



SAFE OPERATING PROCEDURE

Animal Survival

- 1 Activity Supervisor per 15 participants
- To be played in the designated Area
- Station leaders at appropriate points in the Area
- Must have covered shoes
- Take Care when moving around the Area
- Look out for others
- Return to supervisor signal at end of game
- Have end of game (return to base) signal (whistle or bell).
- Do not go past boundary tape, over fences or climb up over hills/banks
- Stealth game
- Players to be sent into area in intervals

All damage and injuries must be reported to Camp Leaders and CYC Staff as soon as practical

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

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

