



## SAFE OPERATING PROCEDURE

# Bush Walk (CYC tracks)

- 1 Activity Supervisor per 15 participants
- There must be a competent supervisor who is leading the bush walk
- Take torches at night
- All walkers must have appropriate gear including footwear, first aid, clothing, sun protection, and water
- Check ability and potential health risks of the group before leaving
- Familiarise during the day if walking at night
- The supervisor must be familiar with CYC tracks
- Someone at camp must know start times and estimated time of return
- Other supervisors must be spread throughout the group to maintain motivation and control
- Ensure a head count is taken before, during and after the walk
- Keep to the tracks
- Leave farm gates as you found them
- Supervisor must carry some form of communication device

**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**

# CYC Bush Walks Map

## Waterfall Track/ Glow worm track (at night)

From the entrance of camp, head towards Camp 1 on the cobblestone road. Go straight into the BMX and Paintball paddock. Hug the fence heading towards Camp 1. Go up through the gates and follow the tracks up the steep hill. At the end of the paddocks, enter the bush over the sty. Stay on the track.

This walk will come out at the Hay Barn on the middle ridge line of camp. To combine with the Zig-zag Track, veer left 30m before the hay barn paddock.

If walking this track to view the glow worms, please have the guide walk the track in daylight and take torches

## Zig-zag Track

From the children's playground in front of the Pond, follow the track through the farm paddock. Go past the lookout, the pigs and the hay barn. Start on the Waterfall track then take a sharp right 40m into the bush. Stay on the track.

This will come out at the north end of camp if the track is followed back to camp 2.

