

Juturna Springs Policies

1. Every person must sign a waiver and release.
2. Every person must register at the dive shop.
3. No solo diving (even with proper certification).
4. All divers diving deeper than 100' must notify Juturna Springs in writing.
5. No dives deeper than 100' unless diver uses a standard technical diving configuration approved by the Juturna Springs staff. No independent Backmount doubles for dives deeper than 100'.
6. Only certified divers may dive without an instructor.
7. Dive knives must be worn if using a reel or running lines.
8. Each dive shop must submit copies of liability insurance showing proof of dive shop liability coverage listing "Maryland Dive Training Facilities LLC DBA Juturna Springs" and "Comus Properties LLC" as an additional insured.
9. Each instructor must submit copies of in-water liability coverage showing \$2 Million of coverage in order to teach at Juturna Springs. Additional Insureds must be listed as noted above.
10. All Instructors/Shops must submit a class roster.
11. Every student diver must be listed on the roster sheet.
12. Every staff member must be listed on the roster sheet.
13. Every dive professional must attend an instructor orientation prior to bringing students to the park.
14. Every dive professional must have a signed copy of the current "Rules and Policies" for the year on file with Juturna Springs.
15. It is highly recommended that each dive shop brings an oxygen and first aid kit to the site in case of diver emergency.
16. No Divers will be submerged in the snorkel only zone.
17. All rebreather divers must be certified and show proof of currency on the unit they are diving. Current is defined as one dive in the last six months on the unit they are diving. If this is not met then the diver must dive with an instructor qualified to teach on the unit the diver is using.
18. No water craft except Standup Paddleboards (SUPs) and Kayaks are allowed unless approved in writing by Juturna Springs.
19. All snorkelers must have a flotation device.