FOR LIFE LIFESAVING SOCIETY*			**************************************						1000	tread 30	,			to tront						FD 15 35	05-57	sick with		
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Swim for Life - Adult 1

Ent	ries and Exits	Must Sees	Movement / Swimming Skills (cont.)	Must Sees
1.	Enter and exit shallow water	 Foot-first entry Safe movement and control during entry and exit 	12. Glide on front, back and side 3–5 m each	 Front glide – face in water; underwater exhalation; arms extended beyond head Back glide – ears in water, arms by sides Side glide – body on side; bottom arm extended
2.	Jump into deep water, return and exit	 Foot-first entry Controlled return to surface and safe return to side 		Side ginde — body on side; bottom arm extended beyond head, top arm by side; head resting on bottom arm Minimum distance completed
3.	Sideways entry wearing PFD	 Appropriate PFD correctly donned and fastened on land Controlled return to surface after entry 	13. Flutter kick on front, back and side	Appropriate streamlined body position
Sur	face Support	Must Sees	10–15 m each	 Propulsive, rhythmic flutter kick with alternate leg drive; slight knee bend Minimum distance completed (in each position)
4.	Tread water 30 sec. wearing PFD	 Vertical body position Mouth and nose above surface Sculling action of hand generates support Continuous supportive kick Minimum time met 	14. Whip kick in vertical position 15–30 sec. with aid	 Kick in vertical body position Kick is simultaneous and symmetrical; heels recover towards body buttocks Legs drive with knees apart; feet wider than knees Minimum time met
Und	derwater Skills	Must Sees	15. Front crawl or back crawl 10–15 m	Minimum distance completed
		-		Front crawl
	Hold breath underwater 5–10 sec. Submerge and exhale 5–10 times	 Entire body submerged Minimum time met Entire body submerged 		 Body on front Alternate arm action Propulsive, rhythmic flutter kick with alternate leg drive; slight knee bend
		Controlled exhalation underwater (5–10 times)		Breathing with underwater exhalation
7.	Open eyes underwater	Full face submerged with eyes open		Back crawl Body on back
8.	Recover object from bottom in chest-deep water	 Face in water Object recovered with hands and returned to surface 		 Alternate arm action Propulsive, rhythmic flutter kick with alternate leg drive near surface Relaxed breathing
Sw	im to Survive® Skills	Must Sees		
			Fitness	Must Sees
9.	Wearing PFD, jump into deep water, tread 30 sec. and swim / kick on back 5–10 m	 Completion of skills in a continuous sequence Distance and time requirements completed 	16. Interval training: 4 x 9–12 m flutter kick with 10–15 sec. rests	 Repetitions completed Propulsive, rhythmic flutter kick with alternate leg drive; slight knee bend
Mo	vement / Swimming Skills	Must Sees	Water Smart® Education	Must Sees
40	N. Florida Charles	Flore or from total from to contain	Water Smart Education	Must Jees
10). Float on front and back	 Float on front with face in water Float on back with ears in water Recovery from front and back floats 	17. Water Smart messages	 Participation in a water activity reinforcing the Water Smart messages: Swim with a Buddy – Many drowning victims were
11	. Roll laterally front to back and back to front	 Begin in front or back float position Controlled lateral rollover: roll front to back; roll back to front Body remains horizontal 		swimming alone Wear a Lifejacket – Most parents make kids wear a PFD but don't do it themselves Check the Ice – Learn how to measure ice thickness and then check it before you go Swim to Survive – 2/3 of those who drown, do so

within 15 m of safety

most likely to drown in bathtubs

Within Arms' Reach – Toddlers and seniors are the

SESSION / Year: Day & Time:	ndina di	Forward	2 Forward	Tuck in	Tread	. Handstan ,	5. Front sa	somersault (in water)	3. Canadian Swins	9. Flutter kick on h. min and	and flutter kick on front 5 m; reverse direction	and flutter kick on back 5 m; reverse direction Whip kick	12 While kin.	13. Breaststr.,	14. Front crass drill 10–15 m	14. Back Claus 25	erval training. A.	16. Interval training 4	77. Sprint floot	Water Smart	messages			
Location:	1. Sta	2 Fo	2 Fo	3. Tu	4. Tre	5. Ha	6. Frc	7. Sw	8 (a)	9. Flu	10, Flu	11. W	12 WF	13. Bre	14. Frc	14. Ba	15. Int	16, Int	17. Sp.	18. Wa			Result:	Register In:
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Swim for Life - Adult 2

Entr	ries and Exits	Must Sees
1.	Standing dive into deep water	 Head-first entry from a standing position with controlled return to surface
2.	Forward roll entry into deep water with and without PFD.	Controlled return to surface after entry
3.	Tuck jump (cannonball) into deep water	Controlled return to surface after entry
Surf	face Support	Must Sees
4.	Tread water 1–2 min.	 Vertical body position Mouth and nose above surface Supportive and continuous arm and leg action Minimum time met
Und	erwater Skills	Must Sees
5.	Handstand in shallow water	Hands on bottom; feet off bottomHead fully submerged
6.	Front somersault (in water)	Forward roll with "head over heels" rotation
7.	Swim underwater 5–10 m	Body fully submerged throughout Minimum distance completed
Swi	m to Survive® Skills	Must Sees
8.	Canadian Swim to Survive Standard: Roll	
	entry into deep water, tread 1 min. and swim 50 m	 Completion of skills in a continuous sequence Distance and time requirements completed
Mov		
	and swim 50 m	Distance and time requirements completed
9.	vement / Swimming Skills Flutter kick on back 5 m; reverse direction	Distance and time requirements completed Must Sees Appropriate streamlined body position Continuous, rhythmic flutter kick initiated from hips; slight knee bend; feet relaxed Controlled change from back to front

3 (,	
12. Whip kick on front 10–15 m	 Body on front Kick is simultaneous and symmetrical; heels recover towards buttocks Legs drive with knees apart; feet wider than knees Minimum distance completed
13. Breaststroke arms drill 10–15 m	 Horizontal body position on front Symmetrical arm pull towards chest; elbows higher than hands; symmetrical arm recovery beyond head Regular breathing pattern with underwater exhalation Minimum distance completed
14. Front crawl and back crawl 25–50 m each	Minimum distance completed (for both strokes)
	Front crawl
	 Body on front; streamlined and horizontal Alternate arm action with overarm recovery and underwater pull Continuous, rhythmic flutter kick initiated from hips; slight knee bend; feet relaxed Regular breathing pattern to side with underwater exhalation
	Back crawl
	 Body on back; streamlined position Alternate arm action with overarm recovery and underwater pull Hand drive finishes at thigh; recovery above surface; entry beyond shoulder Continuous, rhythmic flutter kick initiated from hips; slight knee bend; feet relaxed Relaxed breathing
Fitness	Must Sees
15. Interval training: 4 x 25 m flutter kick with 15–20 sec. rests	 Repetitions completed Continuous, rhythmic flutter kick initiated from hips; slight knee bend; feet relaxed
16. Interval training: 4 x 25 m front or back crawl with 15–20 sec. rests	Repetitions completed Front crawl / Back crawl Must Sees (see Item 14)
17. Sprint front crawl 25 m	Distance completed as fast as possible
Water Smart® Education	Must Sees
18. Water Smart messages	Participation in a water activity reinforcing the Water Smart messages: Swim with a Buddy – Many drowning victims were swimming alone Water Life in the Mach victims in both fatalities.

• Wear a Lifejacket – Most victims in boat fatalities

Check the Ice – Dog walkers need to be careful.
 Many drown trying to save the dog (the dog

Swim to Survive – The majority of drowning victims did not even intend to get into the water
 Within Arms' Reach – Use a backyard pool gate

were not wearing a lifejacket

that self-closes and latches

usually survives)

Must Sees

Movement / Swimming Skills (cont.)

SWIM FOR LIFE LIFESAVING SOCIETY®					Sec.		ver oh:	kick					r back crawl o	k Crawl,								7
Instructor: L Session / Year: L Day & Time:	W divo	2. Stride ent	3. Compare:	4. Legs-onl.	5. Back somerra	under	Eggbeater kich	On side 10–15 m 8. Breaststrat.	9. Front Crause 25–50 m	. Back Crawl F.	100 m	11. Interval training	12 Sprint (25-50 m) sec. rests	aststroke tront crawl, bac	14. Water Sm.	art messages						
Location:	1. Shallo	2. Stride	3. Com	4. Legs-	5. Back	6. Swim	7. Eggb	8. Breas	9. Front	9. Back	0. Head	1. Interv	Sprin	3. Work	4. Water						Result:	Register In:
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© Copyright 2014, The Royal Life Saving Society Canada. * Water St	mart, Sw	im for Li	fe and Sv	wim to S	urvive are	register	ed trade	emarks o	f the Soc	iety.									Total I	Pass:		

Swim for Life - Adult 3

Ent	ries and Exits	Must Sees
1.	Shallow dive into deep water	Head-first entry following a path close to the surface; surface quickly
2.	Stride entry into deep water	Foot-first entry with head above surface
3.	Compact jump into deep water	 Vertical, feet-first entry Crossed legs, arms tight to body Airway protected
Sur	face Support	Must Sees
4.	Legs-only surface support 30–60 sec.	 Vertical body position Mouth and nose above surface Recognizable supportive lifesaving kick Minimum time met
Unc	lerwater Skills	Must Sees
5.	Back somersault (in water)	Backward roll with "head over heels" rotation
6.	Swim underwater 5–10 m to recover object	 Body fully submerged throughout Minimum distance completed Object recovered and returned to surface
Mo	vement / Swimming Skills	Must Sees
7.	vement / Swimming Skills Eggbeater kick on back or scissor kick on side 10–15 m	 Minimum distance completed Eggbeater kick Body on back Semi-circular leg drive toward mid-line of body;
	Eggbeater kick on back or scissor kick on	 Minimum distance completed Eggbeater kick Body on back
	Eggbeater kick on back or scissor kick on	Minimum distance completed Eggbeater kick Body on back Semi-circular leg drive toward mid-line of body; alternate drive and recovery Drive with knees apart; feet wider than knees Scissor kick
	Eggbeater kick on back or scissor kick on	 Minimum distance completed Eggbeater kick Body on back Semi-circular leg drive toward mid-line of body; alternate drive and recovery Drive with knees apart; feet wider than knees

9. Front crawl and back crawl 50–100 m each	Minimum distance completed (for both strokes) Front annual
Jo 100 III Cacii	Body on front; streamlined and horizontal Alternate arm action with overarm recovery and underwater pull below body Hand enters beyond shoulder, pull past hip Elbow higher than hand during recovery Continuous, rhythmic flutter kick initiated from hips; slight knee bend; feet relaxed Regular breathing pattern to side with underwater exhalation
	Back crawl
	 Body on back; streamlined position Alternate arm action with overarm recovery and underwater pull Hand drive finishes at thigh; recovery above surface with elbows straight; entry beyond shoulder Drive with bent arm pull Continuous, rhythmic flutter kick initiated from hips; slight knee bend; feet relaxed Relaxed breathing
10. Head-up front crawl 10–15 m	Eyes above surface
	Minimum distance completed
itness	Must Sees
11. Interval training: 4 x 50 m front or back crawl or breaststroke with 30 sec. rests	Repetitions completed Front crawl / Back crawl / Breaststroke Must Sees (see Items 8 & 9)
12. Sprint (25–50 m) front crawl, back crawl, or breaststroke	Distance completed as fast as possible
13. Workout 300 m: 50 m warm-up (choice of strokes); 4 x 25 m front crawl with 15 sec. rests; 4 x 25 m back crawl with 15 sec. rests; 50 m cool-down (choice of strokes)	Workout completed
(,	
Vater Smart® Education	Must Sees

• Within Arms' Reach – Drain standing water

Must Sees

Movement / Swimming Skills (cont.)