

Game Safety Officer Checklist/Duties (Rev 10)

Before Game starts:

- 1) **Review Ropes Course** or obstacle course safety. **Walk course**, make sure there are no dangers. **Approve all areas of combat** (will anyone get hurt if they fall in the combat area?). Is enough water provided on course? Get to the game site early enough to do all these duties.
- 2) **Radios** – monitor check-in/check-out. There are 10 new radios. Each GM (Game Master) gets one (that's 3 or 4), Safety Officer gets one, and Game Producer gets one. There are also spare batteries etc.. Lone NPCs might need one, or use cell phones for more communication. Collect radios after the game.
- 3) **Weapons Check** – check every PC and NPC weapon and thrown bean bag before it goes on course.
Hard weapons (Knighthawk armory) – Warn person not to hit hard.
Damaged foam/exposed – tell person to fix. Hard bean bag – don't allow.
- 4) **Safety Talk** – Give a safety talk to all NPCs and PCs. **This is required for them to be on course!** If they don't get the safety talk or they don't pay attention, you may refuse to let them be on course:

Heat – Drink lots of **water**. Don't over do it, be careful of heat stroke/exhaustion. Find shade if possible.

Cold – Ears covered, hands covered, long pants, long shirts, winter coats may be required. Make sure everyone checks each other for frostbite or start of hypothermia (shivering).

Equipment - Everyone should be carrying **water**. Put on **sunscreen**, **insect repellent** if needed. **Long pants** are recommended. **Hats** are recommended. **Good footwear** also.

Combat – No hitting the head, neck, groin or hard hits on a women's bust. Keep your weapons low if you have a problem with this. Don't hit hard, and remember that quick wrist movements are more effective. If you hear "time stop" or if someone blows a whistle, stop fighting immediately. Due to broken bones and multiple incidents: **Watch behind the person you are fighting** and stop them if they are approaching or are too close to an obstacle or unsafe footing. If you back up during a fight, practice moving back and to the side and looking in that direction when possible. Everyone should stay aware of dangers.

Weapons – If someone hits you and it hurts, get them to correct this **immediately**. (Hit softer, fix the weapon or other action). Tell the GM of any concerns, as often people in combat can forget. Resolve issues before going to the next encounter, please. **Acknowledge** if someone tells you that you are hitting too hard, and attempt to change your actions by hitting softer or in a different location. Note that hitting too hard once, and then hitting softer but in the same location can still feel like hitting too hard.

Bean Bags - Bean bags will be checked prior to game in addition to weapons at safety weapon check. A bean bag will be disallowed onto course as a thrown weapon if found to be compacted. Cloth bean bags are preferred to rubber balloon bean bags.

Ropes safety – anyone can choose to bypass a ropes or obstacle course with a minor in-game penalty (no out of game penalty).

Injuries – Everyone is required to report any injury (even small) to your GM or GSO. We need to see trends and we can't fix problems that we don't know about!

Be Appropriate – Be appropriate to others that are observing us, and to each other. We cannot tolerate language or actions that could get us thrown out of the public parks we use for our games. It should go without saying, but no bullying or sexual harassment. The Dallas chapter has implemented a "Yellow Light/Red Light" warning system. "**Yellow Light**" means someone is starting to feel uncomfortable with a conversation or action and it should be toned down or changed.

"**Red Light**" means to stop the conversation or action. Let us keep this fun and appropriate.

During Game:

- 5) **Responsibility to call game** in case of extreme weather (heat, cold, rain, etc...) after talking to the Game Producer. Either GP or Safety can force game postponement.
- 6) **In game combat** – If someone's swinging too hard or unsafely, correct them and if they can't change, remove them from combat roles (correction needed sometimes, and the Game Safety Officer is there to enforce the rest if needed). If there is a safety issue, call time stop or **bring a whistle** and blow it.
- 7) **First Aid** – respond to emergencies as needed. Bring the red backpack first aid kit.
- 8) **In case of major injury**, have a means to summon aid (call 911). Know where the closest hospital is. Be available to transport an injured person to the hospital.

After the Game:

- 9) Collect all the radios and put together a report of injuries or safety issues from game.
- 10) Return radios, first aid kit, and report to Chapter Safety Officer.

Chapter Safety Officer

The Chapter Safety Officer approves new Game Safety Officers and approves the GSO used for each game.

The Chapter Safety Officer maintains the first aid kit and ensures that medications are replaced before they expire and items used are replaced. The Chapter Safety Officer will get the first aid kit to the Game Safety Officer.

The Chapter Safety Officer maintains the radios, headsets, antennas and spare batteries and charges them before the game. The Chapter Safety Officer will get the radios etc... to the game.