

KCA Trip/Event Coordinator's Checklist

revised: 4/18/2003 (TJH) **A. Before the Trip**

- Screen your boaters
 - 1. Check their experience
 - 1. Ask direct questions
 - 2. Be sure that you are satisfied with answers
 - 3. Don't take someone who is not, in your opinion, qualified
 - 2. Must be a club member
 - 1. Get names and phone numbers/e-mail addresses
 - 2. For minors (under 18), check that they have a signed parent/guardian's waiver on file.
 - 3. Ask everyone to check their equipment
 - 1. Spare or Breakdown Paddle 1/two boats
 - 2. Float bags
 - 3. Throw bag
 - 4. Whistle
 - 5. Knife
 - 6. Rescue gear
 - 7. First Aid kit
 - 4. Details
 - 1. Check their transportation (start thinking shuttle)
 - 2. Arrange a meeting place and time
 - 3. Provide a phone number for last-minute cancellations
 - 4. Give a drop-dead time
- Limit the number of boaters according to your comfort level.
 - 1. Talk to your co-leader
 - 2. Agree on a number suitable to your experience and the difficulty of the run

- 3. Decide whether you are willing to take minors, and if so, how many.
- Check the water levels
 - 1. Be flexible
 - 2. Be Safe
 - 3. Be prepared to change river sections or cancel altogether
- Check your own equipment
 - 1. Breakdown Paddle
 - 2. Float bags
 - 3. Throw bag
 - 4. Whistle
 - 5. Knife
 - 6. Rescue gear
 - 7. First Aid

B. At the Meeting Place

- 1. Distribute and have boaters sign waivers
- 2. Make sure water level is within your expectations and skill level of group
- 3. Size up the boaters, skill levels and equipment
- 4. Set shuttle
 - o Can you leave a car at midway point down the river, just in case?
- 5. Safety Talk
 - 1. Signals
 - Positive Hand or paddle signals
 - Use of Whistles
 - "Boat Over"
 - "Swimmer"
 - 2. Check for breakdown paddles, ropes, whistles, rescue and first aid gear
 - 3. Remind boaters of standard hazards on water
 - Foot Entrapment
 - Strainers
 - Alcohol
 - No PFD

- 4. Important Safety Concepts
 - 1. Equipment is replaceable, people are not
 - 2. Do Not Endanger yourself to rescue another
 - 3. Self-Rescue First
 - Eskimo Roll
 - Swim boat and paddle to shore
 - 4. T-Rescue
 - 5. First boater rescues paddler, second recovers equipment
 - 6. Portaging difficult rapid is always an option
- 6. Discuss Plan for Running the River
 - 0. Order of boats
 - 1. Role of lead and sweep
 - 2. No boats in front of lead
 - 3. No boats behind sweep
 - 4. Plan for major play spots
 - 5. Plan for major rapids and/or hazards
 - 6. Scout and/or portage options

C. On the River

- 1. Maintain boat order
- 2. Monitor
 - 1. Water level
 - 2. Energy level
 - 3. Warmth (Hypothermia) level
 - 4. Hunger/thirst level
 - Weather
 - 6. Time
- 3. Issues on the River
 - 1. Boater Ability
 - 2. If a boater is way over his or her head, insist on helping him or her leave the river immediately if that can be done safely
 - 1. Arrange a meeting place and time

- 2. Check for food and water
- 3. Consider hitching a ride with a raft
- 4. Place a car part way down the river if possible

3. Injuries

- 1. Treat if you have the skill and equipment
- 2. Seek immediate help if you do not
- 3. Modify or cancel the trip as necessary

4. Lost Equipment

- 1. Replace and continue on if possible
- 2. Have boater take out arrange a meeting place and time

D. After the Trip

- 5. Complete the shuttle, watch for gear/boats at the take-out
- 6. Write a post-trip article and send it to the Newsletter Editor