

APPLICABLE FP POLICY, LEGISLATION, INDUSTRY STANDARDS

Finlay Park trained Instructor, Skipper LLO certificate, SRL or FP trained skipper (approved by MNZ), First aid certificate, police check. Activity check carried out once a week.

ACTIVITY OVERVIEW (INSERT)

Group game where all participants are a part of the animal food chain. Depending on where you are in the food pyramid you are either a carnivore or herbivore. The island is an ideal place for this game; overgrown, muddy, swampy.

LOCATION

Lake Karapiro Horahora island, zone 12

SUPERVISION REQUIREMENTS**COMPETENCY INSTRUCTOR**

- a) Supervision category: This is an instructor supervised activity
- b) Min supervisor age: 18 years or older
- c) Minimum Qualification/ competency: First aid certificate, LLO /SRL, or Finlay Park Training framework under section 41 of the Marine Transport act (see approval dated 30 November 2015). Instructor must be competent dealing with large groups, be assertive, have a good understanding of emergency scenarios, able to assess risks easily.
- d) Minimum experience: Must have experience running low risk activities such as Go karts, Paint ball, Rafting for more than 15 hours. Must have at least run 3 session of Animal survival as a co instructor.
- e) Minimum reading: Finlay Park MTOP and Finlay Park vessel training under Maritime rule 35.72
- f) Minimum time: 20 hours as assistant skipper

COMPETENCY ADULT

- a. Adults must be willing to participate and must have a reasonable level of fitness and agility

EQUIPMENT

- a. Cell phone
- b. First Aid kit (groups are required to supply their own first aid needs, however FP does have supplies available)
- c. Wai Ora passenger vessel including equipment for vessel (see Wai Ora equipment list MTOP)
- d. Animal survival bibs, games sheets, game lives, and bell

PARTICIPANT REQUIREMENTS**COMPETENCY**

- a. Min age: 8 years or older
- b. Min level of competency: Must be able to cope with mud and water and have confidence to manage themselves in bush like areas. Where participants are less capable be it physically or mentally it is recommended to have them "buddy up" with an older participant or an adult.

EQUIPMENT

- a. Clothes: Old clothes as participants are guaranteed to get muddy. Clothing is dependent on weather conditions on the day however due to short distance to camp and the set activity time cold weather should not be an issue.
 - I. Normal conditions: Togs, hat, shirt
 - II. Rain/ and or wind: Togs/ wetsuit or shorts and jersey and/ or a rain coat as a wind beaker
 - III. Cold conditions: Shorts, warm top, beanie or hat and a rain coat.
- b. Foot wear: Old shoes for reasons stated above

SUPERVISION STRUCTURE**NUMBERS**

The activity can take a maximum of 35 people (max allowable number of passengers on the passenger vessel), however where needed two trips can be organised for one activity

RATIOS

1:10 (ADULTS: participants) or 3 supervising adults for max of 35 passengers (32 participants and 3 adults).

SUPERVISION POSITION

Instructor should ideally be placed at the games home base (the passenger vessel) to assist with participants returning from the game. However, where needed instructor should be able to move around the game to check up on and/ or assist participants if help is needed.

RATIO SUPERVISION CHANGES

Ratios should change if participants are less competent and/ or capable (see participant requirements), and where needed a “buddy” system could be useful.

SPECIFIC SUPERVISION INSTRUCTIONS FOR ADULT HELPERS

Adult helpers must be willing to play the game and get involved with the participants and the environment. Adults are unsuited if they are unwilling to get “dirty”

RULES/ MANAGEMENT

The GOAL: To stay alive for the whole duration of the game and collect as many food stations as you can.

The GAME: Give out jackets, lives and food station cards.

- All herbivores receive 8 lives except the deer and goat and cannot kill anyone. They can only run and hide
- All carnivores (second line, dogs exempt) receive 4 lives, leave 5 minutes later and can kill whatever is below them on the food pyramid. (You cannot kill what is in the same line as you)
- Dogs leave with 2 lives 5 minutes later

You can kill anything below you (except if you are a deer or goat). Nothing below you can kill you. Whichever animal on the same line as you can't kill you. You are safe at a food station if you are in contact with it.

- Flood, Fire and, disease leave with 2 lives each after 5 minutes
- Man leaves last (man just kill by spotting you and calling out your animal's name)

RULES

- *DON'T kill anything that is touching a food station
- *DON'T kill an animal of the same species after you killed one, e.g., if you kill a rat, you must go away and kill something else before killing a rat again.
- *DON'T go on concrete slipway.
- *DON'T go in water / swim.
- *You should not come back to the barge unless you have all 8 food stamps or you lose all your lives.

The end:

When time is up or when your lives run out, i.e., you're killed. The bell signals the end of the game.

**GENERAL EMERGENCY PROCEDURES AND RESCUE SCENARIOS
 SUPPLEMENTARY INFORMATION**
GENERAL EMERGENCY PROCEDURES

Minor incidents (scale 1 – 5):

- a) Pause the activity if needed
- b) Administer first aid (kit provided,) Note: All groups are notified to bring their own first aid supplies.
- c) Assess whether victim can continue or needs to be picked up
- d) Assess whether activity can continue
- e) Fill out incident form and notify senior staff as soon as possible

- d) High winds/ cyclone:
- e) Move group to more sheltered position and/ or return to base
- f) Contact senior staff for rescue if unable to move
- g) Account for all staff and participants

Earth quake:

- a) Return group to FP base ASAP. Move group away from lake and toward top of Finlay Road ASAP, or move group to assembly area ASAP. (If within camp grounds set off fire alarm system)
- b) Report to senior staff ASAP and account for all staff and participants.

Serious harm incidents (scale 6 – up)

- a) Stop the activity
- b) Ensure the safety of yourself and the participants.
- c) Administer first aid
- d) Contact senior staff immediately for extra assistance and/ or contact emergency services. Organise for victim to be transported back to camp ASAP
- e) With senior staff fill out incident report and investigation

Fire:

- a) Move group away from imminent danger ASAP and find best possible safe zone
- b) Report to senior staff ASAP and account for all staff and participants.
- c) Return to FP base
- d) Contact emergency services

Flooding:

- a) Move group away from Island and back to base.
- b) Account for all staff and participants
- c) Inform senior staff of situation

HAZARD REGISTER

Activity	Animal Survival			Supervision category	FP Instructor required X, for transport to Island see the Glow worm trip RAM sheet
Area	Island in Lake Karapiro			Date reviewed	July 2024
Hazard (what poses the threat)	Poss. Risk (injury outcomes)	Category (environment, people, equipment)	Risk Rate	Controls in place (What we do to either eliminate, minimise or isolate the hazard or risk)	Responsible (who is responsible for dealing with this hazard during activity)
Lake	Drowning	Environment	High	Island is surrounded by water and all participants are clearly told not to enter the water at any time. When returning to the boat (base) the participants can wash off in the shallow waters under supervision of the instructor or supervising adult.	FP staff or supervising adult
Island	Being left behind	people	medium	FP instructors must follow a three-step process to ensure all participants are accounted for: 1. Group numbers are handed over from the visiting group and must match the 2. Head count by the FP instructor, which must match 3. The head count by one other competent adult. Number of lifejackets to match number of people on board. People seated in same position each way, with each row checking they are all present	FP and supervising adults
Contour of island	Rolled ankles	Environment	Medium	Participants are advised to wear shoes and to take care when navigating the island.	participants
	Knee injuries	Environment	Low	Participants are made aware the condition of the island and recommended to take care navigating the uneven terrain. Adult helpers should be fit and have reasonable agility.	FP staff and participants
Mud pits	Mud in eyes	Environment	High	Throwing mud is strictly not allowed under the Animal Survival rules.	participants
Bee/ wasp nests	Bee/ wasp stings	Environment	Medium	If a wasp or bees' nest is spotted the instructor will cordon of the area immediately exterminate it that same night and inspect it in the morning. Groups are informed prior to camp of the significant hazards and are given an opportunity to address those issues with their group. Participants who suspect severe reactions to insect bites need to provide their own medical treatment if applicable	FP staff
Dead trees/ sticks	Impalement by sticks or branches	Environment	High	Participants are advised to take extra care when walking/running through the under growth. It is communicated that Animal Survival is a game to be played with a stealth minded attitude. Our instructors will warn participant not to sprint blindly through the undergrowth. Shoes are compulsory.	participants
Black berry, or similar	Scratches/ cuts	Environment	Medium	Participants are advised to wear shoes. When black berry is found it will be chopped or sprayed accordingly.	FP staff/ participants
Island	Getting lost	Environment	Low	When a game finishes a horn or bell will be sound for a few minutes so people can orientate themselves toward the sound. A head count is carried out before the game commences and before the island is left at the end of the game.	FP staff / participants
weather	Sun burn	environment	Medium	Participants are informed to protect themselves with sun block	Adult supervisors

Trees	Falling out of trees	Environment	Medium	Participants and groups are advised climbing trees is not allowed	FP staff / participants/ adult supervisors
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VERSION			
Version	Date	Changes	Authorized by
1.0	18 Feb 2016	Implemented version graph	Gus
1.1	3 Feb 2016	Added to "Arrival at Island" point 3 regarding running	Gus
1.2	2 June 2016	Altered skipper qualification from SRL to FP skipper	Gus
1.3	24 November 2016	Added "bruises, scratches and cuts" to serious hazards	Gus
1.4	11 July 2017	Changed emergency procedures	Gus
1.5	14 February 2018	Updated vessel info	Gus
1.6	29 May 2018	Small updates due to review, mostly wording.	Gus
1.7	3 July 2018	Created new SOP version, with small changes to supervision structures	Gus
1.8	14 Aug 2019	Added rescue around participant missing	Gus
1.9	31/10/2022	Changes made to "pre check" and "debrief and depart" Added specific process for head count	Gus
2.0	19/12/22	Missing vessel report updated	Gus
2.1	29 July 2024	New SOP Created	Kowie

