



## SAFE OPERATING PROCEDURE

# Animal Survival

- 1 Activity Supervisor per 15 participants (max 30 participants)
- To be played in the designated area
- Station leaders at appropriate points in the area
- Must have covered sturdy shoes – crocs do not count
- Take care when moving around the area
- Look out for others
- Return to supervisor at end of game when the hooter sounds
- Do not go past boundary tape, over fences or climb up over hills/banks
- Take Care when moving around in Animal Survival area, looking out for uneven, slippery, or muddy surfaces, and be careful of tree roots.
- Stealth Game; you do not need to run
- Players to be sent into area in intervals
- CYC Hosts/Instructors can close activity if weather makes using this course too dangerous (e.g. potential of flash floods through course)

**All damage and injuries must be reported to CYC Staff as soon as practicable**

**Failure to follow these instructions could result in injury.**

**CYC reserve the right to close this activity if these instructions are not followed.**

**To contact CYC Staff go to the office**

Game Rules

Reviewed July 2024



**Christian Youth Camps**

Aim: Find all 8 food stations and return to supervisor

- Each person has a different spot on the food chain
- You can only take a life (by tagging another player) off someone lower than you in the food chain if you are a carnivore. Man can point (saying name of animal) to remove a life.
- Find the hidden food stations on your travels (look to the trees).
- You are safe at a food station
- All herbivores get sent out together first. Followed by the bottom layer of carnivores. Then followed by Wild Dog. Lastly, Man and the Elements are sent out.
- If you lose all your lives head back to the Supervisor/Instructor
- Have a time limit, switch spots in subsequent rounds.

Note: No goose-guarding or multiple tagging of the same person (Must tag a different person after tagging someone)

24 player game

(Alter Herbivore and

Carnivore to suit numbers)

14 Herbivore (6 green lives to start with)

6 Carnivore (4 green lives to start with)

1 Fire

1 Flood

1 Disease

1 Man

