

Help Us Clean Up Plymouth Sound!



With your support, the #1000TyresProject aims to reduce the pollutants in Plymouth Sound and surrounding rivers by the removal of discarded tyres and dumped rubbish.



Why is the SHIPS Project doing an environmental initiative?

The SHIPS Project is a local history non-profit based in Plymouth, specialising in maritime heritage. We have launched the 1000 Tyres Project because we have found lots of tyres and other junk while searching for shipwrecks in Plymouth Sound.

What is this project all about?

The aim of the project is to help remove tyres and other pollutants from our marine environment and to provide education and awareness about the dumping of rubbish in the sea.

How did we find the tyres?

We found lots of tyres while doing sonar surveys in Plymouth Sound, with the help of Sonardyne and Plymouth University's hydrographic department.

What will we do?

- Locate - We already have the positions for lots of tyres dumped on the seabed in Plymouth Sound, but we will do further sonar surveys and look for more.
- Remove - Removing these discarded tyres and dumped rubbish will stop the further dispersion of pollutants into Plymouth's marine environment.
- Collect - An identified place and appropriate receptacle will be provided for disposing of tyres, with support from local authorities.
- Recycle - We will be finding responsible ways of recycling the tyres, we have lots of ideas and have spoken to many companies interested in recycling these tyres.

What are we going to achieve?

- We will be helping to clean up Plymouth Sound!
- We will highlight the problem of discarded tyres and other junk dumped in the sea.
- We will provide education and information to help reduce the amount of new dumping.
- We will get the people of Plymouth involved in a great environmental project.

Why we need your support:

- To produce a feasibility study that looks at more ways to recycle tyres.
- To create training material for the divers recovering tyres.
- To educate and inform everyone about the problem of discarded tyres and dumped rubbish and how each person can make an impact.
- To develop an interactive website showing the progress of the project.
- To develop an app that shows the location of each tyre and lets our volunteers report back when tyres have been recovered.
- To continue mapping the seabed in Plymouth Sound to record the location of tyres and dumped junk. With a complete map we will identify more tyres and dumped rubbish producing microplastics and leaching pollutants into our marine environment.

Why Donate?

- Help us remove a source of pollution from our seas.
- Contribute to scientific research on the health of our seas and oceans.
- Help educate the people of people about Plymouth's marine pollution and make more local citizen scientists.



Frequently Asked Questions

Are tyres good for building artificial reefs underwater?

Over time, artificial reefs made of tyres become unstable, they leach out harmful chemicals and do not provide a hospitable environment for broad range of marine life. We still need artificial reefs but we will be researching better alternatives.

Should tyres be brought up if sea life is growing on them?

Although some species grow on tyres, tyres are not very good for biodiversity and what does grow may contain higher levels of heavy metals like lead and zinc which has leached from the rubber.

What makes tyres pollutants?

Most tyres that end up in the sea are already old and well used. After a time underwater the tyres start to break down and produce microplastics and release harmful chemicals into the sea.

Further Information

Links to published research on the issues of tyres being a pollutant and the instability of artificial tyre reefs can be found on our website at: shipsproject.org/1000tyres.html

We believe that Plymouth Sound should be a clean, pollution-free environment

We need your help to make this happen by donating on our Crowdfunder!

www.crowdfunder.co.uk/1000-tyres-project

You can find The SHIPS Project on social media:

