Safety Scavenger Hunt

**Goal:** To reinforce your lifeguard team's understanding of safety checks

**Recommended Group Size:** At least 15

**Approximate Time:** 30 minutes

**Materials, Equipment and Supplies:**
- 3-x-5-inch index cards
- Pencils or pens (one for each participant)
- Notepad and pen for the activity leader
- Stopwatch or lap clock
- Copy of In-Service Training Report

**Leader's Note:** Prior to conducting this in-service training, prepare sets of the index cards as described below:

- **Question Card**—Contains a question about facility safety or a particular safety feature.
- **Right Answer Card**—Contains the correct answer to the question on one side and directions to the next station on the other side. Possession of the right answer card also indicates to the activity leader that the team has successfully passed through the station.
- **Wrong Answer Card**—Contains an incorrect answer to the question on one side and directions to the turn-around station on the other side. “Turn-around” stations are dead-end stations in which members of the team will be required to perform certain skills, such as performing 1 minute of CPR or applying a sling.

Two sample card sets are listed below:

- **Set One** (to be placed at the door to the pump/filter area)
  - **Question Card**—Why is the door to the filtration room locked at all times?
  - **Right Answer Card**—
    - FRONT “Answer—To prevent untrained or unauthorized individuals from entering a hazardous area.”
    - BACK “Go to the wall by the deep end of the pool.”
  - **Wrong Answer Card**—
    - FRONT “Answer—To keep the pool staff from breaking the chemical delivery system.”
    - BACK “Go to the turn-around station and perform 1 minute of CPR.”

- **Set Two** (to be placed at a lifeguard stand)
  - **Question Card**—Why are lifeguard stands checked on a daily basis?
  - **Right Answer Card**—
    - FRONT “Answer—Lifeguard stands are checked to prevent injury to the lifeguards.”
    - BACK “Go to the filtration room.”
  - **Wrong Answer Card**—
    - FRONT “Answer—Lifeguard stands are checked to ensure they are positioned so that a lifeguard’s back is always to the sun.
    - BACK “Go to the turn-around station and apply a sling to your partner.”
- Create one set of cards for each team at every station.
- Use your facility checklist as a basis for the stations.

**Location:** Classroom and swimming area

**Activity Leader:** Lifeguarding instructor, lifeguard supervisor or other qualified personnel

**Key Points:**
- Safety checks are the primary method of facility surveillance. These checks should be performed when you open and close the facility. They should also be done throughout the day.
- If you find an unsafe condition, correct it as soon as possible or before the facility opens.
- If you cannot correct the problem, tell the supervisor.

**Leader's Note:** Take this opportunity to reinforce to lifeguards your facility's procedures for conducting safety checks. Be sure to discuss—
- When and how often the checks are to be conducted.
- Records and reports used to document these checks.
- Procedures to follow if an unsafe condition is found.

**Activity:**
- Select one lifeguard to monitor each station including the turn-around station.
- Divide the remaining participants into teams.
- Assign each team a number.
- Explain how the game is played.
- The scavenger hunt consists of five or more stations. The goal is to finish the hunt in the least amount of time.
- Each team starts at a different station.
- Teams must go to each station and read the question on the card that corresponds to their team number. The team must choose the answer that they think is correct. The answer card has instructions on the reverse side. Teams must follow the instructions and proceed to the next station as directed by the station monitor.
- After a team has successfully passed through the station, the station monitor signs the “right answer card,” gives the card to the team members and directs them to the next station.
- If the team answers incorrectly, the station monitor gives them the “wrong answer card” and directs members to the turn-around station. At the turn-around station, the team will be required to perform certain skills before members can reenter the hunt. For example, if members answer the question incorrectly, they will be required to perform 1 minute of adult CPR. Once they have performed the task, the turn-around station monitor signs the card and sends them back to the station. After answering the question correctly, the station monitor signs the
“right answer card,” gives the card to the team and directs them to the next station.
- The hunt ends when the first team to make it through all the stations brings all of the “right answer cards” to the activity leader.
- Start the game.