

KA Kitesurfing

Coasteering Site Specific Risk Assessment

This document should be used in conjunction with the referenced maps of Howick and Beadnell point

Point	Feature	Activity	Site Specific Risks	Mitigating Actions
P1	Old Arch	Kitting up area	1)Kit may not be being worn from the walk down	1)Check kit before proceeding
P2	High Water Swim	Swim the Gap at high tide	1)Rips may form in wavy conditions 2)Shallow entry 3)Rocks and waves	1)If a strong rip is present do not progress to P3 or P4 2)Explain and demonstrate correct entry 3)reinforce wave exit technique
P3	Boiler	Climb and jump at high tide or traverse on low tide	1)Rip on high tide with waves 2)Shallow jump 3)Pipes on boiler	1)Do not progress with a strong rip present 2)Test jump depth 3)Make clients aware of the risk of falling on pipes
P4	Mid Reef	Walk or swim along reef	1) Rip may form with waves both to the east and west	1)Do not progress with a strong rip present
P5	Outer Reef	Walk or swim along reef to ledge drop on northern tip	1) Long swim across potential rip 2) Waves and slippery rocks	1)Check for rip and asses swimming ability of group. Take smaller numbers at a time or skip feature if group is weak or adverse conditions 2)Take time on rocks and give the option to swim slippy parts
P6	Low Ledge	Jump and swim to P7 or exit to the left using wave. Also an option to jump left of the wave exit point	1)Rip pulling SE 2)Wave exit will hold down in big sea and wrong tide height	1)Instructor test for rip 2) Wait for big set before clients enter and make judgement
P7	Hole Climb	climb out or swim through at mid to high tide	1)Falling 2)Sump entrapment	1) Only one climber in feature at a time. 2) the Sump should only be used with <1ft swell and not When deep. Advised to have two instructors present.
P8	Kids Cave	Crawl through cave from east side	1) Entrapment	1) Larger clients are advised not to attempt
P9	Long Cave	Walk or Swim through cave at low tide	1) Entrapment 2)Wave Dunk	1) Do not attempt when cave is topped out 2) time clients through lowest point one at a time watching waves.

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P10	Arch Sump	Walk through at low tide. Swim through at high	1) Entrapment 2) slippery rocks	1) The sump should only be used when water is just touching the roof and clients can be held from both sides of the sump. Should not be used in poor water viability 2) Three points of contact keep low
P11	Cave To The Cairn	Climb or swim through	1) Slippery rocks 2) Waves topping out cave	1) Stay low particularly when the rocks are wet three points of contact 2) Feet first hands on roof technique cave can be bypassed to the east or west if waves are too powerful or to little head room.
P12	Cairn Sump	Climb or swim through	1) Slippery rocks 2) Waves topping out cave	1) Stay low particularly when the rocks are wet three points of contact 2) Feet first hands on roof technique. Advised to have one instructor each side when sump
P13	Rumbling Cairn	Traverse around and jump of top on a high tide. walk/swim through tunnel mid or low tide	1) Falling from traverse 2) Shallow water 3) Waves topping out tunnel on swim through 4) Slippery rocks on exit climb	1) Demonstrate route to climb. 3 points of contact and falling away from the wall 2) Ensure water is deep enough for traverse. One foot from the top of rumbling cairn arch recommended. 3) Swim through should not be attempted if arch is closing off. Two instructors recommended if waves are significant 4) three points of contact up to exit step staying low. Instructor assistance for clients up step always offered
P14	Rocket Gully	drop into channel. Swim along with waves and exit right.	1) Sides of gully on entry and exit 2) breaking waves	1) Demonstrate drop not jump into gully. Show exit point 2) Waves may submerge if large. Choose appropriate entry point for group

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P15	Sump Crack	High tide single jump from west ledge and exit north mid tide group jump from east ledge and exit north east or west if sump not sucking. Low tide has one or two arches which both become sumps the third sump to the east which can be used as an entry or exit point in some conditions easterly sump may suck in a swimmer on low tide with waves and must be assessed before entering to use the two exposed sumps	1)Shallow water 2)Slippy exit 3)Suction and entrapment	1)Westerly ledge needs to be tested and jumped centrally site specific brief required 2)Exit far west around ledge if climb is wet. 3)When wave timings are high the easterly sump can aggressively draw water through. Do not enter if there is significant flow on large sets. Westerly sump should use feet first technique and should be demonstrated
P16	Wave Walk Gap	Walk along the left hand side of the rock as far as you can	1)Being washed over rocks 2)Large wave impact and hold down	1)Keep clients to left so they are washed directly into deep water not over rocks 2)Swim channel early in more sheltered area if waves are challenging for group
P17	Toilet Bowl	Dunk through sump.	1) Entrapment 2) hold down in waves	1)instructor check and demonstrate sump before clients to ensure sump clear. 2) do not attempt if waves are entering entry pool two
P18	Rock Pool Sumps	Dunk through sump.	1)Entrapment	1)Instructor check and demonstrate sump before clients to ensure sump clear.
P19	Submarine Door	Jump of ledge and exit onto submarine door or on north ledge	1)Shallow water 2)Impact or scrapes on exit	1)Depth test and demonstrate 2) Assess waves and adjust exit point accordingly. Demonstrate exit point
P20	Wave Gully	Enter and swim the length East to West exit on rock pillar	1)Leg entrapment behind pillar	1) Demonstrate exit technique and danger of gap behind rock. Do not enter if waves are not appropriate for group

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P21	Cullernose Jumps	Enter Cullernose point from and jump from cliffs. Exit water back onto cliffs	1) slipping of cliffs 2)glancing cliff on jump Or landing badly injuring back, shoulders or neck 3)wave impact or scrapes on exit	1)Stop group on path and re kit after walk. Warn of danger of cliffs and importance of following demonstrated route 2)demonstrate jumping technique and launch points. Do not let nervous clients jump move down to lower jump – no pressure 3)demonstrate exit points and assess ability to exit if conditions are challenging. If you cant exit safely don't enter
P22	Cullernose Was	Enter water and feel waves wash in and out. Also use wave to exit	1) Rock impact 2) wave hold down	1) Clients should be aware of waves and an instructor spotting. Demonstration of swim and exit needed 2) Clients should be aware of waves and an instructor spotting. Individual assessment needed
P23	Beadnell Gulleys	Five north facing Gulleys with entry points into deep water next them. Jump of ledge and swim up gulleys with waves.	1)Scrapes from rocks on exit. 2)entrapment 3)wave impact or hold down	1)exit technique reminded and demonstrated on each gully. 2) if gulleys emptying and filling violently do not enter narrow gulleys 3)Wave awareness reinforced asses individual ability against conditions
P24	Slab Drop	Step off slab into deep water	1) Slippery rocks on take off	1)ensure one foot take off technique and choose grip take off point
P25	Lady Hole Swim	Swim the Gap across Lady hole.	1) fatigue panic Hypothermia	1)Option to walk around or move clover in to the shore tow lines or bag tow can be used for kids or weaker swimmers . A group where more than one individual is likely to need towing should walk

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P26	Beadnell point	Jump from rocks into deep water to the north. Walk the point in the waves	<ul style="list-style-type: none"> 1)Shallow water 2)Challenging exit 3)Wave hold down. 4)Scrapes 	<ul style="list-style-type: none"> 1) Jump depth should be tested before clients enter 2)Exit point tested and demonstrated. 3)Wave awareness skills and wave size assessed before proceeding. Demonstrate route. 4)Ensure SE swell is washing over the point into deep water. Clients stay on the edge so can exit into deep water at any point
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