



## BRIEFING POINTS FOR VISITORS TO THE EXPEDITION BASES OF SCOTT, SHACKLETON AND BORCHGREVINK

### **CODE OF CONDUCT**

Visitors should adhere to the following Code of Conduct:

- Thoroughly clean grit and scoria, ice and snow from boots using the brushes provided before entering the hut to reduce floor abrasion;
- Remove any clothing made wet by sea water, and any sea ice crystals from boots, as salt particles accelerate corrosion of metal objects;
- Do not touch, move or sit on any items or furniture in the huts - handling artefacts causes damage;
- As many areas are cramped and artefacts can be accidentally bumped, do not wear packs inside.
- When moving around the sites, take great care not to tread on any items which may be obscured by snow;
- Use of combustion style lanterns, naked flames or smoking in or around the huts is prohibited, as fire is a major risk; and
- Visits should be recorded in the book provided. This allows times and levels of visitation to be correlated with temperature and humidity data automatically logged inside the hut.

### **MANAGEMENT PLAN AND POLICY REQUIREMENTS**

- No plant or animal materials, food products, or chemicals are to be taken into the area.
- Nothing should be removed from, or left in, the area unless specified by permit.
- Health and safety risks of visiting the huts include the presence of asbestos, non-viable anthrax spores and lead. Minimise your risk by adhering to the Code of Conduct.

### **SITE SPECIFIC POINTS**

#### **Cape Evans**

- In early season beware of tide cracks when crossing from sea ice to beach.
- There are lots of artefacts on the ground, be careful where you walk.
- Mind your head, the doorway is low.

## **Cape Royds**

- The historic hut at Cape Royds is ASPA 157. Right next to it is ASPA 121—an Adelie Penguin Rookery. Keep out of this area. There are signs along the boundary on land but you also need to be aware of the boundaries on the sea ice (see map B, Historic hut, Backdoor Bay).
- Watch out for tide cracks in Backdoor Bay.
- Remove the shutters on the windows to let light in while you are there and remember to replace them when you leave.

## **Hut Point**

- The hut is quite cramped and dark and some artefacts are on the floor. Take special care when moving around to avoid bumping or standing on any.
- It is cold inside and often windy at nearby Vince's Cross so dress appropriately.

