

Standard Operating Procedure

Activity: Sling Shot Paintball

APPLICABLE FP POLICY, LEGISLATION, INDUSTRY STANDARDS

Adult Supervision Training and Adult Supervision Agreement

ACTIVITY OVERVIEW (INSERT)

Just like paint ball but with sling shots! The game is played at a purpose-built location with trenches and tunnels, and run by our friendly staff. It requires skill, team work, and strategy to overpower your opponents, and capture all three of their flags. Instructor included.

LOCATION

110 Finlay Road, just up the road from camp.

SUPERVISION REQUIREMENTS

COMPETENCY INSTRUCTOR

- a) Supervision category: Instructor Supervision X
- b) Min supervision age: 16 Years or older
- c) Min Qualification/ Competency: First Aid comprehensive, NZ police check
- d) Min experience: none needed

COMPETENCY ADULT (ONLY STATE IF VISITING ADULTS SUPERVISES ACTIVITY)

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) Face masks for participants
- d) Eye protection instructor. Instructor must wear appropriate eye protection (face mask or goggles)
- e) Sling shots
- f) Paintballs (1.5 bags per session. Approximately 1 cup per team per game)

PARTICIPANT REQUIREMENTS

COMPETENCY

- a) Minimum age: 8 years or older
- b) Minimum level of competency: Able to withstand pain (severity: bruising with possible bleeding)

EQUIPMENT

- a) Clothes: Comfortable clothing
- b) Foot wear: shoes must be worn

SUPERVISION STRUCTURE

NUMBERS

40 maximum per session

RATIOS

1 Adult to 10 children

SUPERVISION POSITION

Adults can join a team and play the game, or stay in the safe zone to observe the game.

RATIO SUPERVISION CHANGES

None

SPECIFIC SUPERVISION INSTRUCTIONS FOR ADULT HELPERS (WHEN ADULT HELPERS ARE UNDER SUPERVISION OF FP INSTRUCTOR)

Adults must be willing to lead or guide a team of participants and give them advice. Adults should be able to help with crowd control.

ACTIVITY IN OPERATION

GENERAL EMERGENCY PROCEDURES AND RESCUE SCENARIOS

Minor incidents (scale 1 – 5):

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

Serious harm incidents (scale 6 – up)

- Stop the activity
- Ensure the safety of yourself and the participants.
- Administer first aid
- Contact senior staff immediately for extra assistance and/or contact emergency services
- With senior staff fill out incident report and investigation

Flooding:

- Move group to higher ground ASAP
- Account for all staff and participants
- Inform senior staff of situation

- Return to camp or if not possible to nearest exit point

High winds/ cyclone:

- Move group to more sheltered position and/ or
- Contact senior staff for rescue if unable to move
- Account for all staff and participants

Earth quake:

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

Fire:

- Move group away from imminent danger ASAP and find best possible safe one or if within camp boundaries, raise the alarm and move toward assembly area ASAP.
- Report to senior staff ASAP and account for all staff and participants.
- Contact emergency services

HAZARD REGISTER

Activity		Supervision category		FP Instructor required X	
Sling Shot Paint ball					
Area	110 Finlay Road		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)
Paint balls	bruises	Equipment/ people	Medium	Bruises are the nature of the game. However, people are advised to wear some form of clothing over all bear skin, but it is up to the individual.	FP staff, participants and supervising adults
Paint balls	Shot in eye	People	Medium	Participants have to wear full face masks at all times, which only can be taken off in the safe area which is marked with green netting. There is no spectator area and no spectators are allowed in the playing field at any time. Face masks can be taken of when instructor cancels or ends a game. If a mask has fogged up or is dirty it can be exchanged in the safe zone only.	Participants and FP staff
obstacles	Cuts, grazes, bruises	equipment	Low	All care is taken to inspect the course weekly when in use and all protruding, or sharp object will be removed when found.	FP staff
People running into people or objects	collision	people	Low	Participant are advised not to sprint, and masks are cleaned after every game to ensure good vision.	Participants
weather	Sun burn	environment	Medium	Participant are advised to wear sun block at all times on exposed skin	Participants
	Foggy mask / can't see	Environment/ equipment	Low	Participants are told masks can fog up which impairs vision. All masks are cleaned each session and replaced when necessary. Participants are asked to make their way to safe zone in order to clean or swap their mask	FP staff/ participants

VERSION

Version	Date	Changes	Authorized by
1.0	18 Feb 2016	Implemented version graph	Gus
1.1	11 July 2017	Changes to emergency procedures	Gus
1.2	7/11/2018	Changes to supervision structure	Gus
1.3	12/8/2019	Added list of common games	Gus
1.4	1/12/2020	Added instructor must wear eye protection. Added options eye protection	Gus
1.5	11/11/2022	Added to hazard register risk of running around with a fogged-up mask	Gus
1.6	3 July 2024	Created new SOP	Kowie