

Building Eskmuthe Rowing Clubs Second St Ayles Skiff at Prestongrange Museum Powerhouse

Method Statement from Eskmuthe Rowing Club

Workspace Layout;

The workspace will be laid out with the following

1. **Labels for tools and other materials(paints/chemicals). East Lothian Council Museum Services(ELCMS) are able to provide these but they must be covered with a protective covering before work begins. Eskmuthe Rowing Club(ERC) will source this material and prepare work surfaces at the earliest opportunity.**
2. **ERC second skiff will be constructed on a timber frame, the floor on which this frame will sit shall be covered with a protective covering. The legs of the timber frame shall not be screwed/bolted to the floor. Any spillages are to be removed/cleaned up as they happen.**
3. **Large objects(Marked on the plan), these objects are heavy and have movable parts, they are to be cordoned off, all members are to be made aware of these exhibits. They will remain in situ during the building project.**
4. **ERC are to cover any exhibits with dust sheets to prevent dust build up/damage etc.**
5. **As the build develops ERC are responsible for making sure the boat is stable and unlikely to tip over.**
6. **ERC will work in a neat and methodical manner to ensure a safe environment.**

Method of Construction

1. **Hurt to members, control here is with the membership of the club doing the work. Experienced boat builders will be present at all times during the build and members with little woodworking skills shall follow safety instruction from them.**
2. **ERC are aware of safety and have risk assessed the project.**
3. **Epoxy glues/paints, these are to be used to manufacturers instructions. Protective clothing shall be worn when using them(gloves, mask, protective glasses etc).**
4. **Power tools(sanders), protective eye wear shall be worn when using these tools.**
5. **ERC will provide COSHH information for paints, epoxies they use and any other substances. Any other controls can be identified if needed.**