



BEACH WHEELCHAIR BOOKINGS

For enquires please contact Di on 0437 392 277
or Wendy on 0467 970 707
or email us at sandypointbeachwheelchair@gmail.com

For wheelchair availability please check the calendar at:
www.sandypoint.vic.au/beachwheelchair.html

WHO CAN USE THE BEACH WHEELCHAIR?

1. Consultation with a health professional should occur prior to use of the beach wheelchair if a person has balance or sitting difficulties or if the person is prone to pressure sores or pain conditions.
2. Persons or carers must take into consideration any specific issues relating to the persons disability, which may affect the use of the beach wheelchair.
3. The beach wheelchair is designed to be pushed by someone other than the person sitting in it. Users should not try to maneuver it on their own.
4. Maximum weight limit is 150 kgs.

TO MAKE A BOOKING

1. Firstly, check availability on our website at:
www.sandypoint.vic.au/beachwheelchair.html
2. Ring one of our Bookings Officers, Di Cornwell on 0437392277 or Wendy Bryce-Johnson on 0467970707 to make the booking
3. Organise at least two carers to assist you on the day.
4. Read the Terms and Conditions of Use form. You will be required to sign this when you collect the wheelchair.
5. Complete the User Registration Form and return it to the Bookings Officer by email to sandypointbeachwheelchair@gmail.com, by mailing to Sandy Point Community Group, Beach Wheelchair Bookings, c/- Post Office, Sandy Point, Vic 3959, or bring with you on the day.

CONDITIONS OF HIRE

1. Bookings are for one day use only.
2. Please note that the wheelchair is for use only at Sandy Point.
3. Applicants must read and complete the Terms and Conditions of Use form.
4. Applicants must provide a driver's licence, pensioner concession card or other form of photo identification.
5. Applicants must read the Safety Instructions provided with the chair.
6. After use, applicants must check that the beach wheelchair is in good working order and that it has been washed down with fresh water after use.