NEWPORT OUTDOOR GROUP - SAFETY REQUIREMENTS FOR WALK LEADERS

Please follow this guidance, so we all enjoy the walk. Need help or advice? Ask a committee member.

Equipment.

- ➤ Make sure you are <u>properly equipped</u> see the Newport Outdoor Group Safety Requirements for Walkers document.
- Make sure that <u>all those on the walk are properly equipped</u>.

Before the Walk.

- ➤ Unless you are an experienced leader, please <u>walk the route in advance</u> to check that you know the route and to assess any particular safety hazards.
- Inform the Group members, before the walk, by e mail, on Meet-Up and at Group event(s) of ...
 - A brief advertising sentence, describing/selling the event.
 - Meeting time and place.
 - The walk starting point.
 - The length, difficulty, terrain and the equipment needed.
 - Refreshments available and food / drink to take on the walk.
 - Who to contact for further information.
- Complete the Group risk assessment form.

On the Day of the Walk.

- Again, inform the walkers, before leaving Newport or the Hostel, of the relevant information above.
- Assess whether all walkers are properly equipped and whether they are capable of completing the walk.
 - If the answer is no to either question, you should suggest that they do not come on the walk.
 - If it is a mountain or other serious walk, you should politely *insist* that the member does not come on the walk.
 - An ill-equipped walker or one who is barely capable of completing the walk, could endanger the safety of all on the walk.
- ➤ Before starting walking, <u>remind the walkers</u> to ...
 - shut all gates,
 - not to go too far ahead of the leader,
 - inform the leader if someone wants to leave the walk before the end and if someone wants to 'disappear behind a bush'!.
 - AND inform walkers of the high and medium risks of the risk assessment.
- Perform a count of all walkers at the start, at the end and at stages during the walk.
 - appoint a 'back marker' if there are more than, say, 15 walkers.
 - Make sure you can account for all walkers throughout the walk.
- Monitor progress of the walkers during the walk.
 - eg Is someone having difficulties; is the group spread out too far; how are new members doing?
- Consider altering your plans in the light of event, etc.
 - eg if the weather turns bad; if the walk is likely to finish very late.
- > You have authority, as the leader of the walk ...
 - If a dog presents a particular hazard, eg during lambing time, <u>you can tell a walker not to bring the</u> dog on the walk.
 - If walkers disagree with the route, you can continue with your planned walk, unless conditions deteriorate or there is some other hazard.
 - However, do accept constructive advice and help.
 - Consider altering your plans if, for example, the weather turns bad.
- If a walker(s) want to leave the walk, make it plain that they become solely responsible for their own safety.
- > Take regular breaks and choose the best available places for stops.
 - eg in the shade if it is very hot, in a sheltered place in the winter or in bad weather.
- Walk at a pace such that the walkers keep together.
 - Over the whole walk, it is necessary to walk at the pace of the *slowest* walker.
 - In mist or fog it is important to keep the walkers close together.
 - If someone goes too far ahead, ask him/her to stay close to the group.
- > Follow the Highway Code, when walking on roads.
 - See the NOG Safety Requirements for Walkers document. Ensure its advice is followed.
 - NOG has 'hi-vis' waistcoats; take at least 2 on the walk, one for the front and one for the back of the group.

- Torches are essential equipment for the whole of Greenwich Mean Time and in the early or late periods of British Summer Time.
 Try to avoid or minimise walking on busy roads that do not have a pavement.

