

Government departments and volunteers conduct shoreline cleanup operation in Tap Mun (with photos)

Various government departments together with a group of volunteers today (April 27) conducted a joint shoreline cleanup operation to collect refuse along the remote rocky beach in Kung Pui Wan, Tap Mun. A total of two tonnes of refuse was collected.

The departments participating in today's operation were the Environmental Protection Department, the Food and Environmental Hygiene Department (FEHD) and the Marine Department (MD).

A spokesman for the Inter-departmental Working Group on Marine Environmental Management said, "It is not easy to carry out cleanup operations on the beach of Kung Pui Wan, Tap Mun. The beach, facing the windy and wavy sea, is not easily accessible by working vessels and the rough terrain connecting the rocky beach also increases the difficulty of routine cleaning work. During the operation, FEHD cleaners and volunteers needed to pack the refuse collected and transport it on foot to a nearby pier for temporary storage. The FEHD staff then conveyed the refuse to the MD's collection vessel in batches for sending it to a garbage collection point for centralised handling."

The spokesman added, "In order to minimise the risk of possible spreading of COVID-19, the cleaning operation was carried out in groups of no more than four participants each. All of them maintained an appropriate distance with others and paid heed to personal protection, including wearing masks."

The spokesman expressed sincere thanks to the volunteers for taking part in cleaning Kung Pui Wan's rocky beach in recent days, and called on members of the public to work together to keep the countryside and shoreline clean during their outings. Hikers are urged to take their litter away to protect countryside scenery and the ecosystem.

For information on clean shorelines, please visit the "Clean Shorelines" Facebook page: www.facebook.com/cleanshorelines/ and its Instagram page: www.instagram.com/cleanshorelineshk/.

