

## **ACCESS**

Both Divers Eye Boat Trips and Liz Myhill have a policy of positivity and inclusiveness and we will do all that is practically and safely possible, in our working environment, to facilitate your needs.

You should be aware that we will be working in a remote and rugged environment so a level of physical dexterity will be required. We will always endeavour to assist you to enjoy your experience and to achieve the expedition targets. Your attention is drawn to practical safety considerations around the boat excursions. Please get in touch with Aileen at Divers Eye Boat Trips using the contact details below to discuss any concerns that you may have.

www. divers-eye.co.uk/policies/

## **GETTING ABOARD THE BOAT**

At Stein, where the boat is based, the vessel comes alongside the jetty, where you will board over the side of the gunnel, with assistance if required.

This is usually achieved for most people with ease.

## ON BOARD THE BOAT

There is a small cabin in which you can shelter, though most of the time you will be on deck where simple seating is provided. The toilet is in the galley down 3 vertical steps. It is a small ships toilet located in a space with restricted movement.

## **GOING ASHORE**

Buoyancy Aids will be provided when required. Your time ashore allows time to explore independently.

# **ISAY ISLAND – Castaway Day**

We tie up alongside the island and climb a vertical ladder, with handrails, onto the island. Depending on the state of the tide, this can be as much as 3-4m vertical climb. You will need to be able to climb up a step onto the gunnel (side off the boat) and step onto the ladder.



#### **ASCRIB ISLANDS**

Opportunities to go ashore at the Ascrib Islands will either, be from the boat to a rocky ledge, or from the main boat into a dinghy and then dinghy onto shallow rocky shore. Being weather dependant with local conditions variable, it is not always possible. The puffins and other wildlife can be easily viewed from the boat and going ashore is optional.



MORE INFORMATION