

Major Incident Plan

Introduction

A Major Incident is an incident that is beyond the resources of the sailing club alone to deal with; in general it will involve one or more of the following elements:

- a. Serious Injury or worse to a club member or member of the public.
- b. Several sail or power boats in a very serious difficulty at once.
- c. Fire on shore or at sea.
- d. A missing boat or person.

Command & Control

The Officer of the Day, or lead Instructor present is to take charge of any incident until relieved by either a Club Officer or a member of the SBA emergency services. They must stay at the scene (the Club) unless relieved or ordered away by the SBA or Service Police.

In general a Flag Officer of the club will take over from the Officer of the Day as soon as practicable.

Incident Control Point

The Committee Room is the Incident Control Point as it houses VHF communications.

Communications

Communications available at the club are :

- a. VHF Radio, Fixed and handheld within the Committee Room.
- b. Personal Mobile Phones if carried.

Contact Numbers

The Key Contact Numbers are:

- a. **112.** Civilian emergency number.
- b. **VHF Channel 16.** Maritime emergency Channel. Use to ask for assistance from boats in the vicinity if the incident is on the water.
- c. **Flag Officer Contacts.** The list of contact numbers for members is on the wall of the Committee room. Flag Officers can be contacted from this list.

Dealing with the Press

At Dhekelia, it is unlikely that contact with the press will be an issue. However, if an incident occurs that attracts the attention of the local media, the Commodore will make all statements.

Major Incident Actions

Your priority is always the safety of personnel, where life is in danger or potential for harm is great, damage or loss of equipment is very much a secondary concern.

Immediate Actions

Inform the Emergency Services 112.

Inform them of:-

1. Who you are – i.e. Officer of the Day, Dhekelia Services Sailing Club.
2. Location of incident – i.e. 500m directly out to sea from the club.
3. Type of incident – i.e. Capsized Power Boat.
4. Number of casualties – i.e. 2 Unconscious casualties.
5. Emergency Services Required. – i.e. Ambulance, Sea Rescue Service.
Use bystanders, if qualified, to launch another rescue boat for the emergency services.

If a FIRE, then use fire fighting equipment to put it out if it is safe to do so.

Try and keep a record of events if possible.

Contact a Flag Officer when able to do so, or have a bystander do it. Start with Commodore and work downwards.

When the Emergency Services Arrive

As Officer of the Day, introduce yourself!

Point out the exact location of incident.

Offer the use of the Club Safety Boats, Equipment, Radios etc to assist.

Later Actions

Ensure all involved in the incident are kept warm after the incident, given a cup of tea etc.

Get statements from any witnesses, including your self.

Don't give details of any casualties to anyone but the authorities, and don't allow other club members to do this.

Ensure all equipment involved in the incident/rescue is kept and quarantined for later investigation, including lifejackets etc