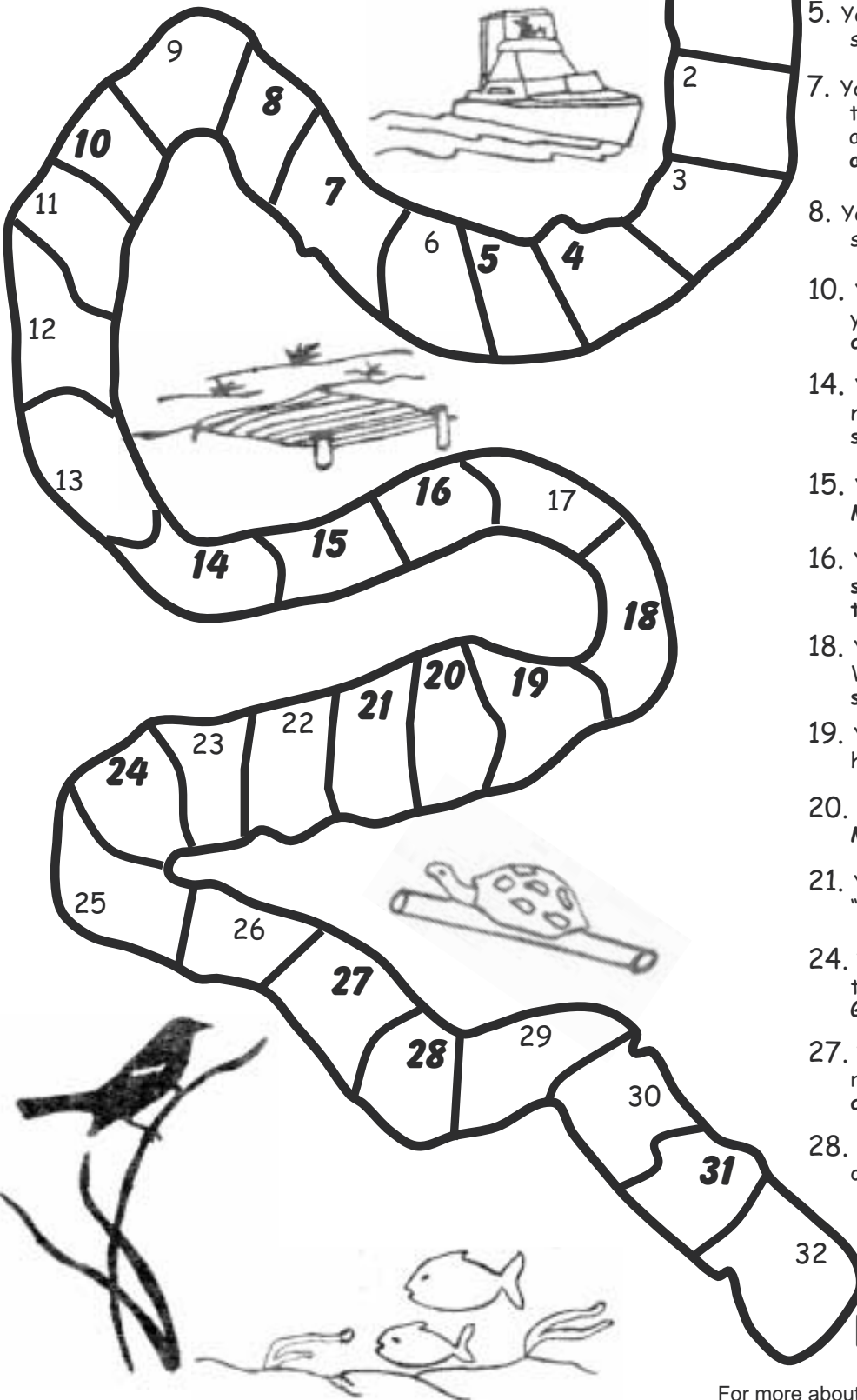


The STOP WASH Game

Use pennies or buttons as markers and toss a single dice to move.

START



4. You drove too fast and caused a large wake. **Move back 4 spaces.**
5. You drove too close to the shoreline. **Move back 2 spaces.**
7. You check the rear of your boat to make sure your wash and wake are not affecting others. **Go ahead 2 spaces.**
8. You plant several shrubs along the shoreline. **Go ahead 3 spaces.**
10. You know the speed at which your boat creates wake. **Go ahead 3 spaces.**
14. You inform a boater about the narrow channel. **Go ahead 2 spaces.**
15. Your boat swamps a duck's nest. **Move back 4 spaces.**
16. You build a loon nest. **Go ahead 1 space and take an additional turn.**
18. You disobey a "Watch Your Wake" sign. **Move back 3 spaces.**
19. Your boat disrupts wetland habitat. **Move back 2 spaces.**
20. You add pesticides to your lawn. **Miss a turn.**
21. You encourage shoreline "softening". **Go ahead 2 spaces.**
24. You inform a neighbour about the "Watch Your Wake" program. **Go ahead 2 spaces.**
27. You decide to take a canoe rather than use a motorboat.. **Go ahead 2 spaces.**
28. You don't slow down for oncoming traffic. **Miss a turn.**
31. Oh No!! Your wake swamps a canoeist. **Go back to Start.**

FINISH