## **Wilderness Swimming Site Field Assessment Tool**

Section 7-2.11(a)(5) requires the camp to assess a wilderness swim site prior to use to assure that the water velocity, bottom slope and water clarity are acceptable and that the area is free of sharp drop-offs, jagged rocks or under water obstructions. In addition, the perimeter of the swimmer and non-swimmer areas must be designated.

Items needed to conduct assessment:

- Small stick or other floating object
- Watch or stopwatch
- Tape Measure or measuring device, such as a weighted rope or a marked paddle or stick

	han 10 seconds.  Time Taken for Object t	·	-	e Swim area is unacceptable if less  - Non-flowing body of water
Bottom Slope – Measure and mark the 1 foot water depth location. Record the water depth in the table below as measured in 8ft. intervals from the 1-foot water depth mark to the outer limits* of the proposed swim area. The swim area is unacceptable if the water depth exceeds the depth listed in the corresponding 'Maximum Depth' column.				
	Feet From 1 ft. Depth	Water Depth	<b>Maximum Depth</b>	
	8 ft.		2 ft.	
	16 ft.		3 ft.	
	24 ft.		4 ft.	
	32 ft.		5 ft.	
	40 ft.		5 ft.	
	48 ft.		5 ft.	
	56 ft.		5 ft.	
	64 ft.		5 ft.	
	72 ft.		5 ft.	
* Outer perimeter must be no more than 75 feet from shore and no deeper than 5 ft.  Water Clarity – Place a measuring device, such as a weighted rope or a marked paddle or stick, into the water at various points within the designated swim area. Swim area is unacceptable if the marking is not visible at a depth of less than 4 feet.				
Bottom, or to at least a depth of 4 feet below the water surface, is visible throughout swim area.  Yes No  Underwater Hazards – Lifeguarding staff must enter the water and check the swim area for underwater hazards such as jagged rocks or other obstructions. Check the appropriate box below indicating results:  No hazards found				
☐ Underwater hazards found – swim area is unacceptable  Swim Area: ☐ Acceptable ☐ Unacceptable				
Assessed By:			Title:	
Tri	p Location:		Date:/_	/ Time: