



Boating Safety Links
www.kdwp.state.ks.us/
www.safeboatingcouncil.org/

Who wants to be a survivor?

Anyone aged 12 and over, born on or after January 1, 1989 who want to operate a vessel unsupervised must:

- pass a safe boating course that is approved by the Kansas Department of Wildlife and Parks.
- have a driver's license.
- only operate a vessel during good weather.

For a life jacket to work properly, it needs to be:

- on the floor of the boat
- worn and buckled up
- the same color as your boat

Two-thirds of the people who drown each year never intended to get into the water in the first place.

- True
- False

If a storm suddenly develops while you are boating:

- go back to the boat ramp where you launched because your vehicle is parked there.
- boats will float so continue what you are doing.
- head to the nearest shore immediately and take cover.
- give everyone a plastic umbrella to prevent a lightning strike.

When is the best time to first clean your boat in order to stop the spread of aquatic nuisances?

- Before you leave home
- When you get back home
- Before leaving the ramp area
- Prior to launching at a different waterway

If you fall into 50 degree water...

- you have a 50/50 chance of swimming 50 yards to shore and surviving.
- you will most likely get a cold and have to see a doctor.
- 50-degree water is not cold enough to harm you.

Diving into a multipurpose lake is:

- Ok if you know how to swim.
- Lots of fun especially if you jump from a bridge or a rock ledge.
- Very dangerous. Water depths are unknown and there may be submerged objects such as a tree stump or rocks.

A boat is less stable and more likely to capsize when:

- its overloaded or overpowered.
- its load is kept low and evenly distributed.
- its empty.
- its in deep water.

How much alcohol does it take to affect a person's judgment, balance, vision and reaction time?

- a keg
- 1 beer
- 10 beers
- 3 beers

How many people drown in the USA each year?

- 6
- 600
- 60
- 6,000

"Throw me in.

Don't sink - swim!"