
Water Fun & Games

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Introduction

Are your patrons bored with the same old instructional class sessions and recreational activities? Special events programming and competitive games can add excitement and variety, revitalize your staff, get you out of a programming rut, generate revenue, and help publicize your other class offerings. Games and activities which are just plain "fun" will help you to increase your pool usage, introduce new activities into the community, and may provide an incentive for weak or non swimmers to improve their swimming skills. The following information is provided to help you successfully organize, promote, stage and supervise water games at your pool.

Team Games

Inner Tube Water Polo

- Pools across the country are reporting unbelievable success with the introduction of inner tube water polo leagues to their programming schedule.
- The popularity of some programs has grown to where it outstrips available pool time.
- Program success is attributed to the fact that the game can be played by co ed groups, with participants of mixed swimming ability and athletic skill, and even by non swimmers when provided with personal flotation devices (PFDs).
- Revenue is being generated, costs of starting the program are low, and league play can be scheduled during low pool use times in the late evening.

Inner Tube Water Polo

- Equipment
 - Numbered nylon water polo caps with plastic ear protectors should be worn by participants.
 - Bathing caps may be substituted for water polo caps if need be.
 - Standard automobile size inner tubes should be used. Donations can be sought from local tire stores and automotive repair centers.
 - An air compressor or bicycle pump is needed to inflate the tubes.

Inner Tube Water Polo

- Equipment (continued ...)
 - A referee 2-flag stick is needed for officiating. The device can be purchased or made by attaching one blue and one white flag to each end of a three foot section of broom handle.
 - Official floating water polo goals and nets can be purchased for around \$1,700.00 from a variety of equipment supply sources, or orange safety cones can be substituted.
 - A minimum of six water polo balls should be purchased for warm-up and game use.

Inner Tube Water Polo

- Safety
 - Jewelry, goggles or other sharps objects that might cause injury to participants must be removed prior to the start of play.
 - Long finger nails should be trimmed.
 - It is the referee's responsibility to make sure that all players have complied with these rules.
- Players
 - There are 7 players on a team: right, center and left forwards and backs, and a goalkeeper.

Inner Tube Water Polo

- Playing Area
 - Any pool can be used.
 - The pool is divided by 2 meter, 4 meter, and mid-pool lines, and a goalkeeper area. Lines can be marked on the pool edge or orange safety cones can be used to mark the lines.
- Length
 - Play is divided into two twelve-minute halves with a three-minute half time.
 - One three-minute overtime period is played if necessary, then sudden death is played if the score is still tied at the end of the overtime period.

Inner Tube Water Polo

- Substitutions
 - Substitutions may occur any time during the game.
 - Players must enter and leave the pool at the 2 meter line, tagging each other as they do so.
- Play
 - Players must sit in their inner tubes with both legs hanging over the edge of the tube.
 - To start the game, players line up at opposite ends of the pool facing the pool wall, with both hands on the wall.

Inner Tube Water Polo

- Play (continued ...)
 - The referee drops the ball at the half distance line of the pool to start play at the beginning of a period.
 - Players propel themselves and their tubes with their arms and legs and attempt to throw or catch the ball with one or two hands to advance the ball down the pool toward the goal.
 - Stalling is not permitted. The ball must be passed every 5 seconds.
 - The ball, but not a player, can be tackled in order to take possession away from an opponent.

Inner Tube Water Polo

- Out of Bounds
 - An opposing team member throws the ball back into play from the same point from which the ball went out of bounds.
 - If the ball is thrown out of bounds over the goal line by an offensive player, the goalie throws the ball back into play.
 - If a defensive player throws or tips the ball out of bounds over the goal line, a corner throw is awarded at the 2 meter line.

Inner Tube Water Polo

- Scoring
 - A goal is scored when the ball is thrown or pushed across the goal line between the goal posts.
 - Players are not permitted to shoot at the goal from inside the 2 meter line.
 - After a goal is scored, the goalie announces the score and puts the ball back into play by passing the ball to a teammate.
 - The goalie cannot swim out of goalkeeper area with the ball and cannot pass the ball past the half distance line.

Inner Tube Water Polo

- Infractions
 - An indirect free throw is awarded to the opposing team from a point nearest where the infraction occurred, if an opponent:
 - holds the ball underwater
 - is inside goalkeeper area
 - touches the ball when out of his tube
 - stalls by holding the ball for more than 5 sec.
 - does not place both hand on the wall at the start of a period
 - substitutes illegally
 - goalie leaves the goal area while in possession of the ball

Inner Tube Water Polo

- Personal Fouls
 - If the foul occurs outside the penalty area (4 meter line), an indirect free throw is awarded.
 - If the foul occurs inside the penalty area, a penalty throw directly at the goal from the 4 meter line with only the goalie defending is awarded.
 - Players may not:
 - push, tackle, hit, or hold and impede the movement of an opponent or his tube
 - dump an opponent out of her tube
 - kick the ball or strike the ball with a closed fist
 - deliberately splash water in the face of an opponent or impede an opponent's vision

Inner Tube Water Polo

- Major Fouls
 - A penalty throw is awarded and player is ejected from the remainder of the game if a major foul is committed.
 - A substitute may take the disqualified player's place in the game.
 - The following are considered major fouls:
 - hitting, kicking, striking or seriously endangering another player
 - unsportsmanlike conduct
 - refusing to obey the official

Dive-in Movies

- It's amazing how many people will show up to watch a movie they may have already seen, if permitted to watch the movie while bobbing around a pool in an inner tube.
- Aquatic professionals across the country are experiencing wide spread success in filling their pools to capacity with dive-in movie goers.
- Here's how you can provide a dive-in movie experience for your patrons too.
- Make arrangements to rent a 16 mm movie projector, or you may be able to borrow a projector from a local school or park and recreation department.

Dive-in Movies

- Make sure all electrical equipment is plugged into ground fault circuit interrupters (GFCIs) and kept at least 20 feet from the edge of the pool.
- Films can be rented from a variety of sources. Ask your reference librarian for a catalog of 16 mm movies for rent. Rental fees vary depending on the age and popularity of the particular movie.
- Project the movie across the pool and against a natatorium wall. You can make an inexpensive screen by sewing several old white bed sheets together and hanging them on the wall. Some facilities have rented rear projection screens, but this adds to the cost of presenting the movie.

Dive-in Movies

- Films commonly shown during dive-in movies include: Jaws, The Abyss, Creature from the Black Lagoon, 20,000 Leagues Under the Sea, Splash, Little Mermaid, Piranha, Orca, Where the Boys Are, Beanie & Cecil cartoons, and any movie filmed in 3-D
- Many pools show short water safety films as previews to the major attraction, or between reels of the film.
- To prevent movie goers from being chilled, increase pool water temperature to approximately 90 degrees Fahrenheit. Maintain ambient air temperature 3 to 7 degrees higher than pool water temperature.

Dive-in Movies

- The acoustics in most natatoriums usually leaves something to be desired, but adequate sound can be provided by suspending stereo speakers in several locations around the deck.
- For safety reasons, make sure a public address system is available for use during the movie.
- Most pools rent a limited number of inner tubes, or allow guests to bring their own tubes, rafts, air mattresses, and inflatable toys to float around in during the movie.
- You might want to restrict the size of inflatables brought into the pool, or groups may show up with 8-person river rafts and Zodiacs.

Dive-in Movies

- Encourage non swimmers and small children to wear PFDs, since tubes may float into deep water.
- Some guests may prefer to bring lawn chairs or beach towels and watch the movie from the pool deck.
- Obviously alcoholic drinks should not be permitted, but soft drinks and popcorn won't really hurt the pool.
- Anticipate problems before they arise. Explain the rules before the movie starts and make sure you have provided more than adequate supervision for the size of the crowd.

Dive-in Movies

- Station lifeguards on deck, in elevated lifeguard chairs, and at least one SCUBA lifeguard with a dive light underwater.
- Keep security lighting on, so the natatorium is not completely dark.
- Do not exceed maximum bather loads permitted by state code.
- You'll want everyone to have a good time and enjoy themselves, but stop the movie if the crowd gets too rowdy or some individuals get out of control.

Dive-in Movies

- To promote the event, print announcements, distribute fliers, set up a movie marquee in the pool lobby, send notices to the local newspapers, and invite the media.
- Dive-in movies may be a unique idea in your community, and although the novelty will wear off eventually, the initial publicity generated may help spark an increase in pool usage.
- Sponsors are easily approached to underwrite the cost of the screening, if large crowds and media coverage can be assured.

Underwater Hockey

- Underwater hockey is played by thousands of participants around the world. The game is particularly popular in Canada, Great Britain, Australia, South Africa, France, and New Zealand, and is beginning to have a strong following in the U. S., chiefly on college campuses.
- Recent international championships have been televised by ESPN and underwater hockey has been an Olympic demonstration sport.
- Playing underwater hockey increases a swimmer's strength, endurance, breath holding capabilities, and swimming skills. Besides being a great exercise, the games is fun to play, and exciting to watch.

Underwater Hockey

- Bleachers can be set up on the pool deck for spectators. Sticks can be heard hitting the puck underwater, and the action can be followed by watching for bubbles rising to the surface.
- Equipment
 - Players wear a mask, fins and snorkel, and carry a hockey stick made out of wood or plastic, approximately 11 inches in length.
 - The sticks are usually painted black or white to help players distinguish teammates while underwater.

Underwater Hockey

- Equipment (continued ...)
 - A leather lanyard is strung through the stick and worn around a player's wrist to prevent the stick from floating to the surface if it falls out of his hand during competition.
 - Inexpensive work gloves coated in solidified hot glue are worn to protect players' knuckles from injury resulting from scraping on the pool bottom.
 - The 3 inch diameter puck is made of brass and lead and is often coated with a protective rubberized material.

Underwater Hockey

- Goal
 - The official goal is 3 meters long, made of aluminum, weighted, wedge shaped, and has a recessed area inside the goal.
 - In the absence of an official goal, the wall of the pool can be marked to indicate a goal area and the puck just shot at the pool wall to score a goal.

Underwater Hockey

- Officials
 - Two referees are stationed in the pool. The chief referee is positioned on the deck and remains out of the pool throughout the game.
 - Water referees use hand signals to notify the chief referee on deck to blow his whistle to stop play in case of a foul being committed or goal scored.
- Players
 - There are six players per team, and two substitutes.
- Substitutions
 - Substitutes may enter the game during any break in the play

Underwater Hockey

- Safety
 - Players should be cautioned against hyperventilating.
 - Officials should watch for signs of CO₂ build up, oxygen depletion and blackout.
 - Players should train to gradually increase their breathing holding skills and ability to perform repeated surface dives.
- Scoring
 - A goal is scored when a player propels the puck with his stick into the recessed portion of the goal.
 - Goals count one point.

Underwater Hockey

- Game Length
 - The game consists of two 15-minute periods with a 3 minute half time.
 - Players change sides of the pool at the half.
 - If an overtime period is necessary, two 5-minute periods are played.
- Out of Bounds
 - The puck is pushed back into play from the point where it went out of bounds.

Underwater Hockey

- Playing Area
 - The official playing area is 22 to 25 meters in length, but any sized pool can be used for recreational games.
 - The game is played in water a minimum of 2 and a maximum of 4 meters deep.
 - Goals are placed on the bottom of the pool against the end walls.
 - Imaginary semi-circular areas are marked off in a three and six meter radius from the goals.
 - A center spot is marked in the exact middle of the playing area.

Underwater Hockey

- Play
 - At the start of the game, to re start the game after half time, and after each goal, the puck is placed on the bottom and at the center of the pool.
 - Teams line up on the surface, with one hand on their goal line or edge of the pool and wait for the referee to signal the start of play.
 - Players pass the puck down the pool with their hockey sticks to teammates, and attempt to score goals. Offensive and defensive strategy can be planned.
 - Players must leave the puck behind on the bottom of the pool when they surface for air.

Underwater Hockey

- Fouls --The following actions are not permitted:
 - standing on the bottom of the pool
 - attacking, striking or intentionally hurting an opponent
 - propelling or advancing the puck down the pool with anything but the stick
 - obstructing the movements of a player who is not in possession of the puck
 - trying to prevent a goal with anything but the stick
 - balancing the puck on the stick and swimming with it toward the goal
 - grabbing, pushing, pulling, or elbowing an opponent

Underwater Hockey

- Minor infractions
 - An "equal puck" is awarded.
 - Similar to a basketball jump ball, the puck is placed on the bottom of the pool by a referee at the point at which the infraction occurred.
 - One player from each team face off on the surface of the pool and submerge at the referee's signal.
 - Both players have an equal chance to gain control of the puck.

Underwater Hockey

- Serious infractions
 - A "free puck" is awarded.
 - The puck is placed on the bottom of the pool near where the infraction took place.
 - The team committing the foul must remain 3 meters away from the puck until play has resumed, when a member of the team awarded the "free puck" passes the puck to a teammate.
 - The referee can institute a 2 minute penalty and order a player out of the pool and into the "penalty box" (bench on the deck) at any time. The team must play short one player until the penalty is up.

Underwater Hockey

- Infractions occurring inside the 3 meter area which prevent a goal
 - A penalty shot at the goal is awarded.
 - The puck is placed on the 3 meter line.
 - One defender and two attackers start the penalty shot from the pool surface above the 3 meter line.
 - All other players must remain outside the 6 meter area until either the puck is passed back outside the 6 meter line or until a goal is scored.
 - Play resumes by restarting the puck at the center spot.

Underwater Hockey

- Official Rules
 - The governing body for underwater hockey in the United States is the:
Underwater Society of America
P.O. Box 628, Daly City, CA 94017
 - The official international rules for competitive underwater hockey can be obtained from CMAS:
Confederation Mondiale des Activites
Subaquatiques
47 Rue de Commerce, 75015 Paris, France

Underwater Football

- Equipment
 - Nerf or foam sponge football, safety cones, water polo caps.
 - Set up the safety cones spaced approximately 6 feet apart on the pool deck, at each end of the pool, as the goal posts.

Underwater Football

- Game Length
 - The game consists of 4 quarters of 5 minutes each, and a 5 minute rest at the half.
 - Teams switch sides at half time.
 - If the score is tied at the end of regulation play, a 5 minute period of sudden death is played until one team scores the winning goal.
 - If a goal is not scored by either team during the sudden death period, the tie score stands.

Underwater Football

- Players
 - Each team consists of 11 players.
 - However, any number of players may participate, as long as each team is composed of an equal number of swimmers of similar ability.
- Substitutions
 - Substitutes may enter the game any time the ball is not in play.
 - The player leaving the pool must exit at his own team's end line before the ball is put back into play.

Underwater Football

- Rules
 - At the start of each quarter, and after each goal is scored, players line up in the water along the edge of the pool opposite their team's goal line. Players must hold on to the edge of the pool with at least one hand until the ball has been tossed into play.
 - To start play, a designated player leaves the pool edge and begins treading water within an area no more than 15 feet from the end of the pool. He then throws the ball across the pool toward the opposing team. The ball must travel past the half distance line and remain within the pool.

Underwater Football

- Rules (continued ...)
 - Players may swim toward the football as soon as the starting player leaves the pool wall to throw the ball into play. Players try to gain possession of the football for their team by catching the ball either before or after it hits the surface of the water.
 - After gaining possession of the football, players try to advance the ball in the direction of their goal by pushing it through the water, tossing or handing it off to a teammate with a forward, backward or lateral pass; or by swimming with it at the surface or under the water. There are no "downs".

Underwater Football

- Rules (continued ...)
 - Opposing players try gain possession of the ball for their team by attempting to strip the ball away from the player who has possession, by intercepting passes, batting down passed balls, and by blocking opposing players so they cannot receive the ball from a teammate.

Underwater Football

- Out of Bounds
 - If the ball is accidentally thrown out of the pool without crossing between the goal cones, the team who threw the ball out of the playing area loses possession of the ball.
 - An opposing team members puts the ball back into play from a point nearest where the ball left the pool, by treading water and passing the ball to a teammate.

Underwater Football

- Scoring
 - A touchdown is scored when the football is lifted out of the pool and placed on the deck between the goal cones.
 - Touchdowns cannot be scored by a player who is holding onto the pool edge or who is standing on the bottom of the pool.
 - Goals count six points each.
 - Three points are awarded when the ball is thrown across the goal line between the goal cones.

Underwater Football

- Safety
 - Players may rest at any time by holding onto the edge or standing on the bottom of the pool, but may not touch the football when doing so.
 - The game should be stopped immediately if players get exhausted, or if the competition gets too rough or out of control.
 - Each team is permitted to take up to three time-outs per half to rest or to discuss strategy. The team captain must request the time-out.

Underwater Football

- Fouls -- The following actions are not permitted:
 - elbowing, attacking, striking, punching, pinching or intentionally hurting an opponent
 - holding the limbs or swim suit of a player who is or is not in possession of the ball to prevent their movement
 - intentionally throwing the ball out of the pool
 - deliberately splashing water into the eyes of an opponent to obstruct their vision
 - dunking or holding an opponent under water for more than 1 second

Underwater Football

- Penalties
 - The offending player is penalized by being removed from the game for a period of up to 60 seconds, depending on the severity of the foul committed.
 - A substitute may not enter the game for the penalized player.

Greased Watermelon

- Equipment
 - Watermelon, jar of petroleum jelly, cones.
 - "Grease" the watermelon by coating it with petroleum jelly.
 - Set up cones approximately 6 feet apart on the pool deck at each end of the pool. The cones mark the goal.
- Players
 - Any number of players may participate, but two teams of an equal number of swimmers of similar ability should be formed.

Greased Watermelon

- Substitutions
 - Substitutes may enter the game at any time by tagging a teammate who has exited the water.
- Game Length
 - The game consists of 2 periods of 5 minutes each, and a 3 minute rest at the half.
 - Teams switch sides at half time.
 - If the score is tied at the end of regulation play, a period of sudden death is played until one team scores the winning goal.

Greased Watermelon

- Rules
 - At the start of each half, and after each goal is scored players line up in the water along the edge of the pool. Players must hold on to the edge of the pool until the watermelon has been tossed into the pool. One team lines up at each end of the pool--the end opposite their goal.
 - To start play, the referee drops the watermelon into the pool midway between the two teams.
 - Players swim toward the watermelon and try to gain possession for their team.

Greased Watermelon

- Rules (continued ...)
 - After gaining possession of the melon, players try to advance the melon in the direction of their goal by pushing it through the water, tossing or handing it off to a teammate, or swimming with it at the surface or under the water.
 - Opposing players try to strip the melon away from the player who has possession, in order to gain possession for their team.
- Scoring
 - A goal is scored when the melon is lifted out of the pool and placed on the deck between the cones.
 - Goals count one point each.

Greased Watermelon

- Fouls -- The following actions are not permitted:
 - attacking, striking, punching, pinching or intentionally hurting an opponent
 - obstructing the movements of a player who is not in possession of the melon
 - dunking, grabbing, pushing, pulling, or elbowing an opponent
 - holding an opponent under water

Greased Watermelon

- Safety
 - Players may rest at any time by holding onto the edge or standing on the bottom of the pool, but may not touch the watermelon when doing so.
 - The game should be stopped immediately if players get exhausted, or if the competition gets too rough or out of control.
- Bonus
 - The winning team gets to eat the watermelon at the end of the game.

Underwater Soccer

- Equipment
 - Inflatable ball -- partially fill the ball with water before inflating with air.
 - Or, a "SubBall" can be purchased from the Brookstone catalog or store for about \$15.00.
- Players
 - Divide players into even numbered teams.
 - Designate one player on each team to be the goalkeeper.
- Substitutions
 - Substitutes may enter the game at any time by tagging a teammate who has exited the water.

Underwater Soccer

- Field
 - Set up cones on the pool deck to mark the pool wall goal areas, and centerline.
 - Mark the boundaries of the playing area using floating lane lines or buoyed lifelines.
 - The game should be played across the width of the pool in water no more than 4.5 feet deep.
- Duration
 - The game consists of two 10-minute halves (continuous running time) and a 5 minute half time rest period.
 - Teams change ends at half time

Underwater Soccer

- Rules
 - Players must be in their own half of the pool at the start of the game, start of the second half, and after a goal has been scored.
 - The ball is put into play by one player kicking the stationary ball at the center of the pool into his opponents half of the pool.
 - The ball usually remains underwater and is advanced toward the goal by kicking.
 - Players other than the goalie, may not use their hands to move the ball down the pool.
 - Players may use their head or parts of their bodies other than hands to pass, control or stop the ball.

Underwater Soccer

- Out of Play
 - If the ball is kicked out of the pool or out of play, it is thrown back in at the point where it went out of play by a member of the team which did not cause the ball to go out of play.
- Goalie Privileges
 - The goalie may pick up the ball with his hands, but may not throw the ball past the half distance line.

Underwater Soccer

- Scoring
 - A goal is scored when the ball hits the pool wall between the goal cones.
 - Goals count one point each.
 - The team scoring the largest number of goals wins.
- Safety
 - The game should be stopped immediately if the competition gets too rough or out of control.
 - In addition to the referee, a lifeguard should supervise play from an elevated position on the deck.

Underwater Soccer

- Fouls -- The following actions are not permitted:
 - using your hands to advance the ball
 - attacking, striking, punching, pinching, pushing, pulling, elbowing or intentionally hurting an opponent
 - intentionally kicking an opponent
 - dunking or holding an opponent under water
- A penalty kick at the goal is awarded to the team that was fouled.
 - The kick must be taken from a spot at least 10 feet away from the pool wall.
 - Only the goalie may defend against the penalty kick.

Sea Hunt

- Equipment
 - Laminated cards which contain information and pictures of creatures or objects found in the sea.
 - Laminated sheets which include hunt directions, a list of objects to be found, and a series of questions to be answered from information found on the picture cards.

Sea Hunt

- Rules
 - Scatter the laminated picture cards in the pool.
 - Form teams of even numbers of players and distribute one Sea Hunt sheet to each team.
 - The referee signals the start of the hunt.
 - Players enter the pool and begin searching for the cards that correspond to the items on their list.
 - After all items on the list have been found, the questions are answered from information provided on the picture cards.
 - The first team to find all the items on their list and answer all the questions correctly is the winner.

Fishing

Pool Fish Pond

Why should you consider converting your swimming pool into a fishing pond during the off-season:

- You will be able to continue using the pool
- You can provide your patrons with a second rec season
- You will generate revenue and increase profits
- You can continue to employ some pool staff
- You can introduce people to a new sport
- Because it's still a novel idea, the media might be interested in covering the conversion. Publicity generated from this media exposure will help you to advertise your winter programs in the community.

Pool Fish Pond

- Purchase a variety of sized fish.
- Stock both the main pool as well as the spa or wading pool for small children.
- Experience has shown it's best to stock pools with rainbow trout or catfish.
- Don't overcrowd the fish--they'll deplete the oxygen supply and start dying.
- Stock a maximum of 500 pounds of fish in a 25 yard pool, and no more than 1,200 pounds of fish in a 50 meter pool.
- Purchase one large prize winning fish, and tag some fish for special prizes.

Pool Fish Pond

- It is recommended that you charge by the hour, and that you set a limit on fish caught.
- Charge an additional fee for equipment rental.
- Provide inexpensive bamboo poles or Cuban reels, sinkers, hooks, bobbers, and bait.
- Worms, hot dog slices, bacon, corn or peas, cheese, marshmallows, salmon eggs, or artificial lures can be used as bait.
- Distribute plastic bags for fish, so the fish aren't left flopping around on the pool deck once caught.

Pool Fish Pond

- Do not allow patrons to clean fish on the premises.
- As an additional revenue generating idea, you may want to provide a fish cleaning service.
- Supervise the fish pond as you would the swimming pool.
- Station lifeguards in an elevated position to provide general supervision in compliance with the "10/20 Supervision Rule".
- Station additional guards at deck level to maintain order and help inexperienced fishermen with baiting and removing fish from hooks.

Pool Fish Pond

- Make sure each guard is provided with a pair of needle nosed pliers.
- Enforce direct parental supervision of children.
- For safety reasons, be careful not to lose fish hooks on the deck or on the grass surrounding a deck.
- Do not permit overhead casting.

Pool Fish Pond

- To prepare the pool for fish:
 - Remove all traces of chlorine from the water with sodium thiosulfate (1 oz./1 ppm/10,000 gallons of water)
 - Use an aerator to increase the oxygen content of the water. Aerate the capacity of the pool at a rate of at least once every 24 hours. Maintain a dissolved oxygen content of at least 5 ppm
 - Lower the water level below the tile line and skimmers or gutters to prevent fish from getting into the circulation system
 - Turn off the skimmer line
 - Drop the water temperature to 60° F (40 - 75° OK)

Pool Fish Pond

- Adjust the pH level to 7.8 (7.0-8.4 OK)
- Maintain clear water (for safety reasons, and so patrons can see the fish)
- Keep the pool vacuumed
- Rinse down the decks frequently
- Add copper sulfate algaecide to prevent algae blooms. Consult with an aquatic biologist or the local Fish and Game Department for the proper level.
- Obtain a permit or variance from the State Department of Fish and Game so participants won't have to purchase fishing licenses.

Pool Fish Pond

- To return the pool to normal operating conditions:
 - remove all fish
 - drain the pool
 - hose down the pool walls
 - chlorine wash, and then refill the pool

Goldfish Grab

- Purchase goldfish from a pet store or aquarium supply shop.
- About one hour before the "goldfish grab", transfer the fish (one fish per bag) and dechlorinated water into Ziploc sandwich size bags. Seal the bags.
- Do not completely fill the bags with water -- make sure there's enough oxygen in the bags for the fish to breathe.
- Place the Ziploc bags containing the goldfish in the swimming or wading pool.
- At the referee's signal, participants may enter the pool and "catch" a goldfish.
- Participants may take the goldfish home as pets.

Magnetic Fishing

- Equipment
 - Plastic fish, magnets, wooden dowels, fish line, metal washers
- Directions
 - Cut out fish shapes from different colored plastic soda, milk and juice containers.
 - Attach a magnet to the back of each fish.
 - Cut a notch near one end of the wooden dowels and attach a length of monofilament line.
 - Instead of fish hooks, fasten a large metal washer to the end of each line.

Magnetic Fishing

- Directions (continued ...)
 - Place the "fish" in the swimming or wading pool, or spa and let the participants try to catch the fish from the pool deck.
 - Award prizes for the first fish caught, the largest fish caught, and the most fish caught within a specified time period

Tag Games

Blob Accumulation Tag

- Equipment
 - None
- Rules
 - One player is chosen to be "It", and he chases and attempts to tag one of the other players.
 - The tagged player joins both hands to form a circle with the player who was originally designated "It", and together they begin to form a blob.
 - The blob chases the other participants around the designated area of the pool. The players that make up the blob must move as a unit, and may not drop their hands in order to capture a player.

Blob Accumulation Tag

- Rules (continued ...)
 - Players are captured by being brought between the raised arms of two players and into the circle formed by the blob.
 - As each successive player is tagged, he becomes part of the blob.
 - The winner is the last player able to evade the ever growing blob.

Sponge Tag

- Equipment
 - Sponges (at least one sponge for each player)
- Objective
 - To hit the other players with thrown wet sponges, without being hit yourself
- Rules
 - The game can be played in either shallow or deep water depending on the swimming ability of participants.
 - Players hold onto one edge of the pool.
 - The sponges are dropped into the pool away from the participants.

Sponge Tag

- Rules (continued ...)
 - At the referee's signal, players swim toward the sponges.
 - As soon as a player gains possession of a sponge, he should aim at another player and try to hit that player with the sponge.
 - After throwing a sponge, the player should immediately try to re arm himself by collecting another sponge.
 - Players try to dodge sponges thrown by other players. Players may sink underwater to avoid being hit by a thrown sponge.

Sponge Tag

- Rules (continued ...)
 - A player who is hit with a sponge is eliminated from the game and must swim out of play and to the edge of the pool.
 - The last player remaining in the game is the winner.

Sharks and Minnows

- Equipment
 - None
- Object
 - To evade the sharks
- Rules
 - One player is selected to be the "shark".
 - The shark treads water in the middle of the pool, while the remaining players or "minnows" line up on the deck at the edge of the pool.
 - The shark yells "shark attack" to start the game.
 - The minnows jump in and swim across the pool while trying to avoid being tagged by the shark. Minnows may swim on the surface or underwater.

Sharks and Minnows

- Rules (continued ...)
 - Upon reaching the other side of the pool, the minnows climb out of the pool to safety, and prepare for the next round.
 - Minnows who were tagged by the shark while swimming across the pool, remain in the pool and become sharks for the next round.
 - The next round starts immediately when the school of sharks yell "shark attack". Minnows again jump into the water and attempt to elude the sharks while crossing the pool.
 - The game ends when only one minnow remains.

Regattas

Rubber Ducky Float

- Equipment
 - Rubber or weighted plastic ducks.
 - Ducks are numbered so that the numbers cannot be seen by participants.
- Rules
 - Participants are each given an entry number which corresponds to a number on a duck.
 - Floating lane lines are installed in the pool to confine the ducks to a limited section of the pool.
 - Ducks are launched by dropping them en masse into one end of the pool.

Rubber Ducky Float

- Rules (continued ...)
 - Participants may stand or swim in the pool, may blow on the water surface, splash or attempt to create a wave which will help propel the ducks toward the finish line.
 - Since the participants can't see the numbers on the ducks, and the ducks all look alike, participants can only hope that the duck they're rooting for and helping propel through the water is really their duck.

Rubber Ducky Float

- Rules (continued ...)
 - No attempt to touch, throw, block the progress, or otherwise interfere with a duck will be permitted.
 - The first duck that crosses the finish line is the winner.

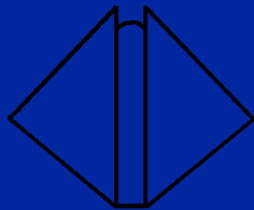
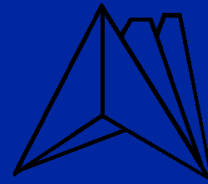
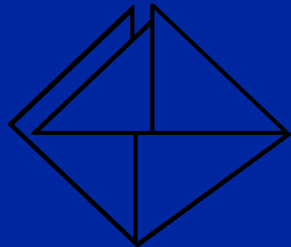
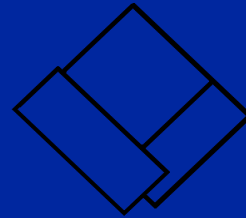
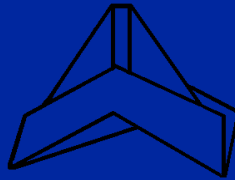
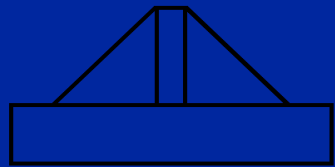
Curious George Paper Boats

- Entertain your young swim students by reading them the ever popular children's picture book Curious George Rides a Bike, the story of the good little monkey who lives with his friend--the man with the yellow hat.
- Afterwards, teach your students to make paper boats similar to the ones Curious George made in the story.
- Then launch the boats on the surface of the pool.
- Rey, H. A. (1952). Curious George Rides a Bike. Boston: Houghton Mifflin Co.

Curious George Paper Boats

- Directions:
 - To make paper boats, first fold a piece of 8.5 inch by 11 inch, photocopy paper paper in half.
 - Fold down both corners of the paper till they almost meet.
 - Fold up the bottom edges of the paper so the paper now looks like a pointed hat.
 - Bring the ends together so the paper forms a square.
 - Fold up each edge so the paper takes the shape of an isosceles triangle.
 - Bring the two equal angles of the triangle together to form another square and flatten the paper.

Curious George Paper Boats



Curious George Paper Boats

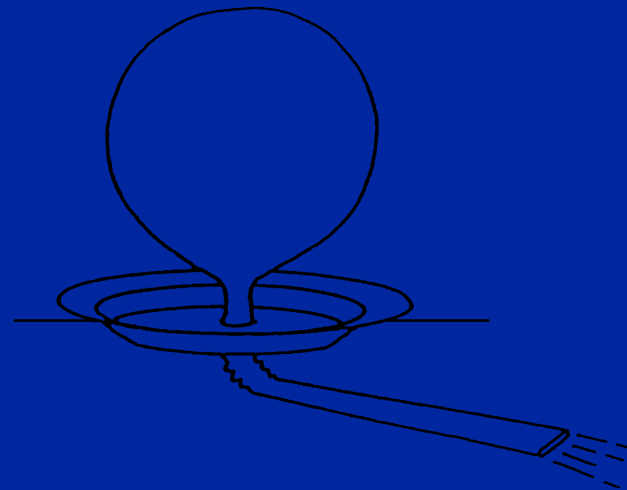
- Open the square by pulling the two points away from each other.
- Smooth the edges of the paper with your fingers to form the gunwales and give the boat enough freeboard to float without taking on water.
- Make a small fleet of boats and launch them on the surface of your pool.

Balloon and Paper Plate Boats

- Equipment
 - Plastic flexible straws, Styrofoam or plasticized paper plates, tape, scissors, balloons
- Directions
 - Use scissors to cut off the lip of the balloon.
 - Insert the plastic straw part way into the balloon, and tape the balloon securely to the straw.
 - Poke a hole in the center of the plate with a pencil.
 - Insert the straw through the hole in the plate and bend the straw at the joint.
 - Inflate the balloon by blowing through the straw.

Balloon and Paper Plate Boats

- Directions (continued ...)
 - Remember to put your finger over the end of the straw to trap in the air.
 - Launch the boats at the referee's signal by letting go of the straw and allowing the air to escape. Make sure the straw is under water when the boat is launched.
 - The boat that travels the greatest distance before running out of air is declared the winner.



Silly Stuff & Water Carnival Games

Sensory Ball Games

- Equipment
 - Multi-sensory swim balls (60 mm polyethylene), plastic buckets, hula hoops
- Directions
 - Use floating lane lines or buoyed life lines to section off a portion of the pool.
 - Drop hundreds of the multi-colored balls onto the surface of the water.
 - Divide players into even teams, and have contests to see which team can:
 - Collect all the balls of one color first
 - Collect the most balls within a specified amount of time

Sensory Ball Games

- Directions (continued ...)
 - Place the balls collected in plastic buckets on the pool deck near the edge of the pool, or within the confines of a hula hoop floating on the surface of the water.
- Safety
 - Do not let the sensory balls totally obscure the pool below the water surface, making it impossible to properly supervise bathers participating in the activity.

Ring Toss

- Equipment
 - Plastic cane rings, plastic 2 liter soda pop bottles, Velcro strips
- Directions
 - Rinse out the soda pop bottles.
 - Fill each bottle with a couple of inches of pool water, so the bottles will float in a somewhat neutral and vertical position.
 - Attach a Velcro strip around the diameter of each bottle, and connect all of the bottles together.
 - Place the floating mass of bottles in the pool.

Ring Toss

- Directions (continued ...)
 - Distribute the plastic rings to participants.
 - Participants toss the rings, one ring at a time, at the pop bottles and attempt to encircle the bottle necks.
 - Points are awarded for "ringers" or each time a ring successfully lands on a bottle.
 - After all the rings have been tossed, participants surface dive and retrieve the rings from the bottom of the pool.

Fins

- Equipment
 - 4 closed cell foam circles, wooden cut-outs of hands, head, and shark fin; 12 inch diameter plastic rings decorated to look like ring buoys
- Rules
 - Section off a small portion of the pool using floating lane lines or buoyed life lines.
 - Insert one cut-out in each foam circle to make targets, and float or anchor the targets in the sectioned off portion of the pool.

Fins

- Rules (continued ...)
 - Players take turns throwing the rings at the floating targets, and attempting to encircle the targets in order to accumulate points.
 - Scoring

Hands	1 point
Head	3 points
Fin	Deduct 5 points
 - The first player to accumulate 15 points is the winner.

Poison Sponge

- Equipment
 - Sponge
- Rules
 - Players join hands to form a circle while standing in shallow (chest deep) water.
 - A "poison" sponge is thrown into the center of the circle formed by the players.
 - The circle is pulled in one direction or another in an attempt to make one player come into contact with the sponge.

Poison Sponge

- Rules (continued ...)
 - A player who touches the sponge is poisoned and eliminated from the game. A poisoned player must leave the circle.
 - A player can avoid contact with the sponge by bobbing underwater.
 - The game is won by the last player remaining after all other players have been poisoned.

Bubbles

- Equipment
 - Dawn or Joy dish soap, Karo syrup, water hose, 5 gallon buckets, 2 portable children's wading pools, 2 hula hoops, 2 plastic milk crates, plastic straws, string
- Recipe
 - In a 5 gallon bucket, mix 4 gallons of water with 32 ounces of dish soap and 16 ounces of Karo syrup.
 - For stronger bubbles, prepare the bubble mixture at least 3 hours before you plan to use it.
 - Makes 4 gallons of bubble solution.

Bubbles

- Big Bubbles
 - Attach both ends of a 24" piece of string to a plastic straw.
 - Slide both ends of the string to the straw center.
 - Dip the string into the bubble solution.
 - To create giant sized bubbles, slide the two ends of the string toward the edges of the straw, while pulling the straw across the front of your body from left to right.

Bubbles

- Really Big Bubbles
 - Pour bubble solution into a portable children's wading pool.
 - Dip a hula hoop into the pool and use it as a bubble wand.
- Lots of Bubbles
 - Try dipping a plastic milk crate into the bubble solution.
 - The crisscross pattern on the bottom of the crate will make dozens of bubbles.

Bubbles

- Bubble People
 - Fill a portable children's pool with 4 to 6 inches of bubble solution.
 - Place a plastic milk crate up side down in the center of the pool.
 - Place a hula hoop in the pool.
 - Have an individual stand on the milk crate with his arms at his sides.
 - Pull the hula hoop up and over the individual and twist to close off the bubble.
 - It takes some practice, but it is possible to seal the person inside a bubble for a few seconds.

Bubbles

- Bubble Rainbow
 - Place 2 children's wading pools about three or four feet apart from each other.
 - Fill each of the pools with 4 to 6 inches of bubbles.
 - Place a plastic milk crate up side down in the center of each pool.
 - Place a hula hoop in one of the pools.
 - Have two individuals stand on the milk crates with their arms at their sides.
 - In a smooth, flowing motion, pull the hula hoop up and over the first individual and back down over the second individual, sealing both of them inside a rainbow shaped bubble.

Bubbles

- Safety
 - Bubble pools can be set up almost anywhere there is proper drainage -- on pool decks, in parking lots, lawns or playgrounds.
 - If the bubble pools are set up on a swimming pool deck, remember to rinse the deck away from the pool and toward the deck drains.
 - Rinse the deck frequently with a fresh water hose to prevent it from getting too slippery.

Jell-O Games

- Equipment
 - Jell-O flavored gelatin, water, portable children's pool, ice cubes, wooden spoon, plastic cups, gummy fish, 5 gallon buckets
- Jell-O Fight
 - In a 5 gallon plastic bucket, mix twenty-four 3-ounce boxes of gelatin and 1.5 gallons of boiling water.
 - Stir until dissolved.
 - Add 144 ice cubes.
 - Refrigerate.
 - Each batch will cost approximately \$7.00, and will make about 3 gallons of gelatin.

Jell-O Games

- Jell-O Fight (continued ...)
 - Repeat until you prepare enough Jell-O to fill the portable children's pool several inches deep.
 - Immediately before the Jell-O fight, remove the buckets of Jell-O from the refrigerator, and fill the portable children's pool with the gelatin.
 - If set up a Jell-O pool on a swimming pool deck, make sure the portable pool is placed away from the swimming pool, and near a deck drain.
 - Let the participants enjoy sliding around in the Jell-O, and throwing it at each other.
 - Rinse the deck and participants with a fresh water hose upon completion of the Jell-O fight.

Jell-O Games

- Edible Aquarium
 - In a large bowl, mix one package of Jell-O Berry Blue flavor gelatin with 3/4 cup of boiling water until dissolved.
 - Add 1 and 1/4 cups of ice and water and stir until the mixture thickens slightly.
 - Pour the thickened gelatin into clear plastic cups.
 - Suspend gummy fish in the gelatin.
 - Refrigerate for about 1 hour or until the gelatin sets.
 - Eat. Makes 4 servings

Jell-O Games

- Swallowing Goldfish
 - Prepare orange Jell-O Jigglers according to the recipe.
 - Cut Jigglers with fish shaped cookie cutters.

Bottle Knock Down

- Equipment
 - Capped, plastic soda pop bottles and 3 balls (Koosh balls or Nerf balls are recommended)
- Rules
 - Partially fill 6 plastic soda pop bottles with pool water.
 - Cap the bottles.
 - Stack the bottles to form a pyramid (3 - 2 -1), on the edge of the pool deck.
 - While treading water in the deep end of the pool, the player throws the ball at the water filled bottles and tries to knock over the pyramid.

Bottle Knock Down

- Rules (continued ...)
 - Each player is allowed 3 attempts per round.
 - At the end of three rounds, the player who has toppled the most bottle pyramids is declared the winner.

Endurance Games

Circle Brick Pass

- Equipment
 - One 10-pound, rubber covered diving brick per team
- Rules
 - Teams consisting of even numbers of players form a circle and tread in deep water.
 - One player on each team holds the brick.
 - At the referee's signal, the first player quickly passes the brick to the player on his left. The second player passes the brick to the player on his left, and so on until the brick gets back to the player who had it at the start of the game.

Circle Brick Pass

- Rules (continued ...)
 - When passed, the brick must be held above the surface of the water.
 - When the brick gets back to the first player, he yells "one" to indicate the brick has traveled clockwise through the circle of players once.
 - He then repeats the relay by passing the brick to the player on his left.
 - This pattern continues until one team has completed ten cycles of passing the brick around the circle. The first team to complete ten cycles is declared the winner.

Kick of War

- Equipment
 - Kickboards--one for each pair of competitors
- Rules
 - Each competitor chooses an opponent.
 - Competitors form two lines in the pool directly over the center lane line.
 - Opponents stand and face each other and put both hands on the kickboard.
 - At the referee's signal, players begin kicking as hard as they can and try to push their opponent away from the center lane line and back toward the wall of the pool.

Kick of War

- Rules
 - After 10 to 15 seconds, the referee will signal players to stop kicking.
 - Competitors stand up in the pool. The player that was pushed farthest back into his own territory is eliminated from the contest and must move away from the area.
 - Each of the remaining players pairs up with a new opponent.
 - The contest is repeated until only one player remains.

Kick of War

- Clarification
 - Any kick is allowed -- flutter, dolphin, scissors, whip kick...
 - The kickboard must remain on the surface of the water. Sinking the kickboard to gain an advantage is not permitted.
 - Both hands must remain on the kickboard at all times.

Sink the Battleship

- Equipment
 - One plastic toy boat per team
- Rules
 - Each team of players forms a circle around their boat.
 - At the referee's signal, players start splashing, creating waves and doing whatever is necessary (without actually touching the boat), to sink their "battleship".
 - The first team to sink their ship is declared the winner.

Underwater Obstacle Course

- Equipment
 - 12 plastic hoops, weights, stop watch, adjustable polypropylene line
- Rules
 - Build an obstacle course by setting up the hoops at various depths and distances from each other throughout the pool
 - Time participants as they swim the prescribed pattern through the hoops.
 - Add a 15 second penalty for each hoop missed by a participant.
 - The participant with the fastest adjusted time is the winner.

Pearl Diving

- Equipment
 - Plastic buckets
 - Use old golf balls of different colors (white, orange, yellow...) or brands (Wilson, Spaulding...) as pearls.
 - Assign point values to the different colors or brands of golf balls, with some "pearls" being more rare than others.

Pearl Diving

- Rules
 - Drop the golf balls into the pool.
 - At the referee's signal, all players jump into the pool.
 - Players collect as many golf balls as they can and place them in their pearl collection buckets.
 - When all the golf balls are collected, or when the referee signals the end of the round, players stop collecting "pearls", and count the points for the pearls in their collection buckets.
 - The player with the most points wins.

Relays

Team Hula Hoop Running Relay

- Equipment
 - Two hula hoops per relay team
- Rules
 - Players divide into even numbered relay teams and lineup at the edge of the pool across the width of the pool from each other. The first player in each leg of the relay team stands inside a hoop.
 - The referee signals the start of the race.
 - The first player from each team runs across the pool while remaining inside the confines of the hula hoop.

Team Hula Hoop Running Relay

- Rules (continued ...)
 - Upon reaching his teammate, the first player grabs onto the second player's hula hoop, and the two players run the next leg of the race inside the confines of their own hoops.
 - When the two participants reach the third member of the relay team, the third player joins the first player inside the confines of his hula hoop.
 - The three member team then continues across the pool to pick up the fourth member of the team.

Team Hula Hoop Running Relay

- Rules (continued ...)
 - Play continues in such a manner, until all members of the relay team are inside one or the other of the two hula hoops and have crossed the finish line.
- Clarification
 - The two hoops must remain joined at all times.
 - Success depends on a team's ability to run as a group.

Towel and Bucket Relay

- Equipment
 - One beach towel and two plastic buckets per team
- Rules
 - Players divide into even numbered relay teams and line up on the pool deck across the width of the pool from each other.
 - The first player on each team is holding a beach towel in one hand.
 - A plastic bucket is placed on the deck next to each relay team.
 - The referee signals the start of the race.

Towel and Bucket Relay

- Rules (continued ...)
 - The first player from each team jumps feet first into the water and swims across the width of the pool while holding onto the beach towel and soaking up pool water.
 - The towel can be rolled, bunched up, or dragged loosely across the pool.
 - When a player reaches the edge of the pool, he climbs out of the pool and wrings water out of the towel and into the bucket.
 - When the towel has been wrung dry, it is passed to the next team member, and the relay continues.

Towel and Bucket Relay

- Rules (continued ...)
 - Play continues until all the players on one team have completed the relay race.
 - Water from the two buckets belonging to each team is combined into one bucket. The team with the most water in their bucket is declared the winner.

Sweat Suit Relay

- Equipment
 - One sweat suit (shirts and pants) per relay team
- Rules
 - Players divide into even numbered relay teams and line up on the pool deck across the width of the pool from each other.
 - The first player on each team is wearing a sweat suit.
 - The referee signals the start of the race.
 - The first player from each team jumps feet first into the water and swims (or runs) across the width of the pool.

Sweat Suit Relay

- Rules
 - When a player reaches the edge of the pool, he climbs out and removes the sweat suit. Team members may assist the player with climbing out of the pool and disrobing.
 - The wet sweat suit is then donned by the next member of the relay team before he jumps into the pool. Participants may assist team members with putting on the wet sweat suit.
 - Play continues until all the players on one team have completed the relay race.

Magazine Relay

- Equipment
 - One magazine per relay team
- Rules
 - Players divide into even numbered relay teams and line up at the edge of the pool across the width of the pool from each other.
 - The first player on each team is holding an open magazine.
 - The referee signals the start of the race.
 - The first player from each team swims on her back using only her legs to propel herself across the width of the pool.

Magazine Relay

- Rules (continued ...)
 - While kicking across the pool, the player must read out loud from the magazine.
 - A player completes her leg of the relay by handing off the magazine to the next person on her team.
 - Play continues until all the players on one team have completed the relay race.
- Safety
 - To prevent accidental head first collisions with a pool wall, race finish lines should be set a safe distance away from the walls

Balloon Bursting Relay

- Equipment
 - 1 inflated balloon per participant
- Rules
 - Players divide into even numbered relay teams and line up on the pool deck across the width of the pool from each other.
 - The referee signals the start of the race.
 - While holding onto a balloon, one player from each team jumps feet first into the water and swims (or runs) across the width of the pool.

Balloon Bursting Relay

- Rules (continued ...)
 - When the player reaches the edge of the pool, she climbs out and sits on her balloon until it bursts.
 - After the balloon has burst, the next player in the relay team enters the water.
 - Play continues until all the players on one team have burst their balloons.

Ping Pong Ball Relay

- Equipment
 - One ping pong ball per relay team
- Rules
 - Players divide into even numbered relay teams and line up at the edge of the pool across the width of the pool from each other.
 - The first player on each relay team is holding a ping pong ball
 - The referee signals the start of the race.
 - The first player from each team drops the ping pong ball in the water and starts swimming while blowing the ping pong ball ahead of himself across the width of the pool.

Ping Pong Ball Relay

- Rules (continued ...)
 - Upon crossing the finish line, the first player passes the ping pong ball to a teammate who then swims back across the pool in a similar manner.
 - Once the ping pong ball has been dropped into the water, players may not touch the ball with their hands while crossing the pool or passing the ball to a teammate.
 - Play continues until all members of one team have completed the relay.

Dolphin Dive Relay

- Equipment
 - Permanent lane markers in the bottom of the pool
- Rules
 - Players divide into even numbered relay teams and line up in the water at the edge of the pool across the width of the pool from each other.
 - The referee signals the start of the race.
 - The first player from each team plunges into the water and touches the first lane line with his hands.
 - In a flowing motion, he then places his feet on the same lane line and plunges up out of the water and down to the second lane line.

Dolphin Dive Relay

- Rules (continued ...)
 - He continues this pattern across the whole width of the pool.
 - Upon crossing the finish line, the first player tags his teammate. The teammate then dolphin dives back across the width of the pool.
 - Play continues until all members of one team have finished diving across one width of the pool.
- Safety
 - To prevent accidental collisions with a pool wall, race finish lines should be set a safe distance away from the walls

Over-Under Ball Passing Relay

- Equipment
 - One playground ball or beach ball per team
- Rules
 - Teams consisting of even numbers of players line up in single file lines in chest deep water.
 - The first player in line holds the ball.
 - At the referee's signal, the first player passes the ball over his head to the second player in line.
 - The second player then passes the ball between his legs to the third player in line.
 - The third player passes the ball over his head to the fourth player in line, and the pattern continues until the ball gets to the last person in line.

Over-Under Ball Passing Relay

- Rules (continued ...)
 - Without turning around, the last player in the line returns the ball to the player standing in line ahead of him by passing the ball either overhead or between the legs of his teammate.
 - When the ball again reaches the first person in line, he yells "one" to indicate the ball has traveled through the line of players once.
 - He then repeats the relay by passing the ball either overhead or between his legs to the second player in line.

Over-Under Ball Passing Relay

- Rules (continued ...)
 - This pattern continues until one team has completed ten cycles of passing the ball up and back through the line. The first team to complete ten cycles is declared the winner.

Inner Tube Relay

- Equipment
 - Inner tubes (one tube per participant)
- Rules
 - Players divide into even numbered relay teams and lineup in the water across the width of the pool from each other.
 - Players must sit in their inner tubes with their legs hanging over the sides of the tube.
 - The referee signals the start of the race.
 - The first player from each team propels himself across the pool using his arms and/or legs while remaining in the inner tube.

Inner Tube Relay

- Rules (continued ...)
 - Upon reaching his teammate, the first player grabs onto the second player's arm, and the two players propel themselves back across the pool.
 - When the two participants reach the third member of the relay team, the second player grabs the third player's arm.
 - The three member team then continues across the pool to pick up the fourth member of the team.

Inner Tube Relay

- Rules (continued ...)
 - Play continues in such a manner until all members of the relay team are connected in a chain of inner tubes, and all members of the team have crossed the finish line.
- Clarification
 - The chain of inner tubes must remain joined at all times.
 - Success depends on a team's ability to propel themselves as a unit.

Holiday Events

Christmas Tree Decorating

- Equipment
 - Artificial tree, lightsticks, unbreakable and waterproof ornaments
- Directions
 - Assemble the artificial tree on the pool deck. Make sure the branches are secured to the tree trunk.
 - Weight the tree and take it to the bottom of the pool.
 - Place the tree on a level surface near the deepest point in the pool, but not directly over the main drains.

Christmas Tree Decorating

- Directions (continued ...)
 - Attach 2 to 4 inches of monofilament line and a spring closure type clothespin to each ornament and lightstick.
 - Chemically activate the lightsticks.
 - Participants dive down to the tree and attach their ornaments and lightsticks to the tree branches with the clothespins.

Underwater Pumpkin Carving

- Equipment
 - Pumpkins (seeds and "insides" must be removed prior to placing the pumpkin in the water), carving tools, Lite-Up® lightsticks
- Directions
 - Certified SCUBA divers may finish carving the faces in their jack-o'-lanterns while sitting on the bottom of the pool.
 - Non divers may also participate, but must carve their jack-o'-lanterns on the deck, then surface dive to place them on the bottom of the pool.

Underwater Pumpkin Carving

- Directions (continued ...)
 - When carving is completed, lightsticks should be chemically activated and placed inside the jack-o'-lanterns. Pool lights can then be extinguished so participants can admire their work from the pool deck.
- Safety
 - Rather than allowing children to use sharp knives, blunt edged pumpkin carving tools (available at K-Mart, Wal-Mart or your local drug store) should be purchased and made available for use when carving the jack-o'-lanterns.

Underwater Easter Egg Hunt

- Equipment
 - Hard boiled and dyed Easter eggs, coins, candy sealed in Ziploc bags
- Directions
 - Puncture a small hole in one end of each of the hard boiled egg shells.
 - Gently place the eggs and other goodies at the bottom of the swimming or wading pool.
 - Make sure the candy is tightly sealed in Ziploc bags and allow the bags to float at or near the water surface.

Underwater Easter Egg Hunt

- Directions (continued ...)
 - Let participants enter the water and search for eggs, coins, and candy.
 - Award prizes for eggs of a certain color.

Green Pool For St. Patrick's Day

- Sodium fluorescein can be used to dye the water in your swimming pool a greenish color for St. Patrick's Day.
- This is the same chemical is used by the City of Chicago each year to dye its river green in honor of St. Patrick.
- Pool operators typically use sodium fluorescein to test water circulation patterns, look for circulation "dead spots" and leaks in pools, and evaluate inlet operation.
- While dyed, the pool will glow in the dark when exposed to black light.

Green Pool For St. Patrick's Day

- Equipment
 - Sodium fluorescein, black lights, green plastic soda or water bottles
- Directions
 - Read the MSDS sheet for sodium fluorescein provided by the chemical distributor.
 - Clear the pool of bathers, and allow the water to settle for a few minutes. Make sure the water is at the proper level.
 - Put on protective goggles and disposable latex gloves to prevent skin contact with the dye.
 - Empty the container of dye into the skimmer basket or gutter drain nearest the pump.

Green Pool For St. Patrick's Day

- Directions (continued ...)
 - Use 3 ounces (a small Dixie Cup full) per 100,000 gallons of pool water.
 - If your pool has water-to-waste rather than recirculating gutters empty the contents of the container into the hair & lint strainer.
 - After approximately one to three minutes, water dyed a bright, fluorescent yellow-green color will enter the pool through the return inlets.
 - The dye should reach all areas of the pool within 10 minutes.

Green Pool For St. Patrick's Day

- Safety
 - It won't hurt bathers to swim in the pool while the dye is present.
 - The water will change colors, but will not cloud up.
 - As a matter of fact, sodium fluorescein is the same chemical your optometrist puts in your eyes during your annual eye exam.
 - If you had a fluoroscopy, a medical procedure used to view various internal organs in motion, you would be asked to ingest a 25% solution of the fluorescent dye.

Green Pool For St. Patrick's Day

- Clean-up
 - Depending on the condition of your pool circulation system, the water soluble dye should disappear completely within 1 to 4 hours.
 - If you spill any powdered dye on the pool deck, just dilute it with water and wash it down the deck drains.
 - If you get full strength powdered dye on yourself, scrub with soap and water (--it may take a day or so to remove all traces of color).
 - Do not breathe or swallow the dye.
 - If you spill dye on your clothes, just wash normally in the washing machine with detergent and water.

Theme Days

Beach Party

- Create a sand beach on a section of the pool deck.
- Have a sand castle building contest.
- Encourage patrons to bring their beach chairs, mats and beach towels from home.
- Buy colorful beach umbrellas and place them in 5 gallon buckets of sand.
- Play Beach Boys, Jimmy Buffett, or Jan & Dean songs over the natatorium speakers.
- Have paddleboard and Boogie board races in the pool.

Water Carnival

- Organize a series of games and activities at the pool for a particular age group, or for the whole family.
- Award prizes.
- Broadcast calliope music over the sound system. ["Catch the Brass Ring" a CD containing 31 favorite merry-go-round calliope songs is available from Klavier Records of North Hollywood, CA].

Hawaii

- Play Hawaiian music over the natatorium speakers.
- Have free hula lessons in the water.
- Anchor a large, stable surfboard in deep water in the middle of the pool, and allow patrons to climb up, stand on the board, and pose for pictures in a surfing stance.
- Pass out plastic leis to all participants.

Antarctica

- Place ice cubes and blocks of ice in the pool.
- Hang penguin posters on the natatorium walls.
- Play natural sounds of penguins, seals and other sea mammals through the underwater speakers.
[Cassette tapes and CDs of Antarctic sounds are available at the Nature Company stores].

Birthdays

- Purchase an inflatable birthday cake (available at Hallmark stores for under \$8.00) and float it in the pool.
- Have participants join hands to make a circle, and walk around the cake while singing "Happy Birthday" to the birthday boy or girl.
- Have participants decorate their old swim caps and wear them as party hats.
- Decorate pool ladders with helium filled balloons and streamers.
- Provide a gift certificate for one free water fitness class or swim lesson.