

Game Safety Officer Checklist/Duties (Rev 7)

Before Game starts:

1) **Review Ropes Course** or obstacle course safety. **Walk course**, make sure 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 checkin/checkout. 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 before it goes on course.
Hard weapons (Knighthawk armory) – Warn person not to hit hard.
Damaged foam/exposed – tell person to fix.

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.

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).

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 or groin (or 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 or fix weapon). Tell the GM of any concerns, as often people in combat can forget. Resolve issues before going to the next encounter, please.

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!

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 injured person to the hospital.

Chapter Safety Officer

The Chapter Safety Officer approves new Game Safety Officers.

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.