

PATROL EXPECTATIONS

- **Know your patrol dates and times**
- **Be punctual**, arrive 10-15min early for patrol brief and prepare equipment ready to start on time
- If you can not make a patrol date, please notify your Patrol Captain or the Club Captain as soon as possible to make team changes easy if necessary
- If you wish to patrol with other patrols to get hours up, that is ok, be courteous and let that Patrol Captain be aware of you intentions if you can't hang around for a full patrol
- **Look professional**, always wear full uniform when on duty. Red patrol shorts, yellow patrol shirt and broad brim patrol hat. Other patrol apparel will be available for days of inclement weather at the club
- **Be ready for water activities and training**, we are trained for aquatic rescue and some powercraft able. Always bring bathers and wetsuits.
- **Listen to instructions of Patrol Captain or Team Leader**, they will delegate roles to members from the start of the patrol to ensure efficient and calm teamwork during patrol
- If you are on patrol, you will need to assist with 1st aids and rescue incidents. But you will do this with your team members
- All serious incidents need to be communicated immediately to Patrol Captain/Team Leader for the best course of action to take place.
- Minor 1st aids still need communication to Patrol Captains/Team Leader, but can be managed by patrol members at the scene
- **Gear maintenance is every members responsibility**, if any gear is damaged, report immediately to Team Leader and log in necessary log book so it can be fixed and returned to service or replaced as soon as possible
- **Club maintenance is every members responsibility**, if you make a mess, clean it up. If club property is damaged report it to your Team Leader or Club Captain so it can be fixed or replaced as soon as possible
- **Packup is every members duty**, Patrol is only finished when the Patrol Captain can tick all boxes of the **Packup Checklist**
- **Have fun** with friends and enjoy your weekends on the beach