

<b>Title</b>	<b>Demonstrate and apply knowledge of traversing and climbing high ropes activities</b>		
<b>Level</b>	<b>4</b>	<b>Credits</b>	<b>15</b>

<b>Purpose</b>	<p>This unit standard is intended for people who provide introductory high ropes activities with traversing and climbing activities.</p> <p>People credited with this unit standard are able to: demonstrate and apply knowledge of high ropes gear and equipment; and demonstrate traversing and climbing skills and techniques for high ropes activities.</p>
----------------	---

<b>Classification</b>	Outdoor Recreation > High Wires and High Ropes
-----------------------	--

<b>Available grade</b>	Achieved
------------------------	----------

---

## Guidance Information

- All learning and assessment against this standard must be carried out in accordance with the following:
  - relevant legislation, including the Health and Safety at Work Act 2015, Human Rights Act 1993, Vulnerable Children Act 2014, and the Health and Safety at Work (Adventure Activities) Regulations 2016;
  - relevant Activity Safety Guidelines published by WorkSafe New Zealand <https://www.supportadventure.co.nz/advice-resources/general-2/activity-safety-guidelines/>;
  - industry Codes including the *Land Safety Code* <https://www.adventuresmart.nz/land/the-land-safety-code>, and *Leave No Trace* principles <https://leavenotrace.org.nz>;
  - a recognised and approved safety management system including organisational policies and procedures including Emergency Action Plans (EAPs), Standard Operating Procedures (SOPs), incident response management plans and the use of personal protective equipment (PPE);
  - relevant industry publications and current industry good practice.
- Definitions
 

*Activities* are elements that use a high ropes course and exercises relevant to using a high ropes course, e.g. exercises preparing the group to perform necessary safety roles.

*Current industry good practice* means the range of actions currently accepted within the adventure and outdoor sector to manage the risk of harm to staff, participants, and visitors.

*Slot and aperture* are one and the same. The terms are used interchangeably and describe a number of belaying devices used in the industry.

- 3 Evidence towards performance criterion 2.3 can be collected under simulated conditions.

## Outcomes and performance criteria

### Outcome 1

Demonstrate and apply knowledge of high ropes gear and equipment.

#### Performance criteria

- 1.1 Select gear and equipment for high ropes activities and justify the selection.  
 Range advantages and limitations, weather, protection, personal needs.
- 1.2 Describe strategies to minimise wear, to check for damage, and meet storage needs of gear and equipment.
- 1.3 Describe different types of harnesses and attachments.  
 Range lower body climbing harness, chest harness.

### Outcome 2

Demonstrate traversing and climbing skills and techniques for high ropes activities.

#### Performance criteria

- 2.1 Demonstrate use of high ropes gear and equipment.
- 2.2 Use belaying skills for traversing and climbing high ropes activities.  
 Range use of slot (aperture), locking assist device, rix a trix or belaying post.
- 2.3 Assist in responses to non-routine situations.  
 Range unjam a weighted belay device.

<b>Planned review date</b>	31 December 2029
----------------------------	------------------

#### Status information and last date for assessment for superseded versions

Process	Version	Date	Last Date for Assessment
Registration	1	29 November 2018	31 December 2026
Review	2	12 December 2024	N/A

<b>Consent and Moderation Requirements (CMR) reference</b>	0099
--	------

This CMR can be accessed at <http://www.nzqa.govt.nz/framework/search/index.do>.

---

### Comments on this unit standard

Please contact Toi Mai Workforce Development Council [qualifications@toimai.nz](mailto:qualifications@toimai.nz) if you wish to suggest changes to the content of this unit standard.