewed before each group launch.





PADDLE SPORTS GAMES

Life Jacket Relay

Equipment: Several life jackets of the same style in various sizes

How to play: This is a relay where teams compete to put on a life jacket properly. Teams form lines equidistant from a stack of life jackets at the center of an arc. The first member of each team runs to the pile, puts on a life jacket, adjusts the straps, has the fit checked by an adult or senior patrol leader, takes it off, drops it back on the pile, and runs to tag the next team member.

Scoring: First team to have all of its members wear a life jacket correctly wins.

Paddle Course

Equipment: Large paper cups, chairs, paddles or foam pool noodles, tape

How to play: Create a paddle course similar to the one in the diagram below. As paddlers go through the course, they must use paddle strokes to hit the cups in the right direction and in order. Place cups on chairs if using a kayak paddle or pool noodle and on taped marks on the floor if using an SUP paddle.

Scoring: This is a timed race. Five-second penalties are given for hitting the cups out of order or in the wrong direction. If time allows,

START

STOP

let everyone take a slow practice run to better understand how a real boat would react to the paddle motions.

Name That Part

Equipment: One or more identical paddlecraft, cards with parts of the boat color-coded by team

How to play: Teams are stationed equidistant from one or more boats. The first member draws a card, runs to the boat, places the card on the correct part of the boat, runs back, and tags the next member to draw a card.

Scoring: First team to successfully place all the cards wins.

Dress for Success

Equipment: Duffel bag for each team, full of proper paddling apparel (including life jackets, footwear, etc.) and apparel not suitable for a paddling outing (flip-flops, cutoff jeans, cotton hoodies, etc.); four cards identifying the type of paddling (cold water, spring/fall, summer, and worst outfit)

How to play: A card is drawn, and each team has 60 seconds to find the best outfit for that type of paddling and have one member put it on. Have the group debrief as to what they chose and why.

Scoring: Have a judge determine which group chose the best outfit.

Note: A modification of this game puts all the equipment in one big pile at the far end of the room; each member races up to get one piece of clothing.



E.D.G.E. Ideas

Explain how it is done—Tell them.

Demonstrate the steps-Show them.

Guide learners as they practice—Watch them do it.

Enable them to succeed on their own-Have them practice/teach it.

EXPLAIN

- Explain how life jackets save lives, how various styles support different activities, what information is on the label, and when to discard them.
- Discuss the need to carry boats to and from the water, from lake to lake, or around river hazards.
- Discuss trim and stability as essentials for good paddling.
- Explain strokes used for different maneuvers, such as going straight, turning, and side slipping.

GUIDE

- Have Scouts select and put on properly sized life jackets and paddles. Let buddles check fit.
- Have Scouts practice unloading and carrying boats.
- Have Scouts board boats and test stability (e.g., three points of contact in a canoe; J-leans for kayaks; prone, kneeling, and standing positions for stand up paddleboards).
- Have Scouts practice individual strokes.

DEMONSTRATE

- Show how to properly fit a life jacket.
- Demonstrate proper boarding of selected paddlecraft, trim, stability, and effective paddling positions.
- Demonstrate individual strokes and their effect on the boat.

ENABLE

- · Observe life jacket function during capsize drills.
- Observe Scouts transporting boats to water and portaging where needed.
- If poor practices are observed, ask the Scout involved to explain what should be done differently and why.
- Use games and courses to foster stroke selection and execution for maneuvers.

MAIN EVENT SUMMARIES



Day Activity

ESSENTIAL

CHALLENGING

Overnight Activity

A day of paddling—Spend a day on the water learning and practicing basic paddling skills with qualified instructors. This may be a day excursion to a local park or an afternoon set aside during a weekend campout near a lake. Kayaking BSA and BSA SUP awards may be earned. For canoeing, the activity can be an introduction to or review of the Canoeing merit badge skills.

Paddling trip—Plan, prepare, and execute an overnight float trip on calm or gently flowing water. This outing should include paddling, camping, navigation, and possibly other activities such as geocaching. Be sure to practice outdoor ethics techniques. Ideally, all gear should be transported to the campsite by boat.

◆ ADVANCED

Day Activity

Paddling on moving water—Plan, prepare, and execute a float trip on moving/white water appropriate for group skills. Outing should include Scouting features and portaging hazards. Participants in the lead and sweep boats should be experienced river paddlers with knowledge of the route. Selected features may be run several times to develop skills.



Meeting Plan: Safety Afloat and Equipment



Week 1 Date_____

	Week I Date		
ACTIVITY	DESCRIPTION	RUN BY	TIME*
Preopening 15 minutes before meeting	As Scouts arrive, show internet videos of Olympic canoeing competitions.	1 = 1 1111	6:45 p.m.
Opening Ceremony 10 minutes	Flag presentation Oath and Law Uniform inspection	- Williams	7 p.m.
Group Instruction 20 minutes	 Introduce the paddle sports program feature and preview the main event. Conduct a Safety Afloat overview; a "Jeopardy!"-style quiz provides a fun review. 	onko	7:10 p.m.
Skills Instruction 20 minutes	 Learn or review the purpose of a life jacket. Learn or review how to select a life jacket. Learn or review how to fasten a life jacket. Learn or review how to check the fit of a life jacket. Select, put on, fasten, and check the fit of a life jacket. 		7:30 p.m.
Breakout Groups 20 minutes	For the main event, discuss the skill level needed and make a list of group and personal equipment.	etgliet i	7:50 p.m.
Game 15 minutes	Play Life Jacket Relay (described earlier).		8:10 p.m.
Closing 5 minutes	Announcements Leader's minute Closing		8:25 p.m.
	Total 90 minutes of meeting	THE PARTY	
After the Meeting 15 minutes	Leadership team reviews plans for the next meeting and for the main event.		

^{*}All times are suggested.



Meeting Plan: Paddling Basics



Week 2 Date

ACTIVITY	DESCRIPTION	DUN DV	TIME
STEPS OF THE STATE		RUN BY	TIME*
Preopening 15 minutes before meeting	Play Dizzy Paddle Standoff. In pairs, Scouts run up to two paddles lying on the ground a short distance away. Each Scout stands a paddle on the tip, butts their nose near the		6:45 p.m
	grip, and spins seven times. The first player to return to the starting point wins.		l iniii
Opening Ceremony	Flag presentation		7 p.m.
10 minutes	Oath and Law		P.V.V.
	Uniform inspection		
Group Instruction 15 minutes	Provide an overview of how wind, weather, and waves affect paddlers.		7:10 p.m.
**************************************	 Describe appropriate dress for various paddling conditions. 		and the
Skills Instruction 30 minutes	View a video of the basic strokes and how to handle a capsize for the craft selected for the main event.		7:25 p.m.
	View a video of basic strokes and how to handle a capsize.		
	View a video of river paddling skills (ferries, eddy turns, peel outs) and river features.		
Breakout Groups	Plan group duty roster for the main event.		7:55 p.m.
15 minutes	Update the individual equipment list for the main event.		, too piii.ii
Game 15 minutes	Run the Paddle Course (described earlier).		8:10 p.m.
Closing	Announcements		8:25 p.m.
5 minutes	Leader's minute		partie.
	Closing		
	Total 90 minutes of meeting	THE REST.	
After the Meeting	Leadership team review plans for the next meeting and for the main event.		

^{*}All times are suggested.



PADDLE SPORTS Meeting Plan: Emergency Planning



Week 3 Date

	vveek 3 Date		
ACTIVITY	DESCRIPTION	RUN BY	TIME*
Preopening 15 minutes before meeting	Demonstrate commercial and/or homemade versions of containers for keeping supplies dry in canoes.		6:45 p.m.
Opening Ceremony 10 minutes	Flag presentation Oath and Law	Ų I SEMILITO	7 p.m.
Group Instruction	Discuss the most common injuries that occur while paddling, how to avoid them, and how to treat them.	janiniu _	7:10 p.m.
Skills Instruction 35 minutes	 Discuss hazards for the main event and what to do to avoid and respond to emergencies (for example, when thunder is heard). Discuss why you should stay with the boat in case of a capsize. Discuss the HELP and huddle positions. Learn and practice throwing a rescue bag for accuracy. Review the above topics as they relate to the main event. 	2101031	7:25 p.m.
	For example, discuss what to do if a heavy rainstorm floods the campsite and the lake level is visibly rising. • Learn and practice throwing a rescue bag for accuracy.		
4	 Review the above topics for the main event. Review a map of the river route, identifying locations of hazards and alternate take-out locations. Learn and practice throwing a rescue bag for accuracy. 		
Breakout Groups 15 minutes	 Determine main and alternate communication systems for getting emergency help during the main event. Continue planning for group participation in the main event. 		8 p.m.
Game 10 minutes	Play Name That Part (described earlier).	la atti	8:15 p.m.
Closing 5 minutes	Announcements Leader's minute Closing		8:25 p.m.
	Total 90 minutes of meeting	4 15 130 1	T VELLEY
After the Meeting 15 minutes	Leadership team reviews plans for the next meeting and for the main event. Make plans for swim tests if members haven't had them within the past year.	174	

^{*}All times are suggested.



PADDLE SPORTS Meeting Plan: Transportation and Logistics



Week 4 Date

	VVCCR 4 Date		-dlla-
ACTIVITY	DESCRIPTION	RUN BY	TIME*
Preopening 15 minutes before meeting	Conduct a shakedown of personal gear for the main event.		6:45 p.m.
Opening Ceremony 10 minutes	Flag presentation Oath and Law	1,1,-100	7 p.m.
Group Instruction 10 minutes	Explain and demonstrate the proper way to load a canoe, kayak, and stand up paddleboard on a cartop and trailer.	10.00,50	7:10 p.m.
Skills Instruction 40 minutes	Learn the basic techniques and materials for transporting paddlecraft on a trailer or cartop rack, including straps, bungees, and ropes. Learn and practice the following knots: Trucker's hitch Bowline knot Learn proper boat-carrying techniques.		7:20 p.m.
Breakout Groups 15 minutes	Complete a detailed trip plan for the upcoming main event.		8 p.m.
Game 10 minutes	Play Dress for Success (described earlier).		8:15 p.m.
Closing 5 minutes	Announcements Leader's minute Closing		8:25 p.m.
RETURNED IN THE	Total 90 minutes of meeting	A PARTY IS	The Alle
After the Meeting	Leadership team reviews plans for the next meeting and for the main event.	T Almenton	1 1 1

^{*}All times are suggested.



Main Event: A Day of Paddling



Date

Logistics Location: Departure time: Return time: Duration of activity: 4 to 8 hours Budget: Completed Approved Camping: Duty roster Menu Transportation: Group Self Float plan: Completed Submitted		of a lookout on shore. Depending on the unit's previous experience, the activity may conclude with a short round trip or feature of a longer trip after a brief skill review.		
Equipment List	 Canoes, kayaks, or SUPs Appropriate apparel, inclufootwear, for weather compotential or planned caps Paddles of appropriate size paddlers, plus spares Life jackets of appropriate all paddlers First-aid kit and rescue ed 	ding check coverage) ditions and ize Dry bags for extra gear while on the water Drinking water sizes for Scout Basic Essentials (Review the list		
Activity	 Identify the local body of water for the activity. Travel to put-in location with equipment, if not provided at the location. Pair experienced and inexperienced members as buddies. Check life jacket fit and review safety rules just prior to launch. Introduce and refine skills for launching, trim, paddling, and capsize as appropriate. Use games and course to practice maneuvers. Go on a short paddling trip, practicing proper paddling etiquette and group management. Return to the starting point and load up for the trip home. 			
Safety	ability to communicate w BSA swimmer classificat multiperson boat. Always Two-deep adult leadersh	rocedures. Identify and mitigate hazards. Confirm your with emergency services. Those who have not passed the ion must be buddied with a skilled adult swimmer in a suse the buddy system. ip is required for all activities.		

Notes

Parents wishing to participate in the event must follow the same procedures as Scouts with regard to swimming ability, life jacket use, and all other aspects of Safety Afloat. Do not assume that adults will have stronger boating skills than the youth. It may be more successful to pair a new Scout with another Scout who has earned the Canoeing or Kayaking merit badge rather than a parent with no previous boating skill. The unskilled parent will also benefit from having a skilled adult as a buddy. That procedure also makes it easier to trim tandem boats.



Main Event: Overnight Paddling Trip



Date

Location:		Challenging (Tier II) Plan, prepare, and execute an overnight float trip on calm or gently flowing water. This outing should include paddling, camping,		
Departure time:	head june server till	navigation, and possibly other activities like geocaching. Be sure to practice outdoor ethics techniques. Ideally, all gear should be transported to the campsite by boat.		
Return time:	A William Comment			
Duration of activity: Overnig	ght	cased day to a fundament a problem.		
Budget: Completed	Approved	and the second second		
Camping: Duty roster	Menu			
Transportation: Group	Self			
Float plan: Completed	Submitted			
Equipment List	 Canoes, kayaks, or SUPs Water-protected cellphones Paddles of appropriate size Dry bags for gear transport Life jackets of appropriates First-aid kit and rescue equi Group and individual campi Drinking water Sunscreen Scout Basic Essentials (Rev Appropriate apparel, includi potential or planned capsize 	s for all paddlers, plus spares sizes for all paddlers ipment ng gear and food riew the list and take what you need.) ng footwear, for weather conditions and		
Activity	 Heview equipment needs ar Meet and travel to put-in loc Pair experienced and inexpe Check life jacket fit and revie Paddle to camp, set up cam Plan time to work on paddlir paddling awards or merit ba Consider adding outdoor ac Plan a service project to clear 	cation. Load boats. erienced members as buddies. ew safety rules just prior to launch. ep, prepare meals, have campfire programs, etc. eng skills and potentially complete requirements for dges.		
Safety	the BSA swimmer classificat a multiperson boat. Keep pa	edures. Identify and mitigate hazards. Confirm your emergency services. Those who have not passed ion must be buddied with a skilled adult swimmer in rticipant boats between lead and sweep boats with ice campsite safety. Always use the buddy system.		

Notes

Properly load gear in or on boats to prevent loss during potential capsize. This is particularly important for stand up paddleboards with the gear carried on deck.



Main Event: Paddling on Moving Water



Date

Departure time: Return time: Duration of activity: Day Budget: Completed Camping: Duty roster	or overnight Approved Menu	Advanced (Tier III) Plan, prepare, and execute a float trip on moving/white water appropriate for the skills of the group. Operation of any boat on a float trip is limited to youth and adults who have completed the BSA swimmer classification test. Those who have not passed the BSA swimmer classification must be buddied with a skilled adult swimmer in a multiperson boat. The outing should include Scouting features and portaging hazards. Participants in lead and sweep boats should be experienced river paddlers with knowledge of the route. Selected features may be run several times to develop skills.		
	SelfSubmitted	Advertisated, himmen femaling 2000, directed		
Equipment List	 Canoes or kayaks suitable moving water Paddles of appropriate siz paddlers, plus spares Life jackets of appropriate all paddlers Helmets River maps and guideboo 	 First-aid kit and rescue equipment Drinking water Sunscreen Scout Basic Essentials (Review the list and take what you need.) Food and overnight gear as appropriate 		
Activity	expected flow level. Review equipment and sh Meet and travel to put-in Pair experienced and inex Review river route and loc Check life jacket fit and re Keep participant boats be familiar with the river. When in doubt, get out an Plan time to work on pad	 Review equipment and shuttle needs. Meet and travel to put-in location. Load boats. Pair experienced and inexperienced members as buddies. Review river route and locations of known hazards with all participants. Check life jacket fit and review safety rules just prior to launch. Keep participant boats between lead and sweep boats with experienced paddlers 		
Safety	ity to communicate with e the buddy system.	 Follow all Safety Afloat procedures. Identify and mitigate hazards. Confirm your ability to communicate with emergency services. Practice campsite safety. Always use the buddy system. Two-deep adult leadership is required for all activities. 		

Notes

Trips such as this are often highlights of a youth's Scouting adventure. However, proper preparation under skilled guidance is needed. Ideally, units should participate in Tier I and Tier II paddling events as a progression to Tier III. A unit that has its first exposure to paddle sports through this program feature is not ready.

A skilled paddler can navigate moving water in a stand up paddleboard, but units should only consider that option if trained in whitewater SUP use by an instructor certified in that specialty.



RESOURCES AND REFERENCES

Books and DVDs

Camping, Canoeing, First Aid, Geocaching, Kayaking, Sustainability, Swimming, Whitewater, and Wilderness Survival merit badge pamphlets

Aquatics Supervision Guide (SKU 621005). Boy Scouts of America. Be sure to consult the latest printing.

Fieldbook

Scouts BSA Handbook for Boys Scouts BSA Handbook for Girls

American Canoe Association. Canoeing (Outdoor Adventures). Human Kinetics, 2008. (Includes Quickstart Your Canoe DVD.)

American Canoe Association. *Kayaking* (Outdoor Adventures). Human Kinetics, 2009. (Includes *Quickstart Your Kayak* DVD.)

American Canoe Association and Boy Scouts of America. *Reading the Rhythms of Rivers and Rapids* DVD, 2016; No. 430-605. For a free copy, contact BSA Outdoor Programs (telephone 972-580-2292) or the American Canoe Association (www.americancanoe.org/general/custom. asp?page=BSADVD).

Levin, Lon. Basic Illustrated Canoe Paddling (Basic Essentials Series). FalconGuides, 2008.

Marcus, Ben. The Art of Stand Up Paddling: A Complete Guide to SUP on Lakes, Rivers, and Oceans (How to Paddle Series). FalconGuides, 2012.

Roberts, Harry. Basic Illustrated Canoe Paddling (Basic Essentials Series). FalconGuides, 2008.

Websites

American Canoe Association
Website: www.americancanoe.org

BSA Aquatics

Website: www.scouting.org/outdoor-programs/aquatics/

Northern Tier

Website: www.ntier.org

Paddling.com

Website: www.paddling.com

USA Canoe/Kayak

Website: www.teamusa.org/ USA-Canoe-Kayak.aspx

Related Program Features

Camping, First Aid, Geocaching, Outdoor Ethics, Sustainability, Swimming, Wilderness Survival

Photo and Illustration Credits

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