

KCC Activities Rules

Tramping

(Experienced/trained Instructor -18+)

Key Supervision Rules

- Ratio 1 leader to 5 campers if swimming or difficult tramp or 1 to 8 for easy walk.
- Instructor to collect & check necessary equipment (1st aid, medication, sun block, packs, water, food, whistles, cell phones etc) and weather conditions.
- Allow plenty of time for tramp – remember the larger the group the slower you go.
- Instructor to inform Safety person back at camp the location, route, party number and expected time of return, Plus instructions on what to do who to contact if the tramping party is over an hour late
- Instructor is to **check trampers have appropriate clothing and footwear**
- Have a lead person who knows where to go (no one to run ahead of her/him), a 'Tail end Charlie' (no one to lag behind him/her) and have leaders spaced out among trampers
- Do not spread out too far during tramp

Key Safety Points

- Instructor must be familiar with tramp
- **Must have a complete list** of all going on tramp and who is staying behind
- **Must do frequent checks** to account for everyone, especially when stopping for & leaving from rests and swims etc. May include a roll call.
- **Have at least one 'safety car' available at all times at closest point on tramp**

Tips

- When counting line them up in teams
- May wish to search for fossils in Karakariki stream