

PROCEDURES FOR OPEN WATER SWIMMING IN POOR WEATHER LOCHORE MEADOWS

Normal Weather

All participants complete the Attendance List. The number of participants notified to reception personnel for onward transmission to water safety staff. All participants 'sign off' ('tick off') the attendance list on completion of swim. Enhanced safety procedures are detailed below for Poor weather.

Poor Weather

'Poor' is defined as the combination of wind force, wind direction and sea state that the normal swim area is sufficiently rough to hamper water safety staff comfortably viewing all swimmers. Heavy rain might also produce poor weather/poor visibility. The decision that conditions are 'poor' lays with water safety staff. If the weather conditions are **'Bad'** no swimming is allowed.

Options for poor weather (to be agreed with swim organiser):

1. Relocate swim area to an area in the lee of land. Reduce length of swim area. Confine swimmers to an area closer to the beach
3. Double up personnel in safety boat. (One driving, one observing).
4. Swim duration to be curtailed to ensure all remaining swimmers leave the water together.
5. Batch swimmers to manageable numbers for a limited duration swim. Agree whether late arrivals be allowed to join swim.

Procedure - Poor Weather - Swimmers/reception staff

All swimmers to be briefed in centre before a mass start

All swimmers must complete Swim Attendance list as normal. Swimmers to note attendance number.

All swimmers to be given swim band with two numbered tabs as per their attendance number. Swimmers to deposit one tab on the board provided before starting the swim

Swimmers start on the beach together (in designated batch)

All swimmers to deposit second tab on the board as soon as possible after finishing their swim.

The attendance board to be kept on beach by responsible person. Reception personnel to inform safety boat by radio of late arrivals (if allowed). Swim organiser (if swimming) to verify numbers with responsible person on beach once he/she has completed her swim!