

Rip Current



Code

1 = Y

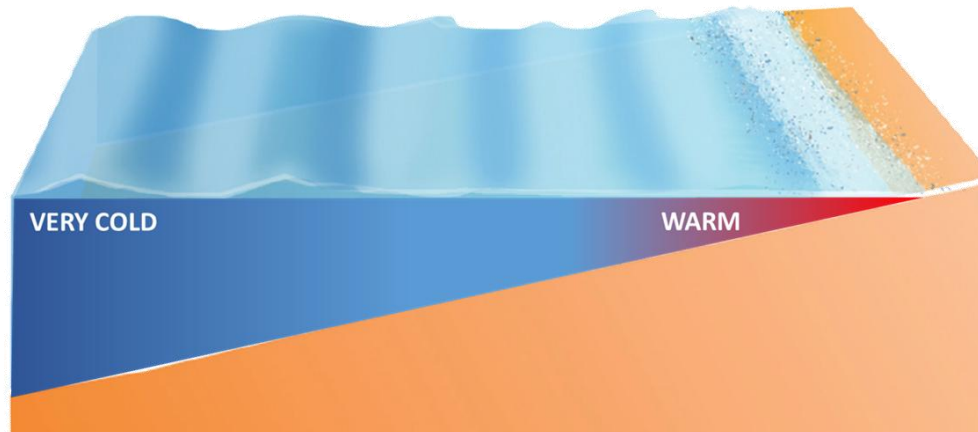
5 = P

9 = R

Information

- Look for areas of deep or discoloured water, and changes in the shape and energy of waves
- If stuck in a rip, swim parallel with the beach until out of the rip, then swim towards shore

Cold Water



Code

2 = M

6 = D

10 = W

Information

- Remember it gets colder as you get deeper
- Swim parallel with the shore, only swim where there are Lifeguards

Offshore Winds



Information

- Offshore winds blow out to sea
- Inflatables get blown out to sea, and surface chop from the top of the waves makes it difficult to swim back to shore

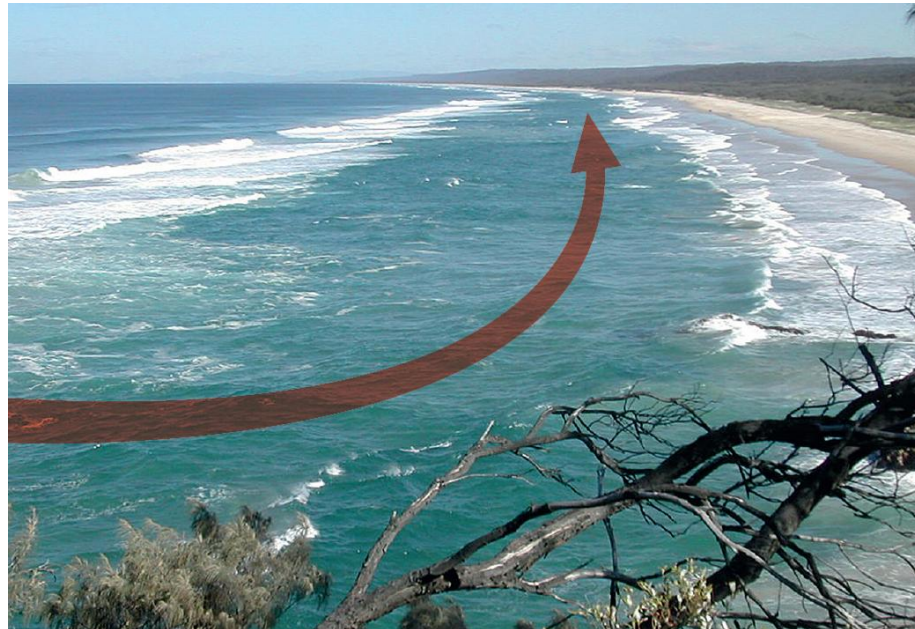
Code

3 = T

7 = L

11 = V

Longshore Currents



Code

4 = G

8 = C

12 = F

Information

- Longshore currents run parallel with the beach
- They move you away from your safe place to enter and exit the water

Mudflats & Quicksand



Code

13 = H

17 = A

Information

- Often found in tidal areas such as estuaries
- People drown when they get stuck in the mud/sand and the tide rises around them

Quarry Pools



Code
14 = N
18 = I

Information

- Deep quarry pools remain very cold all year round and are not safe for swimming
- Quarries often contain debris and pollutants

Flood Water



Code

15 = S

19 = O

Information

- Often looks clean but contains sewage and chemical waste from cars, homes, and factories
- Drain covers often wash off during flooding which people can fall down and drown (do not enter flood water)

Flowing Water



Code

16 = E

20 = U

Information

- Ankle depth water can knock you off your feet if it is flowing
- If the flow doubles in speed the force it creates quadruples