

**US Army Corps
of Engineers** ®

St. Louis District

RANGER WILLIE B. SAFE'S "THUMBS UP FOR SAFETY" DISCOVERY PACK



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Graphics for this packet were done by Park Ranger Kathy Dickson.

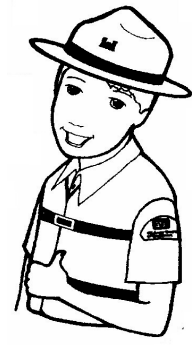
Overview of the Ranger Willie B. Safe Campaign

The Wappapello Lake Team began the Ranger Willie B. Safe campaign in 1997. Wappapello Lake is located in southeast Missouri and is part of the US Army Corps of Engineers St. Louis District. The campaign and the Wappapello Lake Team have won many awards and the Ranger Willie B. Safe materials have been distributed nationwide. This packet was created to inform rangers and educators about the Ranger Willie B. Safe campaign and how it can be implemented.

Ranger Willie B. Safe is not a mascot, but an icon that represents the Spirit of Safety. Ranger Willie is associated with water safety in many instances, but this concept provides us with a humanistic approach to promoting all aspects of safety. In this packet you will find program outlines and songs that deal with water safety, bicycle safety, and hunter safety. The safety topics for this campaign are endless.

You may not ever meet or see Ranger Willie, but members of his safety team are everywhere. Ranger Willie's signature gesture is "Thumbs up for Safety". Whenever one of the Ranger Willie programs is used, somewhere during the presentation the "Thumbs up for Safety" should be explained. The thumbs up signal can be explained to the audience in a couple of different ways. One way is to ask the audience to give the "thumbs up" to you if they ever see you again and this will let you know that they attended one of your programs. Another way is to encourage the audience to give the "thumbs up" to everyone that they see being safe. Remember that the "Thumbs up for Safety" should be returned after it is received.

INTERPRETIVE PROGRAM OUTLINE



TOPIC/SUBJECT: Water Safety

TITLE: The Story of Ranger Willie B. Safe

FORMAT: Interpretive program using audience participation

TARGET AUDIENCE/AGE LEVEL: All ages

TIME: 10 - 15 minutes

THEME: Members of Ranger Willie B. Safe's Safety Team make safe choices while around the water.

GOAL/PURPOSE: Participants will realize the importance of being safe on or around the water.

OBJECTIVE(S): Participants will be able to name at least 3 water safety principles and associate the "thumbs up" sign with safety.

DESCRIPTION:

- A. Have a cassette player with the "The Story of Willie B. Safe" song ready to play.
- B. Hand out a copy of "The Story of Willie B. Safe" song to everyone in the audience. First have everyone listen to the song without singing. Encourage audience participation in singing the song the second time it is played.
- C. Before playing the song the second time ask for volunteers to come up to the front of the audience to act out the song. The number of volunteers can vary.
- D. Distribute the props to the volunteers and explain to them what they will need to do.
 - Five volunteers can hold one of the different cue cards. The remaining cards can be distributed throughout the audience. When the volunteers holding the cards hear the phrase that is on their card they should hold it up for everyone to see.
 - One volunteer can blow up and hold two balloons. The volunteer should not tie the balloons. They let go of the balloons on the "don't depend on inflatable toys" phrase.
 - The volunteer that wears the life jacket models it during the "PFD" section of the song.
 - If you use a wheelchair, have one volunteer sit in it and another one push it towards the audience during the "Never Dive" section of the song. The volunteer could also wear a neck brace during this section of the song.
 - The volunteer that wears the big sunglasses starts looking around at the audience during "those watching are sure to see" phrase of the song.
 - A volunteer can hold the minnow bucket and they toss it somewhere near the audience during "something nearby that floats will do" phrase of the song.
 - During the "hold out a paddle and pull them to you" phrase of the song, the volunteer holding the boat oar reaches it out to someone.
 - Everybody hugs one another during the "Lots More Hugs" section of the song.
- E. When the song is over, let everyone know that they are now a part of Ranger Willie's Safety Team. Encourage everyone to give you a thumbs up for safety. Explain to the audience that if they ever see you again to give you a thumbs up and then you will know that they are part of Ranger Willie's Safety Team. Also, encourage them to give other people a thumbs up for safety when they see them being safe.

SUGGESTED MATERIALS & EQUIPMENT:

- The Story of Willie B. Safe song sheets
- "You Can't Keep a Good Life Jacket Down!" cassette – "The Story of Willie B. Safe" song
- "Learn to Swim," "PFD," "Never Dive," "Swim with a Buddy," "Lots More Hugs" signs (3 of each)
- minnow bucket -balloons -boat oar -neck brace (optional)
- life jacket -large sunglasses -tape player
- microphone - wheelchair (optional)

INTERPRETIVE ACTIVITY OUTLINE

TOPIC/SUBJECT: Bicycle Safety

TITLE: Ranger Willie B. Safe's Bicycle Skills Rodeo

FORMAT: Interpretive Program with Audience Participation

TARGET AUDIENCE/AGE LEVEL: 8 to 14 years old

TIME: Length depends on number of participants

THEME: It is necessary to ride your bicycle properly to ensure your safety.

GOAL/PURPOSE:

The audience will realize the importance of being safe and wearing safety equipment while riding a bicycle.

OBJECTIVE(S):

Learning Objective:

- At the completion of the program the audience will know the bicycle hand and arm signals.
- The audience will be able to state 3 safety tips to obey while riding their bicycle.
- The audience will relate the thumbs up sign with safety.

Behavior Objective:

The audience will:

- consider wearing safety equipment especially a helmet while riding a bicycle.
- obey traffic rules that apply to bicyclists.

Emotional Objective:

The majority of the audience will realize that bicycle safety is important and will not take it for granted.

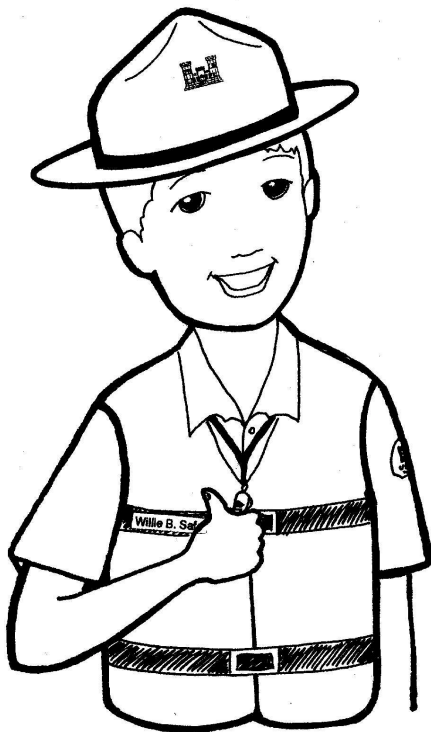
DESCRIPTION:

When you advertise for this program tell people to bring their bicycles, so that they can participate in the skills course.

This program is generally presented in an area that has a hard surface such as a parking lot.

- Set up the bicycle riding skills course before the audience arrives. The course should at least consist of 3 or 4 skills. Sidewalk chalk can be used to draw the lines for the course. Traffic cones can be used to barricade off the course area. An example of a course is attached to this outline.
- Introduce yourself and explain your program briefly. Try and state the theme somewhere in the introduction.
- Go over things on a bicycle that should be inspected before riding it. Ask for a volunteer and have them bring their bike with them. Ask the volunteer their name and use it while identifying them. Using the volunteer and their bike go over such things as the chain, wheels, seat, reflectors, brakes, and handle bars.
- After going over the inspection thank your volunteer and give them something for helping. Tell the audience that they can have their bicycle inspected after they finish the skills course.
- Demonstrate and explain the bicycle hand and arm signals by yourself. Then have the audience demonstrate the signals with you and end with the audience doing it by themselves. Demonstrate the left turn, right turn, and stop signals.

- Briefly explain safety rules that pertain to bicycling. Explain that traffic rules that apply to motorists also apply to bicyclists.
- Explain that if they see a person being safe to give them the Ranger Willie Thumbs Up Sign. Thumbs Up For Safety! Encourage them to use the thumbs up sign when they see someone being safe. Also, if they see you again ask them to give you a thumbs up and you will give it back.
- Before allowing the audience to participate in the skills course state your conclusion. Repeat the theme one more time.
- Tell the audience about upcoming programs or events.
- Let the audience know that if they have any questions concerning the program, your agency, or project where you work that they can come up and ask them after all of the participants have finished the course.
- Ask the people that would like to participate in the skills course to line up in one or two straight lines.
- Hand each participant a score sheet. The score sheet has on it the different skills and the points they earn for completing each one of them correctly. The participants take their score sheet with them to each different skill station.
- If possible have an adult at each skills station. If you do not have enough personnel to do this ask the adults that are observing to help with this. If you have to ask for volunteers try and do this before the program starts and explain to them what they need to do.
- The skills course can be set up to test the participants ability to mount and dismount, make an emergency stop, turn curves, and weave in and out.
- You should provide a clipboard at each of the stations to make it easier to write on the score sheets. At the first station have the participant write their name on their score sheet.
- If a participant scores 30 or more points, they receive a prize such as a sticker or fun book.
- Set up an area for bicycle inspections. After a participant has completed the course ask them if they would like to have their bicycle inspected. If they do, show them where the inspection area is.
- Use bicycle safety check sheets while inspecting the bicycles and allow the participants to take their sheet with them to show their parents, etc. If their bicycle passes the safety inspection give them some kind of sticker, preferably a safety sticker to put on their bicycle.
- Have handouts for the audience and encourage them to take them.



SUGGESTED MATERIALS & EQUIPMENT:

- Sidewalk chalk
 - Traffic cones
 - Handouts and prizes
 - Clipboards and pens
 - Copies of the score sheet and inspection sheet
- (Examples of these are attached to this outline)

BICYCLE SAFETY CHECK LIST

Does your bicycle have: YES NO

A front light visible from at least 100 feet		
A clear front reflector		
A red rear reflector		
A horn or bell that works		
Reliable, properly adjusted brakes		
Wheel-mounted side reflectors		
Reflector on the pedals		
Gears that are adjusted and operate smoothly		
A properly adjusted seat. Rider should be able to stabilize their bike with their feet.		
Handlebars well secured		

If your bike has all of the items listed, your bike passes the safety inspection.

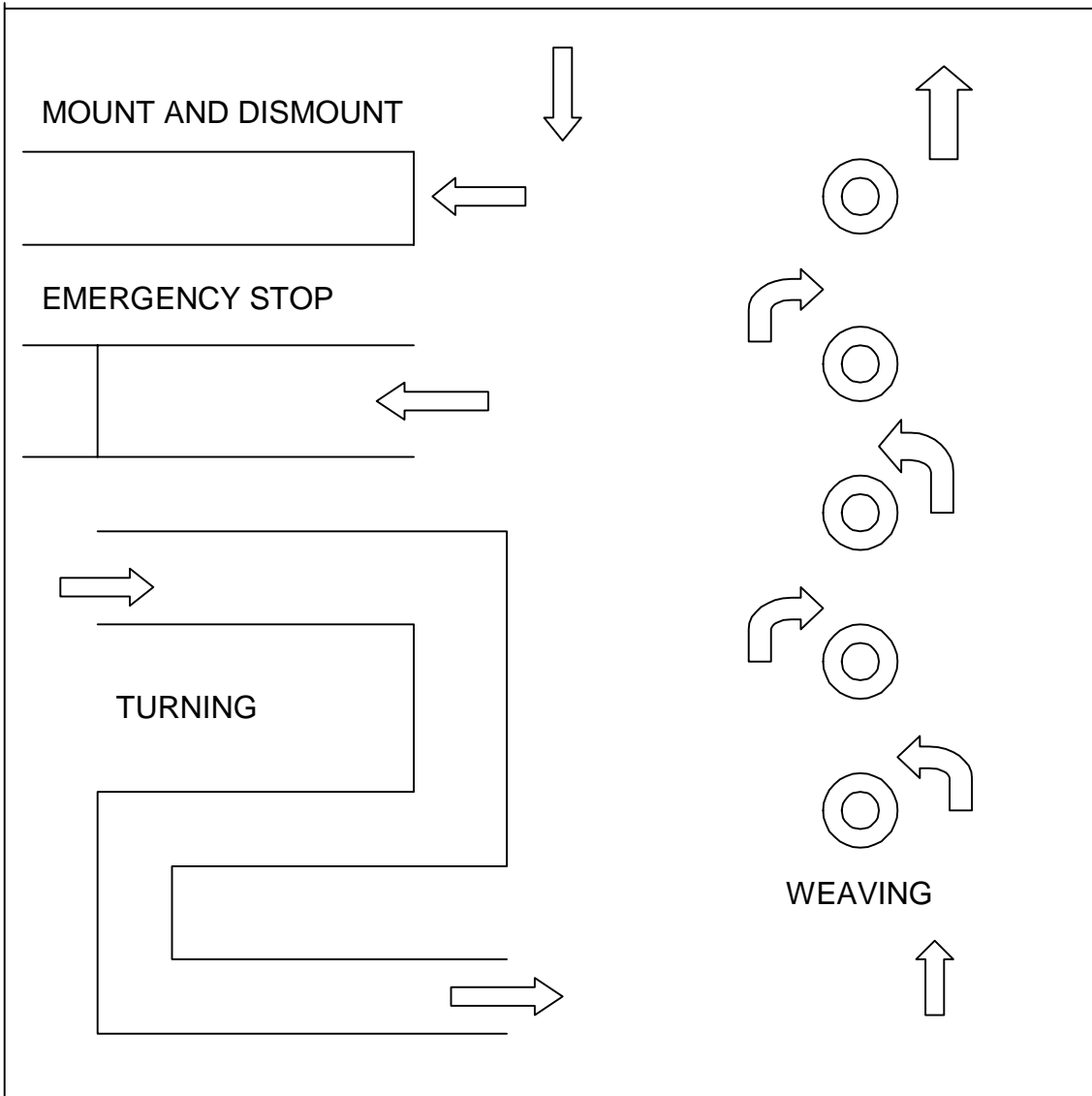
If a "no" is checked consider fixing it in the near future.

THUMBS UP FOR SAFETY!

BICYCLE SKILLS COURSE

Table for Handouts

Inspection Area



Block off parking lot with traffic cones

INTERPRETIVE ACTIVITY OUTLINE

TOPIC/SUBJECT: A Ranger Willie B. Safe Beach Program

TITLE: Reach, Throw, Row, Don't Go

FORMAT: Interpretive Program with Audience Participation

TARGET AUDIENCE/AGE LEVEL: All ages

TIME: 10 - 15 minutes

THEME: If you know basic water safety principles you may be able to save someone's life.

GOAL/PURPOSE:

The audience will:

- know what to do if a person is drowning.
- realize the importance of being safe on or near the water.
- be motivated to learn more about water safety on their own.

OBJECTIVE(S):

Learning Objective:

The audience will be able to identify 2 rules of water safety and the signs of a drowning victim.

Behavior Objective:

The audience will use the reach, throw, row, don't go principle, if they need to assist someone who is in trouble in the water.

Emotional Objective:

At the completion of the program, the audience will realize that they may be able to save someone that is drowning.

DESCRIPTION:

- This program is generally given at a beach.
- It may be a good idea to walk around the beach and surrounding area and advertise your program.
- Pick a central location for your program. The shorter the distance people have to walk to your program the more likely they are to come. Parents are more likely to send their kids if they can see them from where they are. Encourage adults to come, especially parents.
- A good thing to use to mark the location of your program is a large flag.
- Start your program on time. Introduce yourself and, somewhere in your introduction, state the theme.
- Ask the audience if they know the four signs of a drowning victim. They are head back, mouth open gasping for air, no sound, and arms moving in an up and down motion.
- A drowning victim cannot yell for help. Have the audience demonstrate this by having them put their heads back take a big breath of air and at the same time they are breathing in try and yell for help. It can't be done. Explain to the audience that they should never pretend to be drowning.
- Ask the audience what they should do if they see someone drowning. They should reach, throw, row, but don't go. Have the audience repeat it.
- Ask the audience what are some things that they could reach with. Then ask them what could they throw.

- Have items such as a reach pole, stick, rope, and shirt to show as things that they could reach with. Have items such as a beach ball, life ring, cooler, and life jacket to show as things that they could throw.
- Point out the rescue stations on the beach and explain to them that they should only be used for their intended purposes. Explain to them that they should not play with the life saving equipment.
- Explain the concept of row to the audience. Here is how you might row to a person in trouble. If there is a boat nearby take it to save the person or get the attention of a nearby boat and have them help the person. If you are an experienced swimmer you can float out on an air mattress to the person. Remember if you float out to the person do not get near the person in trouble. Get off the air mattress and extend it to them.
- Never go in for a drowning victim, because usually instead of one person drowning there are two people that drown. Explain if you are going to go somewhere go for help.
- Ask if anyone in the audience has been trained in water rescue. If so, they may be able to add an experience that they have had. Stress that only persons trained in water rescue, such as a lifeguard, should go in for a person that is drowning.
- Explain the importance of wearing a life jacket and swimming with a buddy. Parents should watch their children and children should watch their parents. It takes only 20 seconds for a child to drown and 60 seconds for an adult to drown.
- Tell the audience of some incidents that involved drownings or unsafe practices that have happened where you work.
- Ask them again what the signs of a drowning victim are and what they should do if they see someone drowning. Repeat the four ways to rescue a drowning victim.
- Let them know if they see you again to give you the Ranger Willie B. Safe Thumbs Up Sign and you will give it back. This will let you know that they have attended one of your safety programs and that they know how to be safe around the water.

CONCLUSION

- State your theme one more time.
- Thank the audience for coming, tell them about upcoming programs, and welcome any questions that they may have.
- Give the audience something for attending, something like an activity book or sticker.
- You may consider playing some kind of game with the audience after the program. The game does not necessarily have to pertain to water safety.

MATERIALS NEEDED:

Items that you can reach with; such as a reach pole, stick, rope, beach blanket, or shirt

Items that you can throw; such as beach ball, life ring, cooler, or life jacket

INTERPRETIVE ACTIVITY OUTLINE

TOPIC/SUBJECT: A Ranger Willie B. Safe Hunter Safety Program

TITLE: Shoot or Don't Shoot

FORMAT: Interpretive Program with Audience Participation

TARGET AUDIENCE/AGE LEVEL: Beginning Hunters generally 10 to 16 years old

TIME: 30 minutes

THEME: Improper handling of firearms can possibly kill you or someone else.

GOAL/PURPOSE:

The audience will:

- realize the importance of being safe when handling a firearm.
- encourage others to practice proper firearm safety.
- use the thumbs up sign while hunting with others.

OBJECTIVE(S):

Learning Objective:

- At the completion of the program the majority of the audience will be able to state 3 reasons why it is important to practice firearm safety.
- The audience will relate the thumbs up sign with being safe.

Behavior Objective:

The audience will:

- handle their firearms safely and encourage others to do so as well.
- be responsible hunters and respect all aspect of hunting including firearms, other hunters, landowners, and wildlife.

Emotional Objective:

At the completion of this program, the audience will realize that improper handling of firearms can possibly kill them or someone else.

DESCRIPTION:

- This program is generally presented during a hunter safety course.
- Introduce yourself and explain your program briefly. Try and state the theme somewhere in the introduction.
- Set the mousetrap and have the students pass it around the class. Generally the students are very careful in passing the mousetrap. After the mousetrap has made it completely around the room without being set off explain to the students that this is how they should treat a firearm even when it is unloaded. A mousetrap may snap your finger, but a firearm can kill you or someone else if not treated with respect.
- Have different types of firearms available to show the students. Without the students handling the firearms ask them how many of them are loaded. The most frequent answer is that they are not loaded. If you have access to dummy firearm shells load one of the firearms without anyone noticing. Then ask someone that said that the firearms are unloaded check the firearm with the dummy shell in it. Explain that every firearm should be considered loaded unless you personally check it yourself.

- Using slides or video, show different hunting and firearms handling scenarios. After each slide or short video clip, discuss with the students if the person in the scenario was being safe. The number of scenarios used depends on your time limit, but try to use around 10.
- Scenarios can cover such things as safe shooting zones, identifying your game, game laws, carrying positions, and hunter ethics.
- Explain that if a person is being safe the students should give them the Ranger Willie B. Safe Thumbs Up For Safety sign. Encourage them to use the thumbs up sign while they are hunting. Also encourage the students if they see any of the instructors again to give them the thumbs up signs and this will let the instructor know that they participated in one of their hunter safety courses.
- Discuss some real life accidents involving hunters. If possible discuss accidents that happened locally or within the state. Information on accidents can usually be obtained from the conservation or natural resources department within your state.
- Wrap up your program with a strong conclusion. Repeat the theme one more time.
- Have handouts for the students and encourage them to take them.
- Let the class know they may ask questions, concerning the program, your agency or project at the end of class or during a break.

SUGGESTED MATERIALS & EQUIPMENT:

Wooden mouse trap
 A few different models of firearms
 Dummy firearm shells
 Slide or video of hunting scenarios
 Handouts



INTERPRETIVE ACTIVITY OUTLINE

TOPIC/SUBJECT: Water Safety

TITLE: Water Safety with Ranger Willie B. Safe

FORMAT: Interpretive Program with Audience Participation Skits

TARGET AUDIENCE/AGE LEVEL: All ages

TIME: 15 - 20 minutes (beach program using 1 - 2 skits)
30 - 45 minutes (campground program using 3 - 4 skits)

THEME: Many people die every year because they do not follow basic water safety principles.

GOAL/PURPOSE:

The audience will:

- realize the importance of being safe on or near the water.
- be motivated to learn more about water safety on their own.

OBJECTIVE(S):

Learning Objective:

At the completion of the program the audience will be able to identify 1 or 2 rules of water safety and will associate the thumbs up sign with being safe.

Behavior Objective:

The audience will wear their life jackets and will encourage others to wear theirs also.

Emotional Objective:

At the completion of this program, the audience will respect the water and will not take the importance of being safe around it for granted.

DESCRIPTION:

- Setup the skits so that they are visible to the entire audience.
- It is ideal to choose volunteers for the skits before your program starts. This keeps your program moving along smoothly without interruptions. If this is not possible, take a few minutes during the program to get volunteers.
- Remember the volunteers should be willing to participate. Explain to them briefly what they are going to be doing.
- Explain to the volunteers what their parts in the skits will be. Let them know that they act out their part according to what you say during the program.
- The skits involve the volunteers being in unsafe situations on or near the water.

SKITS:

Fishing from the shore / Reach, Throw, Row, Don't Go

Kid on an inflatable raft / Swim with a buddy

Alcohol and boating can be a deadly combination

Be Dam careful (or It Can Suck the Life Out of You)

Hotdoggers stay home

Life jacket fashion show / Life Jackets: They Float. You Don't.

- Skits are attached and can be changed to fit your needs.
- Have music playing while the audience is entering to set the mood. Preferably music pertaining to water safety.
- Welcome everyone to your program, introduce yourself, and explain your program briefly. Try and state the theme somewhere in the introduction.

- Ask for a volunteer to be your assistant. Pick a willing volunteer, preferably from the age of 10 -12 years old. The volunteer will be Park Ranger Willie B. Safe. Provide a ranger hat and life jacket for Ranger Willie.
- You and Ranger Willie interact throughout the program. You ask Ranger Willie if the participants in the skits will be safe. You may need to provoke Ranger Willie using questions to encourage the correct response.
- Don't embarrass or humiliate your volunteers in front of everyone. Remember you need them, so make them feel comfortable.
- After it has been explained why the participants in the skit were not safe and what should be done to be safe, tell Ranger Willie that he/she was right and give them a "thumbs up for safety".
- Have the audience give a "thumbs up for safety". This should be done after each skit and at the end of the program.
- Explain to the audience that if they ever see you again they should give you a Thumbs Up For Safety. They can also give the thumbs up sign to other people that they see being safe. This will help your audience recall your program and remember to be safe.
- Thank your volunteers for assisting you and give them something for helping.
- Wrap up your program with a strong conclusion. Repeat the theme one more time. Thank everyone for coming.
- Have handouts for the audience and encourage them to take them.
- Tell the audience about upcoming programs or have flyers available on them.
- Let the audience know that they may ask questions, concerning the program, your agency or project at the end of the program.

SUGGESTED MATERIALS & EQUIPMENT:

Skit materials are included with the scripts

Water safety music	Sound system and microphone	Handouts and flyers
Prizes for volunteers	Ranger hat and life jacket for Ranger Willie	

SKIT SCRIPTS ARE ATTACHED. Skits can be modified for your use or different skits can be used.

FISHING FROM SHORE / REACH, THROW, ROW, DON'T GO SKIT

Items Needed: Fishing pole	Long stick or something to reach with
Cooler or something to throw that floats	Two volunteers, preferably adults

One volunteer will be a fisherman acting like they are fishing from shore. Give them a fishing pole for a prop. The other volunteer will be a passerby that may need to help the fisherman.

The fisherman slips into the water and can't save himself. The passerby thinks about jumping in to save the fisherman, but is encouraged by the audience not to do so. The passerby then finds a long stick to try and reach the fisherman, but the fisherman is just out of reach. The passerby notices a cooler that belongs to the fisherman. The passerby empties the cooler and places the lid back on it. Then the passerby throws the cooler out to the fisherman. The fisherman reaches for the cooler and uses it to float on. The fisherman floats close to the shore and is saved.

Explain reach, throw, row, don't go and why you should wear a life jacket near the water even if you don't intend to get into the water.

Remember to interact with Ranger Willie and give he/she the thumbs up sign. Have the audience also give the thumbs up for safety sign.

KID ON AN INFLATABLE RAFT / SWIM WITH A BUDDY SKIT

Items Needed: Inflatable raft	3 or 4 volunteers portraying the following: one child that will be on the raft, one swimmer, one or two parents
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The kid is floating several feet from shore and it looks as though no one is paying any attention to the child. The raft hits a stick in the water and starts to leak. The kid panics and falls into the water. The kid does not know how to swim and the depth of the water is over their head. They try to yell, but no words come out. The kid starts waving and thrashing their arms in all different directions. The kid goes under the water. Wait 5 seconds. But luckily a person swimming nearby noticed the kid go under the water. The swimmer pulls the kid out of the water. The kid's parents are enjoying lunch several feet away and wonder what all of the commotion is about. They realize it is their kid being carried out of the water. In a panic they run to see if their kid is ok. Luckily the kid is alive.

Explain that a child can drown in only 20 seconds, swim with a buddy, and don't rely on inflatable toys.

ALCOHOL AND BOATING CAN BE A DEADLY COMBINATION SKIT

Items needed: Two volunteers as boaters Mock boat Cooler

Two boaters are enjoying a beautiful day on the lake. While enjoying the lake they are also enjoying something else, alcohol. They are boating along with nothing to worry about. The alcohol is effecting their vision, coordination, judgement, and balance. As the day goes on the boaters start getting a little careless; yelling, standing up, horsing around, and making their boat go faster and faster. The boaters do not realize that they are headed straight for a bridge. When they do realize it the driver tries to swerve, but it's too late and they hit the bridge with such force that it throws them both out of the boat. Ask Ranger Willie and the audience if they think the boaters survived.

Explain that more than 50% of all boating accidents involve alcohol, know when to say when - drink in moderation and the best thing to do is leave the alcohol on shore.

BE DAM CAREFUL or IT CAN SUCK THE LIFE OUT OF YOU SKIT

Items Needed: Mock boat "Dam" sign No boat buoy (optional)
Fishing pole Life jacket One volunteer fishing from boat

The boater is having no luck fishing, but they have heard that there are a lot of fish near the dam. They decide to check it out. Their fishing luck increases the closer they get to the dam, but they notice a lot of fish right up next to the dam. The boater notices the no boat buoys, but pays no attention to them because the water looks calm. The fisherman is right about the fish and catches a nice one that is a fighter. The fight continues and is nearly over when the fisherman decides to stand up. They lose their balance and fall overboard, but they are safe because they are wearing their life jacket. But wait, the fisherman is pulled under the water and cannot be seen. Ask Ranger Willie where the fisherman went.

Explain to the audience that they should stay clear of a dam's intake and outtake, because they can suck the life out of you. Interact with Ranger Willie to explain the undertow near dams and why it is important to obey warning signs and buoys.

LIFE JACKET FASHION SHOW SKIT

Items needed: Five different types of PFDs Five volunteers

Have the volunteers come up and each one gets a different type of PFD to model. One at a time have each volunteer show off their PFD. Describe each PFD as it is being modeled. With a little audience encouragement the volunteers will usually strut their stuff. After the fifth volunteer is done explain why it is important to wear a life jacket on or near the water. They float, you don't, and an unconscious person can't swim or try to save themselves. Explain state laws throughout the show.

HOTDOGGERS STAY HOME / PWC OPERATION SKIT

Items needed: One volunteer as PWC operator Life jacket

Look, there is a person who is enjoying this nice day riding their Jet Ski. Looks like they are being pretty safe by wearing their life jacket. The PWC operator notices a boat making a big wake and has heard that it can be dangerous to jump wakes, but there are not a lot of boats around and wonders how dangerous could it really be anyway. They jump the wake and don't see any danger in it and it is really fun. The boat throws a huge wake that can't be resisted. The PWC operator notices that they can probably get the biggest jump the closer they get to the boat and decide to challenge it. They take off anticipating the jump. They do not realize that there is a boat approaching on the other side of the wake. They are in mid-air before they notice the oncoming boat and by then it is too late to do anything about it. Luckily the oncoming boat sees the Jet Ski and turns before they collide. Ask Ranger Willie what the PWC operator could have done differently to avoid that close call.

Explain that a PWC should be operated safely and hotdoggers should stay home. Explain that not all PWC operators are hotdoggers and that the operators that are not being courteous should stay home before they ruin the sport for everyone.

RANGER WILLIE B. SAFE SONGS

THE STORY OF WILLIE B. SAFE

...Here's the story of Willie B. Safe.
As a kid, he was prone to accidents around the lake.
But as he grew, he learned how to avoid danger.
Now, he's a Corps of Engineers Park Ranger,
Teaching all the kids what safety means.
And he wants you to be a part of his safety team!

Willie B. Safe is here to show,
All the sons and daughters,
The safety lessons they need to know,
When they're around the water.

Willie says tell her or him,
The first rule is LEARN TO SWIM!
And tell all the girls and boys,
Don't depend on inflatable toys.

Put on a life jacket or PFD!
It's the safest thing for you and me.
Remember, if you fall out of the boat,
They float and guess what? You don't!

Willie B. Safe is here to show,
All the sons and daughters,
The safety lessons they need to know,
When they're around the water.

Willie says that to stay alive,
Around lakes and rivers NEVER DIVE!
Even if you may be bored,
Think about your spinal cord.

And whether the water's clear or muddy,
You should always SWIM WITH A BUDDY!
In a place that is safe to be,
Where those watching you are sure to see.

Willie B. Safe is here to show,
All the sons and daughters,
The safety lessons we need to know,
When they're around the water.

If your boat tips over, stay with it, DON'T GO!
And if someone falls out, know what to throw.
Something nearby that floats will do,
Or hold out a paddle and pull them to you.

Never pretend to drown, what a fright!
And horseplay just isn't right.
Stay away from alcohol and drugs,
You'll be around for LOTS MORE HUGS!

Willie B. Safe is here to show,
All the sons and daughters,
The safety lessons we need to know,
When they're around the water.

HYPOTHERMIA BLUES

Well, your life vest wouldn't fasten over your big old coat,
So you threw it on the floor of your fishin' boat.
You're about to land a big one, then your boat turns upside
down.
All your energy's used to stay warm, making it easier to
drown.
Put your life jacket on, cause you've got so much to lose,
And if you fall in, don't get the Hypothermia Blues.

Now boredom's settin' in and you're getting kinda testy.
The pond looks frozen over and you're feeling like Wayne
Gretzky,
As you step out on the ice and you move yourself around,
Your jaw drops and your heart stops cause you hear that
crackin' sound.
Don't get on thin ice, cause you've got so much to lose,
If you fall in, don't get the Hypothermia Blues.

Blues, Blues, Hypothermia Blues
With hypothermia, your body loses
(Don't get dem blues)
heat faster than it can make it. If
Blues, Blues, Hypothermia Blues
you find yourself in cold water, use
(It's heat you lose)
the HEAT ESCAPE LESSENING
Blues, Blues, Hypothermia Blues
POSTURE or HELP for short. Just
(So here's some clues)
curl your knees up to your chest to conserve your body heat
until you are rescued.

Learn the HELP position, cause you've got so much to lose.
If you fall in, don't get the Hypothermia Blues.

All this talkin' bout the cold's making me start to shiver.
Let's be chillin' out the right way 'round the pond or lake or
river.
Don't be takin' any chances now, let's follow every rule,
Cause by now you should be getting it, cold ain't cool!
Listen to Ranger Willie,
cause you've got so much
to lose.
If you fall in, don't get the
Hypothermia Blues.

Blues, Blues, Hypothermia
Blues
(Don't get dem blues)
Blues, Blues, Hypothermia
Blues
(It's heat you lose)
Blues, Blues, Hypothermia
Blues
(So her are some clues)
Listen to Ranger Willie cause you've got so much to lose.
If you fall in, don't get the Hypothermia Blues!



PLAY IT, SAFE!

Never dive into a lake, never dive into a river,
If your friends call you "chicken" or they call you "lilly liver".
If the other kids are sayin' to you "what the heck?"
Tell 'em Willie B. told you "you could break your neck!"

Getting hurt in the water is a high price to pay,
For taking a dare on a sunny, sunny day.
You could start a day of water fun without a single care,
And spend the rest of your life in a wheelchair.

Play it, Safe!
Play it proud.
When you're talkin' water safety, you can't talk too loud.
Play it, Safe!
What more can I say?
Playin' it safe is the only way to play.

Do you know about the buddy system?
All the boys and the girls and the men and the women.
If you care about your buddy, take your buddy along,
So you can help each other out if something goes wrong.

If you see somebody drowning, do you know what to do?
You can hold something out and pull them to you.
And whatcha gonna do if you should fall out the boat?
You need to stay with it or find something that floats.

Play it, Safe!
Play it proud.
When you're talking water safety, you can't talk too loud.
Play it, Safe!
What more can I say?
Playin' it safe is the only way to play.

Hey, pretending to drown can seem funny at first,
But that kind of trick can take a turn for the worst,
Cause while you're in the water just horsin' around,
The people who swim out to save you could drown!

Water can be dangerous, that's for real.
Talk to your parents and see how they feel.
I'm rappin' it up, you got the 411?
If you're thinkin' safety first, you're gonna have fun!

Play it, Safe!
Play it proud.
When you're talkin' water safety, you can't talk too loud.
Play it, Safe!
What more can I say?
Playin' it safe is the only way to play.

Playin' it safe is the only way to play.
Playin' it safe is the only way to play.

YOU CAN'T KEEP A GOOD LIFE JACKET DOWN

Learn to swim, that's the best lesson,
Cause once you're in trouble, there's no time to be guessin'.
You learn to read and write and to sing and dance,
You should learn to swim as soon as you have a chance.

Learn in a safe place with someone watching you,
And go real slow when you try something new.
Never swim alone...it's the wrong thing to do,
Cause if something goes wrong, then who'll help you?

It's gotta be the real thing, not a toy ring,
Oh, you can't be messin' 'round,
Cause you can't keep a good life jacket down.
If it's buckled tight and it fits just right,
You're not gonna drown,
Oh, you can't keep a good life jacket down.

A life jacket's the best thing of all,
One that's not too big and not too small.
Coast Guard approved is the kind to get.
You know, they're like you...they like to get wet!

Arm bands and "floaties" are okay as a tool,
If someone's teaching you how to swim in a pool.
But if you're out in deep water, they can't help you,
Think of how scared you'd be if you heard POP! and then
WHHHEEEWWWW!

It's gotta be the real thing, not a toy ring,
Oh, you can't be messin' 'round,
Cause you can't keep a good life jacket down.
If it's buckled tight and it fits just right,
You're not gonna drown,
Oh, you can't keep a good life jacket down.

Buckle your seat belt when you ride in a car,
Whether destinations are near or far.
Buckle your PFD when you ride in a boat,
Because they float, and without them, guess what? You
don't!

Your mom and dad will tell you these things are true.
I'm Willie B. Safe and I care about you.
These safety tips are what we want you to learn
Because your safety is our concern!

It's gotta be the real thing, not a toy ring,
Oh, you can't be messin' 'round,
Cause you can't keep a good life jacket down.
If it's buckled tight and it fits just right,
You're not gonna drown,
Oh, you can't keep a good life jacket down.

You can't keep a good life jacket...
You can punch it, you can poke it,
But you just can't sink it.
You can't keep a good life jacket down!

