



RATIOS:

1:20

SUPERVISOR POSITION:

Supervisors or instructors must monitor the game from an area where they are able to observe the various braziers and teams.

SUPERVISOR ROLES:

Adult helpers should monitor teams engaging each other at risk areas such as around the brazier perimeters.

EQUIPMENT SUPERVISOR:

- a) Cell phone
- b) First Aid kit (groups are required to supply their own first aid needs, however FP does have supplies available)
- c) Braziers (depending on number of teams)
- d) Fire wood
- e) Fire starter
- f) Fire extinguisher
- g) Material or substance to extinguish fires by participants
- h) Material to create perimeters around the braziers (two perimeters per brazier)
- i) Shield to protect fires and/ or participants

EQUIPMENT PARTICIPANT:

- a) Clothes: Normal outdoor gear
- b) Foot wear: Closed shoes

PARTICIPANT REQUIREMENTS:

- a) Minimum age: 8 years or older
- b) Minimum level of competency: Must be able to adhere to instructions, and understanding of safety around fires

RESTRICTIONS:

None

ACTIVITY: FIRE AND ICE

ACTIVITY IN OPERATIONS:

PRE CHECK

- Check if the area is available for us
- Check for fire restrictions, flammable surroundings, time of year and other hazards which could cause the fires to get out of hand.
- Check if gear is available
- Decide what to use for ammunitions to put fires out (water cups, wet towels, kiwi fruit, etc) keep in mind that the ammo will be thrown at the fires and at the participants.

SET UP

- Set up amount of braziers according to amount of teams available. If not using braziers set up fire pits at predetermined areas. Take into account if all areas can be observed by supervisor and if all areas are relatively easy to control in case a fire gets out of hand.
- Set up a 2 meter diameter circle around the fire. Perimeter must be clearly seen by all participants. Preferably use fence pig tails and rope.
- Set up a 5 – 20 meter diameter around the first perimeter (see picture in additional info), in the same way or use rope or paint on the ground. The size of this perimeter depends on the material or substance thrown to extinguish the fire.
- Set up and / or organise an ammo stations where participants can collect ammunition from.

RULES/ MANAGEMENT

1. Teams need to start their fires. This can be part of the game or if preferred fires can be started pre game.
2. Once signal has been given teams can move to get ammo and start attacking the other teams to extinguish their fire.

3. Once a team's fire is extinguished they are out of the game.
4. Only the team defending its fire can be in between the inner and outer perimeter. They can come and go as they please.
5. Each team will have defenders and attackers, it's up to the teams to decide how they will operate.
6. Ammo can be collected from a specific designated zone operated by supervising adult.
7. If physical contact is allowed use specific rules below....

RULES OF ENGAGEMENT:

1. Teams protecting their fires cannot step into the zone directly around their fire. They can only protect between the two perimeters.
2. Attacking teams cannot enter the defence zone of a defending team. They can throw their ammo from the outer perimeter.
3. Physical contact:
 - a. Participants can only be tackled from the front. Not side or back
 - b. Participants can only be tackled around the legs
 - c. Strictly only one on one tackles
 - d. No diving tackles

DEBRIEF AND PACK UP

- Extinguish all fires
- Collect ammo material if not biodegradable (cups, etc.)

ACTIVITY: FIRE AND ICE

Activity		Fire and Ice		Supervision category		Supervision required, or instructor required	
Area				Date reviewed		November 2018	
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)	
Fire	Burns to body	People, equipment	High	Fires and fire fuel (timber) are controlled by using relatively small braziers or if no braziers are available fires are made in areas on the ground on gravel drive ways to minimise ground burn. The area and season is checked by camp staff in case a fire ban is in place. All fires have a perimeter around them to prevent participants from falling into or stepping into a fire.			
	Out of control fire	People	High				
Terrain	Rolled ankles	environment	Medium	All participants are informed to use proper out door shoes, and are made aware of the nature of the terrain. Where needed the nature of the game is adjusted to prevent ankle injuries, like not running or sprinting			
	Other injuries caused by falling or tripping over	environment	Medium	As above			
Participants	Injuries caused by tackling, or wrestling	people	High	The game is continually monitored by staff or adult supervisors. Game rules can be adjusted to either include or exclude physical contact. Where physical contact is an option, clear guidelines will be used to prevent major injuries. Some guidelines include: <ul style="list-style-type: none"> • Participants can only be tackled from the front. Not side or back • Participants can only be tackled around the legs • Strictly only one on one tackles • No diving tackles 			
Projectiles	Bruising and or other injuries	Equipment , people	Medium	Equipment used for putting fires out may consist of plastic cups of water, fruit of a soft nature, or other items which extinguish a fire but won't cause medium to serious harm when hitting an opponent.			