

Outney Meadow Canoe Hire Safety Briefing and Rules of Hire

Thank you for your canoe hire booking

Please read the following rules of hire carefully they are for your safety.

All bookings and payment is in advance.

This is a water based activity so you should be a competent swimmer to hire a boat.

1. Arrival: Please arrive 10 minutes before your allocated time slot allowing us to comply with the social distance rule.

NB: If you are late and miss your allocated time your booking will not be refunded.

2. Please wear suitable clothing, bring any snacks and water and a personal first aid kit including personal hand sanitiser. Alcohol is prohibited during boat hire. Personal belongings will be your own responsibility.

There are hand-washing stations with sanitiser placed for your use.

There are no toilet facilities on site.

3. Please watch the short safety briefing in this link to familiarize yourself with the location of your life jacket, paddles, boat launch & returning

from your boat trip safely.

<https://youtu.be/wFuvo0Ktuyk>

4. Your lifejackets have been thoroughly cleaned & MUST be securely fastened and worn whilst on the boat.
5. You will collect your allocated paddles and follow the signed route to the river and your boat, you will need to lift your own boat to the launch area and step in one at a time while one of your party holds the boat steady.

DO NOT STAND UP IN YOUR BOAT

If you capsize stay with your boat, it will float. Make sure all of your party are safe and swim it to the bank, empty any water in the boat and get back in. There is a rope for your assistance in the boat.

6. In accordance with current Covid-19 guidelines and rules please keep your distance from other river users.

<https://www.gov.uk/coronavirus>

7. On your return, leave your boat in the designated area, follow the route back to reception, place your life jackets & paddles in the "TO BE CLEANED" area.
8. Wash your hands at the designated station.

Emergency Telephone: 01986892338

WE WISH YOU AN ENJOYABLE VISIT