



## SAFE OPERATING PROCEDURE

# Animal Survival

- 1 Activity Supervisor per 12 participants (max of 24 participants).
- Expect mud at this activity and wear appropriate clothing.
- Supervisors are not allowed to be distracted; this means minimal use of phones.
- To be played in the designated area.
- Supervisors to be in a clear, well-known area for all participants to access if required.
- Must have covered, sturdy shoes – crocs and other loose slip-on footwear are not permitted.
- Look out for and support others if they become stuck, lost or hurt.
- Return to supervisor at end of game when the hooter sounds.
- Do not go past boundary rope, over fences or climb up over banks.
- Take Care when moving around in Animal Survival area, looking out for uneven, slippery, or muddy surfaces, and be careful of tree roots.
- This is a 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).
- Wear sunblock on fine days.
- Insect repellent may be required.

**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

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. Elements have to tag the players.
- Find the hidden food stations on your travels (look to the trees).
- You are safe at a food station
- Send out the players in their food chain groups – lowest to highest.
- The role of Man and the Elements is eliminating people.
- 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)

## 12 player game

(Alter Herbivore and  
Carnivore to suit numbers)

7 Herbivores (6 green lives to start)

3 Carnivores (4 red lives to start)

1 Flood

1 Disease

## 24 player game

(Alter Herbivore and  
Carnivore to suit numbers)

14 Herbivore (6 green lives to start with)

6 Carnivore (4 red lives to start with)

1 Fire

1 Flood

1 Disease

1 Man

