Entries and Exits:

Kneeling Dive into deep water

- Headfirst entry from a position on one knee with controlled return to surface
- Encourage tucked chin and hands above head

Forward Roll entry into deep water

- Controlled entry and return to surface
- Ensure safe depth, and distance from edge

Underwater Skills:

Handstand in Shallow water

- Hands on bottom; feet off bottom
- Head fully submerged

Front Somersault in water

Forward roll with "head over heels" rotation

Surface Support:

Tread water 30 sec.

- Vertical body position
- Mouth and nose above surface
- Supportive and continuous arm and leg action
- Minimum time met

Movement and Swimming Skills:

Flutter kick on back 5 m; reverse direction and flutter kick on front 5 m

- Appropriate streamlined body position
- Continuous rhythmic flutter kick initiated from hips, slight knee bend, feet relaxed
- Controlled change from back to front
- Minimum distance completed, in both positions

Flutter kick on front 5 m, reverse direction, and flutter kick on back 5 m

- Appropriate streamlined body position
- Continuous rhythmic flutter kick initiated from hips, slight knee bend, feet relaxed
- Controlled change from back to front
- Minimum distance completed, in both positions

Whip Kick on Back 10 m

- Body on back
- Kick is simultaneous and symmetrical; heels recover towards buttocks, [feet flex and toes turn out for the kick]
- Legs drive with knees slightly apart, feet wider than knees, [push water with insides of feet, pause at the finish of the drive in streamlined position]
- Minimum distance completed

Front Crawl 15 m

- Body on front, streamlined and horizontal
- Alternate arm action with overarm recovery and underwater pull; [pulls with hands to shoulder level and pushes past hips]
- Continuous rhythmic flutter kick initiated from hips, slight knee bend, feet relaxed
- Regular breathing pattern to the side with underwater exhalation [and keeping 1 ear in the water when breathing to the side]

Back Crawl 15 m

- Body on back, streamlined position
- Rolls body as 1 unit (shoulders, hips, and toes); maintains a neutral head position
- Alternate arm action with overarm recovery, and underwater pull
- Hand drive finishes at thigh, recovery straight and high above the water, entry beyond the shoulder
- Continuous rhythmic flutter kick initiated from the hips, slight knee bend, relaxed feet
- Relaxed breathing

Swimmer 3 | Advanced

Fitness:

Interval Training: 4x15 m flutter kick, rest 20 sec

- Flutter kick for 15 m, may use kick board
- Rest 20 sec.
- Repeat 4 times

Distance Swim Challenge (recommended)

 Swim 50 m front crawl or back crawl without stopping

Water Smart Messages

How to be a safe Boater: prepare, stay safe, survive

- Shows how to prepare before getting into a boat
- Wear a lifejacket, candidates choose and puts on an appropriate PFD, and knows why a whistle should be attached
- Knows other required equipment: "lifejacket, whistle, bucket, rope and light, Remember your paddle and you'll be alright"

Swim to Survive:

Jump into deep water, tread 30 sec. and swim/kick 25 m

- Completion of skills in a continuous sequence
- Distance and time requirements completed

NOTES:

- Instructors—keep swimmers active and wet!
- Swimmers will demonstrate skill or stroke 3 times correctly in one lesson set.
- While performing jump in entries, encourage swimmers to bend knees and absorb the shock of impact, as well as jump away from walls, never toward them.



