

# Swim Classification Procedures

The swim classification for individuals participating in a Boy Scouts of America activity is a key element in the Sale Swim Defense and Safety Afloat. The Swim Classification Tests should be renewed annually, preferably at the beginning of each outdoor season. Traditionally, the Swim Classification Test has only been conducted at a long-term summer camp. However the Swim Classification Test maybe completed prior to coming to camp.

All persons participating in BSA aquatics are classified according to swimming ability. The classification tests and test procedures have been developed and structured to demonstrate a skill level consistent with the circumstances in which the individual will be in the water. The Swimmer Test demonstrates the minimum level of swimming ability for recreational and instructional activity in a confined body of water with a maximum 12-foot depth and with shallow water footing, a pool or pier edge within 25 feet of swimmer.

The various components of each test evaluate the several skills essential to the minimum level of swimming ability. Each step of the test is important and should be followed as listed.

## **Swimmer Test**

1. Jump feet first into water over the head in depth.
2. Swim 75 yards in a strong manner using one or more of the following strokes: Side stroke, breast stroke, trudgen crawl
3. Then swim 25 yards using a resting back stroke.
4. Finally rest by floating for a minute.

The 100 yards must be swum continuously and include at least one sharp turn.

## **Beginner Test**

1. Jump feet first into water over the head in depth.
2. Swim 25 feet on the surface.
3. Turn sharply and return to starting place.

The swim classification test conducted at unit level should be supervised by one of the following council approved personnel: Aquatics Instructor, BSA Lifeguard, certified lifeguard, Swimming Instructor or Swim Coach. When the unit goes to a summer camp, each individual will be issued a buddy tag under the direction of the Camp Aquatics Director for use at the