



Scouts
Surrey



BENTLEY COPSE ACTIVITY CENTRE

INCLEMENT WEATHER ACTION PLAN

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Inclement Weather Action Plan



Overview

This document is written to provide guidance on action to take when the weather is sufficiently poor to halt or stop a session altogether. Inclement weather includes:



Thunder and
Lightening



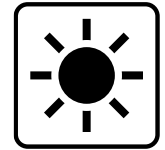
High Winds



Snow and Ice



Heavy Persistent
Rain



Extreme Heat



The day before

The Duty Manager should check the weather forecast for the next day and make early decisions about the potential impact of weather on activities the following day. This could include:

- Rescheduling activities (e.g. Crate Stacking, Jacobs Ladder, Gladiator Challenge, Zip Wire)
- Identifying spaces which could be used for shelter in a storm
- Warning groups about the potential impact of weather.
- Informing groups about the need to dress suitably.



Morning meeting

The Duty Manager should confirm an up to date weather forecast and share information with the wider team in morning briefing.

- Details of inclement weather and forecasted timings
- Any changes to scheduled activities
- What to look/listen for and what the plan will be if needed.
- What to check/brief groups on. E.g. Bring a coat



Throughout the Day

The Duty Manager should monitor the situation throughout the day, take information from instructors on sessions and if necessary implement the action plan.

- Be vigilant to changing conditions, re-check the forecast at lunchtime or as necessary.
- Remind instructors to check in on the welfare of groups.
- Prepare for the need to move groups to shelter.
- Implement the plan if needed.

Instructors Action Plan



When to implement the action plan:

- If any of the weather conditions meets the threshold on the next page.
- If the weather is affecting the technical safety of the session.
- If the weather is affecting the wellbeing of the groups or individuals.
- If you are told to by the Duty Manager or Activity Manager

What to do



Stop and get people safe

- Stop the session.
- Gather your group and prepare to move them to safety
- If danger is immediate move to the closest safe space.
- Use a radio call 07563 044 832 to contact the Duty Manager.
- Tell them the problem.
- Listen for guidance and instructions



Incident or First Aid

- The Duty Manager might instruct you to move the group to a safe space – they will tell you where to go.
- Deal with first aid problems now – Be aware of signs of hypothermia and hyperthermia.



Tell someone

- Afterwards discuss the situation with a manager and if needed complete an Incident Form,



Safe spaces

Palmer House, Parker Lodge, The Nest, Little Lodge, Marquee, Office, Toilet Blocks, The Retreat, The Merrow Building, Crew Accommodation, County Office



Resuming sessions

Normal sessions can continue when ALL of the below are true:

- When the weather has improved/the hazard has gone.
- When the Group (and leaders) are happy to go back to sessions.
- When the Duty Manager gives you permission.

Weather Conditions



Storms (Thunder and Lightning) 30:30 Rule

When is it a problem	If the “Flash to Bang” gap is less than 30 seconds then the storm is closer than 6 miles. Take action now
Action to take	Go to shelter for 30 Minutes. Restart the 30 minutes each time “Flash to Bang” gap is less than 30 seconds.
Notes	Use www.lightningmaps.org to track real time storms. Met office weather warnings are also available. Storms further than 6 miles away are not an immediate hazard.



High Winds

When is it a problem	Wind speeds measured being over 28mph, 12.5m/s, 48kph using the site weather station. This can be visually observed as Beaufort Scale 6 – Large branches in motion. If working in and among trees it may be appropriate to take action sooner – e.g. Beaufort Scale 5 – Small trees in leaf begin to sway.
Action to take	Move to a safe space taking a route through open space where possible.
Notes	High winds may also damage fences, whip up dust and cause flying debris.



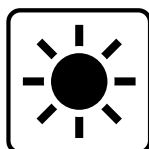
Snow and Ice (Or Extreme Cold)

When is it a problem	If temperatures are 2°C or lower, or if individuals are at risk of Hypothermia. If paths/roads are slippery, or if the cold affects the delivery of the activity.
Action to take	Ensure groups are properly dressed, prepare to warm up groups indoors or with hot drinks if needed, and keep groups active (e.g. warm up games.) Grit hazardous paths and roads in advance of ice and monitor (e.g. Tarmac)
Notes	Use Met Office Cold Weather Alert Service – Alert level 2 as a trigger.



Heavy Persistent Rain

When is it a problem	If individuals are at risk of Hypothermia, or if the rain affects the delivery of the activity (e.g. gripping ropes)
Action to take	Ensure groups are properly dressed, prepare to warm up groups indoors or with hot drinks if needed, and keep groups active (e.g. warm up games.) Plan for the need to dry clothing.
Notes	Use Met Office Weather Warnings to prepare for heavy rain. Lost Property or Emergency Ponchos can be lent to individuals with inadequate clothing.



Extreme Heat

When is it a problem	If individuals are at risk of Hyperthermia, Sun Burn or Sunstroke. If temperatures are over 24°C. (W.H.O recommendation)
Action to take	Ensure groups are properly dressed and have sun block and drinking water. Work in the shade where possible. Take regular breaks to hydrate, cool down and reapply sun block. (NB Sun Block and PPE do not mix – take care not to cause contamination.)
Notes	Use Met Office Weather Warnings to prepare for extreme temperatures.