

KING COUNTY BOOSTER SEAT CAMPAIGN

Booster Seat Tips for Parents and Caregivers

1. Start to use a booster seat when your child weighs about 40 pounds and outgrows his forward-facing car seat, usually when his shoulders are above the harness straps in the top slot or his ears rise above the top of the seat. Check the manufacturer's instructions for the upper weight limit on the forward-facing seat.
2. Plan to use a booster seat until your child fits in the seat belt correctly, typically when he is about 4 feet 9 inches tall, 80 pounds, or 8 years old.
3. Washington law requires children to use booster seats. Tickets cost \$86 for each improperly buckled child.
4. Talk with your child's grandparents, childcare provider and others who transport your child about the need to use a booster seat every time.
5. Explain to your child that booster seats are especially made for older children, not for babies. Many children like the "boost" that the seats give them in helping them see out car windows.
6. Have your child help you pick out a booster seat.
7. Talk with other parents about using booster seats too. The more families who use them, the easier it will be to use them consistently.
8. Read the booster seat instructions and your vehicle owner's manual carefully before installing a booster seat. To ensure proper installation, get your seats checked at your local police or fire department, health center, or car dealership. To find your local car seat inspection station, go to www.boosterseat.org.
9. All children under 13 years old should sit properly restrained in the back seat.
10. Never use just a lap belt across a child sitting in a booster seat or put the shoulder belt behind a child's back or under the arm. Doing this can increase the risk of severe injury in a crash.
11. Never use pillows, books, or towels to boost a child. These can slide forward out from under the child in a crash.

If you would like more information, go to www.boosterseat.org, or call the Safety Restraint Coalition at 1-800-BUCK-L-UP.