#### **INDUCTION COURSE AIDE MEMIORE**

## Rule 1: If you are unsure don't do something and ask. Rule 2: Enjoy yourself & help others to do the same

Rule 1: If you are unsure don't do something and ask. Rule 2: Enjoy yourself & help others to do the same					
Personalities:	Handbook and	Safety: understand	First Aid: first aid	Lifejackets &	Manual Lifting
Chairman of trustees: Tom King	Operating	and apply the DSG	boxes are in the	<b>Buoyance Aids</b> : Always	- ensure that the object is
Principal: Steve Oakey	Procedures	Always and never	portacabin and on all	wear one on pontoon	light enough to lift, is stable
Deputy: Steve Watkin	(HOPS): read	list (see reverse of	powerboats. A list of	or a boat. Check it is	and unlikely to shift or move
Chief Instructor Sail: Bob Miller	Chapters 2 & 3 and	this sheet).	qualified first aiders is	the right size and	-heavy or awkward loads
Chief Instructor Power:	scan the rest. Sign		on the portacabin	weight category.	should be moved using a
Andrew Cushen	the list in the		noticeboard	Check it is fitted	handling aid
Safety Officer: Tim Trent	portacabin	Risk Assessments:	Smoking: smoking is	properly and crutch	-make sure the route is clear
Engineer: Richard Fellander		know what there	not allowed in the	strap available is used.	of obstructions
Membership: Janet Cottey	Task Books: please	are and read	marina or in any of our	At sea lifejackets to be	-make sure there is
Welfare Sec: Dolly Marsden	be proactive in	applicable ones to	boats.	worn not buoyancy	somewhere to put the load
	getting the tasks	your tasks.		aids.	down wherever it is to be
	complete. Whilst	Parking: Park at the	Incident Reporting:	Premier and their	moved to
	you are completing	top of the site and	report to Officer of the	customers: we are	-stand as close to the load as
	the book please	make sure your car	Day (OOD) any	guests of Premier	possible, and spread your feet
	wear a New	registration details	accidents, near misses,	Marinas and need to	to shoulder width
	Volunteer Badge	are on your	first aid requirements,	be polite and positive	-bend your knees and try and
	(NV) so that we	membership page.	boat defects.	towards their staff and	keep the back's natural,
	know you need			berth holders.	upright posture
	support.				-grasp the load firmly as close
Protection Child and Vulnerable Adult					to the body as you can
This covers the essential points of good practice when working with			You should never:		-use the legs to lift the load in
children, young people and vulnerable adults:			- engage in rough, physical or sexually		a smooth motion as this offers
- Avoid spending any significant time working with children in isolation.			provocative games.		more leverage reducing the
- Do not take children alone in a car, however short the journey.			- allow or engage in inappropriate touching of		strain on your back
- Do not take children to your home as part of your organisation's			any form.		-carry the load close to the
activity.			- allow children to use inappropriate		body with the elbows tucked
- Where any of these are unavoidable, ensure that they only occur with			language unchallenged, or use such		into the body
the full knowledge and consent of someone in charge of the			language yourself when with children.		-avoid twisting the body as
organisation or the child's parents.			- make sexually suggestive comments to a		much as possible by turning
- Design training programmes that are within the ability of the individual			child, even in fun.		your feet to position yourself
child.			- fail to respond to an allegation made by a		with the load.
- If a child is having difficulty with a wetsuit or buoyancy aid, ask them to			child.	-	
ask a friend to help if at all possible.			- do things of a perso	nal nature that children	
If you do have to halp a shile	d madra auma varrama ir	full vious of athors			

can do for themselves.

If you do have to help a child, make sure you are in full view of others,

preferably another adult.

### DART SAILABILITY TOP RULES FOR YOUR SAFETY

# **Always**

- Wear a lifejacket or buoyancy aid when afloat, on pontoons or slipways and make sure it is check for serviceability and fitted correctly
- Dress appropriately, wear sun-cream and take water along as appropriate to the day's conditions
- Use a kill cord when operating outboard engines
- Follow directions given by the Officer of the Day, Pontoon Master and Safety Boat skipper, and the skipper of your boat
- Ask if you are unsure of how to do something, it protects yourself and others
- Know the appropriate International Regulations for <u>Preventing Collisions</u> at Sea 1972 Colregs and apply them (and if racing the Racing Rules of Sailing)
- When a boat has a VHF radio, maintain a good listening watch and follow radio protocol
- Reef a sailing boat in good time before you become over powered
- Check your boat has the correct safety equipment before departing (including a working radio and sufficient fuel if a power or keel boat)
- Use safe refuelling procedures
- Know forecasts of tide and weather conditions before proceeding onto the river or out to sea
- Obtain permission from the OOD or Pontoon Master before proceeding onto the river (or from Cl's if outside of a normal sailing session).
- THINK SAFE; ACT SAFE; BE SAFE safety is DSG's No 1 priority

#### Never

- Run or speed in wheelchairs on pontoons, jetties or slipways
- Don't <u>feel pressured</u> to undertake an activity or sail in conditions that you believe are beyond your current proficiency.
- Walk past a safety issue without correcting it or bringing it to the attention of the OOD, Pontoon Master or Safety Boat Coxswain
- Exceed 6 kts on the river unless responding to a life-threatening emergency
- Operate a boat that you are <u>unqualified</u> to (unless under correct supervision)
- Sail outside area(s) designated for sailing on the day
- Sail outside of HOPS weather limits
- Expose any part of your body to the risk of a crush injury

These rules are an aide memoire of the key safety issues and do not remove the requirement for all DSG members to have read the relevant sections of HOPS.