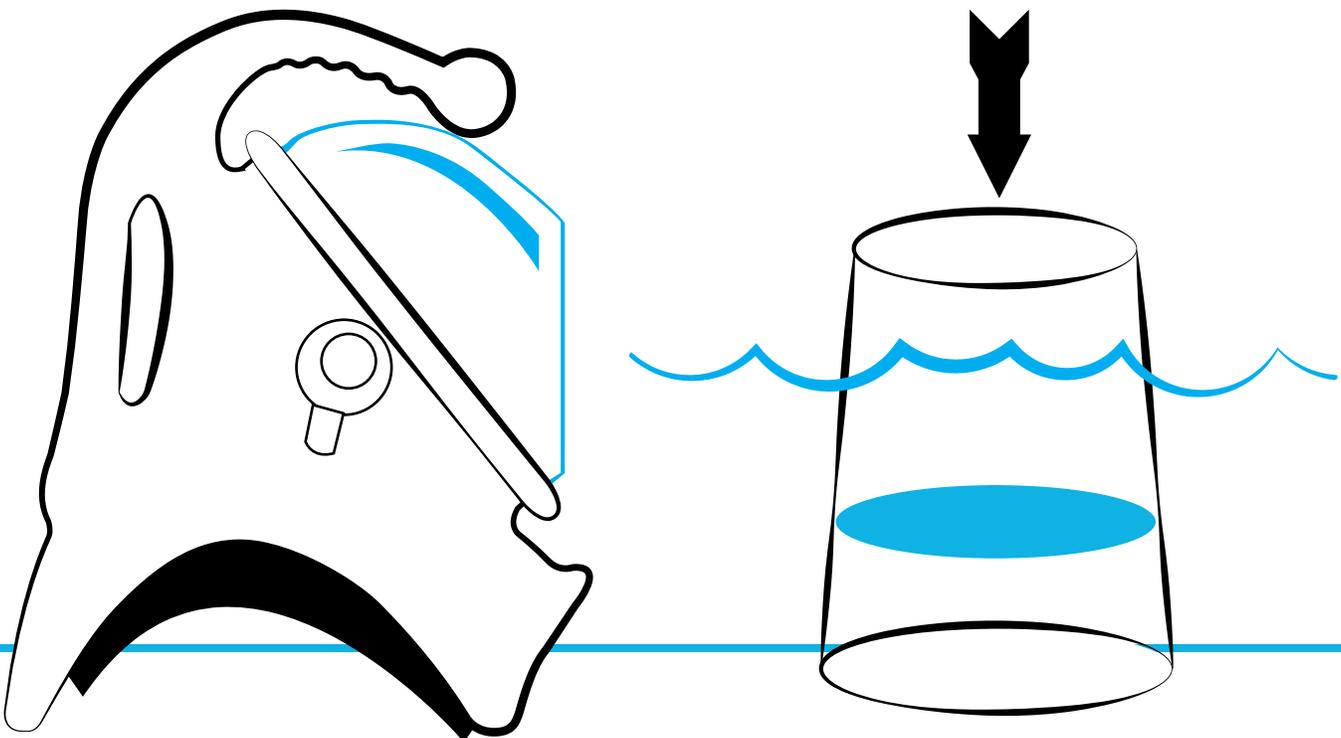




Typical Questions & Answers

Q. How does the helmet remain dry inside?

A. Picture a glass held upside down underwater. The air within the glass will remain as long as you do not turn the glass over to let the water fill in. This concept, combined with a constant flow of positive pressure continuously maintains air within the helmet.

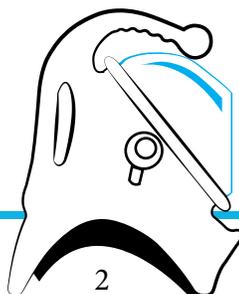


Q. Is there carbon dioxide build up in the helmet from the constant exhale of breath?

A. Each helmet receives a calibrated and continuous flow of approximately 1.6 CFM (45.3 L/min) of air supply. Under normal breathing conditions a human consumes approximately .6 CFM (17 L/min) of air. The Sea**TREK** helmet is receiving nearly 3 times as much air supply as needed.

Q. What is the quality of the air supplied to the helmets from the Air Center?

A. The Sea**TREK** Air Center draws in ambient air from what is determined to be a “clean” supply of air (free from exhaust, fumes, chemicals or pollutants). Air is filtered (coalesced) to remove moisture and particulates (down to 10 micron in size), then is further dehumidified through a drier system and cooled to deliver a clean, fresh supply of air.

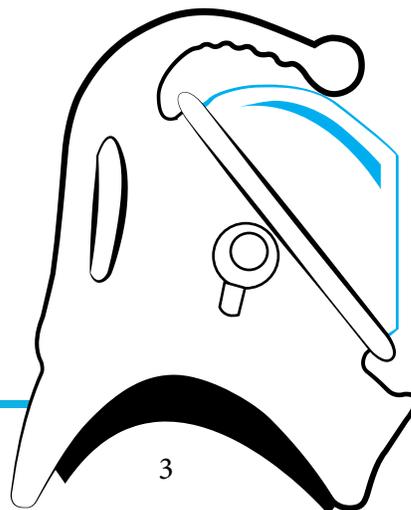


Q. How much does the helmet weigh out of the water?

A. The Sea**TREK** helmet weighs 71 pounds (32.2 kilos) out of water and approximately 15 pounds (6.8 kgs) underwater (underwater weight will vary depending on salinity level; fresh water yields the most negative weight). A larger head size will displace more air volume within the helmet, and thus provide a greater negative weight. A child or small adult with a smaller head will displace less air volume within the helmet, therefore making the helmet lighter underwater.

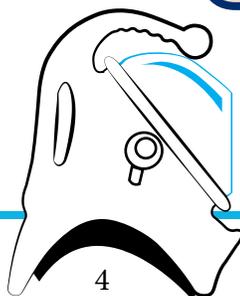
Q. Is there enough negative weight to safely and comfortably allow a larger, or more obese participant to walk without floating?

A. Yes. There have been very few instances where a weight belt is needed to negatively displace a larger participant, including guests who are wearing up to a 5mm wetsuit. It is always recommended to have a large weight belt available just in case there is an oversized guest.



Q. What happens if a guest takes their helmet off underwater?

A. During the pre-walk briefing, guests are strongly reminded that they can return to the surface at any time by using a “thumbs up” hand signal directed at any of the safety staff, and they will be immediately escorted back to the ladder to ascend to the surface. In the rare case of a guest removing their helmet, the buoyancy of their body will cause them to ascend to the surface. Although there are only a few reported instances of guests removing their helmet during a tour, if a guest were to remove his/her helmet there is the possibility of an over-expansion injury occurring with a rapid ascent and fully charged lungs. Since 1999, there have been millions of **SeaTREK** guest experiences with no incidents of this ever occurring. **SeaTREK** safety staff are trained to position themselves in front of the guests to be able to see their eyes and be proactive. Fear, anxiety, happiness are all easily recognizable when observing a guest. Potential problems are easily addressed, proactively.



Q. Can you jump up and down underwater?

A. Walking in a near zero gravity environment does allow a guest to push off the seabed and easily ascend a couple of feet above the floor. This practice is not allowed and discouraged during the guest briefing. The primary concerns are: rapid ascents and descents can create pressure changes on the guests' ears (**which can be painful**), and guests can lose control when landing, causing potential damage to coral, theming objects or other guests.

Q. Can you trip and fall over, causing the helmet to fall off?

A. Some may think of how easily you can trip and fall on land and try to equate this to **SeaTREK**. It is completely different underwater where water density is 800 times greater than air. If you trip on an object you can easily regain your footing due to the slow movement of your body underwater. The helmets have an exceptionally low center of gravity, with the weight designed to shape around guests' shoulders. With this in mind, it is extremely difficult to accidentally dislodge a helmet.

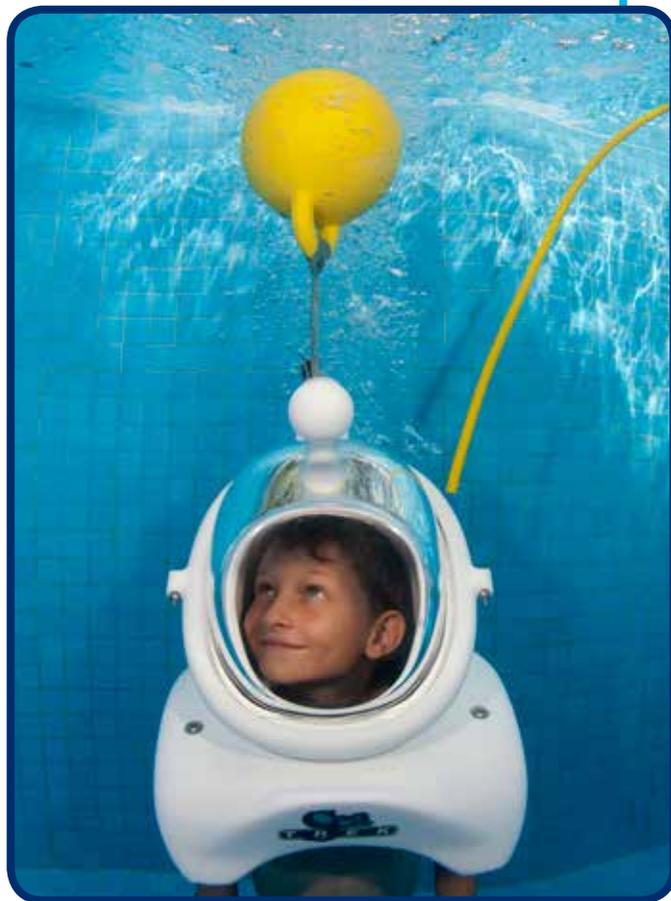
Q. Where does the air exhaust from the helmet?

A. Air is exhausted to the rear of the helmet to avoid any visual disruption. An exhaust chamber and series of small diffusers minimize the sound of air exiting the helmet with micro-sized bubbles. The smaller the bubbles the lower the sound decibel.



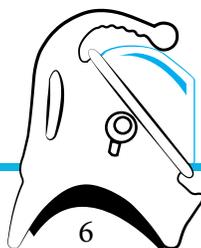
Q. Is the helmet too heavy for small children, especially around the minimum age of 8?

A. Each **SeaTREK** helmet is supplied with a “Lift Buoy.” Lift Buoys are heavy-duty inflated balls, which are attached to the **SeaTREK** helmet handle. Lift buoys are easily attached during the guest’s water entry as he or she is receiving the helmet on their shoulders. A Lift Buoy will positively displace approximately two-thirds of the negative weight. Lift Buoys are inflatable and can be adjusted by adding or removing air.



Q. What are the helmets made of?

A. The helmet shell is made from an injection molded, polycarbonate composite material. The material is extremely rugged, and the color is throughout the material so as to avoid any indication of scratches or superficial damage. The viewing lens is made from a durable acrylic polymer, and sealed to the helmet shell using a compression clamp and neoprene seal. The lead weights are hermetically sealed within a plastic coating, and are reusable in case of a helmet shell replacement.

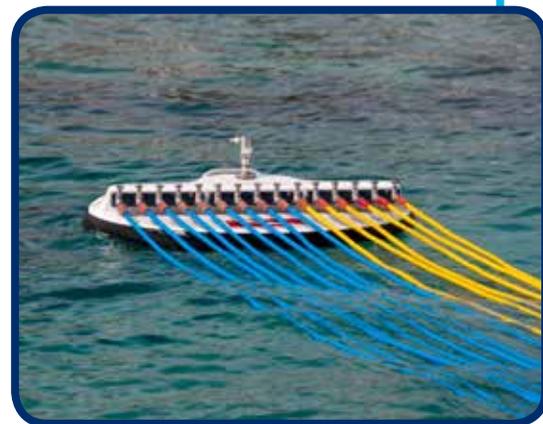


Q. Can the air lines become entangled with coral or objects underwater?

A. Generally, no. The air lines are made from a polyester reinforced thermo-plastic material that is buoyant. The air lines connect to the helmet in a vertical orientation, aiming directly to the surface. Hose management techniques are included with the SeaTREK Guide certification course.

Q. Can the air lines kink, or cause a disruption of air flow to the helmet?

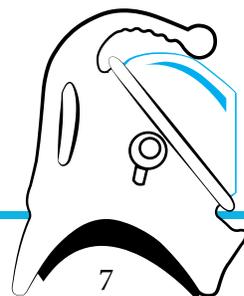
A. Air line connector fittings are rotatable (swivel) to allow hose coiling to easily uncoil. Air line kinking is difficult to cause or create. Safety divers are also trained to observe and manage air lines to prevent this type of occurrence.



Q. Is a hand rail, or line guide required for the guests underwater?

A. Line guides are recommended for the following reasons:

1. Guests should walk over a designated pathway without deviation
2. Sensitive marine life, obstructions or objects are more easily managed
3. Current and surge instability is better managed
4. Guests remain in line, and are prevented from trying to pass each other



Q. Is foot protection required?

A. Foot protection is highly recommended. Crocs® are the best choice for anti-microbial protection, color sizing, and comfort.

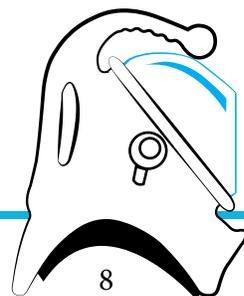


Q. Can guests wear prescription glasses?

A. Yes. With nearly 60 percent of the world's population using some form of vision correction this accommodation is extremely important.

Q. Do guests have to know how to swim?

A. No. **SeaTREK** is a walking experience. Swimming skills are not a pre-requisite.



Q. How much time will the emergency air supply system provide the guests in case of a loss of power to the EP Air Center?

A. Each, fully filled 80 cu/ft cylinder (**11.1 liters**) will supply 47 minutes of air to a single Sea**TREK** helmet. The emergency air supply for the Sea**TREK** “EP” system is determined based upon the maximum capacity of guests and a tour duration of 20 minutes.

For example:

The standard EP Air Center offers capacity for 3 ea. 80 cu/ft (**11.1 liters**) emergency air supply cylinders.

This equates to:

3 cylinders x 80 cu/ft (11.1 liters) = 240 cu/ft (33.3 liters) / 1.7 cfm (48.14 L/min) consumed per helmet per minute / total number of guests

4 guests: 35 minutes of reserve air

5 guests: 28 minutes of reserve air

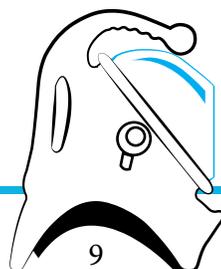
6 guests: 23 minutes of reserve air

7 guests: 20 minutes of reserve air

8 guests: 17 minutes of reserve air

9 guests: 15 minutes of reserve air

Total emergency reserve is intended to provide enough air supply for an entire 20-minute tour.



Q. How much underwater time is provided with the Self-Contained Sea**TREK** system?

A. The Self-Contained Sea**TREK** “Back Pack” can accommodate three, commonly available aluminum cylinder sizes [cylinder diameter = 7.25” (184.2mm)]:

80 cu/ft (11.1 liters) = 47 minutes of air supply

63 cu/ft (9.0 liters) = 37 minutes of air supply

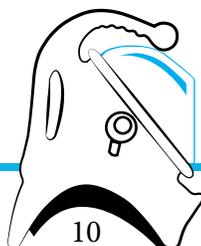
53 cu/ft (7.6 liters) = 31 minutes of air supply

The same air supply times apply to the Sea**TREK** **POD** system with two guests and two cylinders per **POD**.



Q. Are the helmets sanitized before each tour?

A. Sub Sea Systems Standards & Operating Procedures require that the helmets be cleaned and sanitized before every tour using an anti-bacterial solution, which is environmentally friendly.



Q. What is the handle in the back of the helmet for?

A. Whenever guests are moving up and down the ladder they must be escorted by a safety diver; the handle on the back of the helmet provides positive control of the participants' movement, up or down the ladder.



Q. How deep can you go down with Sea**TREK**?

A. The maximum allowable depth is 30 feet (10m). This is not based on the system's ability to operate at a deeper depth, rather Sub Sea Systems' restrictions based on participants' potential lack of water skills, and overall safety for the experience.

Q. Is there any concern with decompression during a Sea**TREK** tour?

A. No. The depth and duration does not require any form of decompression.

Q. How long is the Sea**TREK** tour?

A. The entire Sea**TREK** tour is conducted in about an hour. The program includes the following:

- Pre-dive Presentation / Orientation: Approximately 5-7 minutes
- Water Entry / Helmet Placement (for entire tour group): Approx. 5 mins.
- Underwater Exploring: Approximately 20 minutes
- Debriefing: Approximately 10 minutes
- Total Time: less than 1 hour

