

## SINK OR SWIM! SAVE YER FLOAT!

## Come prove yer pirate worth at our inflatable float competitive battle.

Pick one of our 4 seas and line up to do battle with a worthy opponent. One of our captains will assist ye onto your seacraft. Battle will commence when both pirates are out to sea (away from the pool walls). Ye have 2 minutes to do yer worst (Blows to the head are not permitted). The 1st pirate to make their opponent abandon ship is declared the victor. If after two minutes, ye both are still afloat, ye both 'walk the plank' to allow another battle to commence. Feel free to line up and pick a new sea to sail on and try again.

## Keep yerself out of Davy Jones's Locker...please follow his rules:

- Swashbucklers aged 10 and under must have a first mate with them in the water (Parents & guardians must accompany swimmers under aged 10). The first mate (parent) may assist their captain to stay afloat or attempt mutiny as their opponent.
- Anyone wishing to sail into deeper waters must get permission from one of our captains (We will be deep water checking all participants who want to do battle in the deep end. Swimmers must be able to swim across the play area and back unassisted. Swimmers who pass the deep-water test will be given a wrist band.
- Our captains will halt all battles after two minutes to make way for the next set of pirates.
- The captains will end all battles that become unsafe (Play gets too close to the walls, unsportsmanlike conduct, etc)

Come aboard for an adventure that is sure to entertain the whole crew.