

Title	Demonstrate and apply knowledge of safety and emergency procedures for a high wire activity		
Level	5	Credits	10

Purpose	<p>This unit standard is intended for people who provide high wire activities using either high wire, zipline or via ferrata.</p> <p>People credited with this unit standard are able to: demonstrate knowledge of a high wire activity and attachment systems; demonstrate knowledge of high wire emergency procedures and assemble emergency equipment; demonstrate skills for responding to non-routine incidents on a high wire activity; and perform rescues for participants requiring assistance on a high wire activity.</p>
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Classification	Outdoor Recreation > High Wires and High Ropes
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Available grade	Achieved
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Guidance Information

- 1 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.
- 2 Definition

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.

- 3 Range
one of – high wire, zipline, via ferrata.
- 4 Evidence towards performance criteria 3.5 and 4.3 can be collected under simulated conditions.
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Outcomes and performance criteria

Outcome 1

Demonstrate knowledge of a high wire activity and attachment systems.

Performance criteria

- 1.1 Demonstrate knowledge of equipment required for safe participation in the high wire activity.
- 1.2 Inspect equipment prior to use and explain its inspection.
- Range equipment may include – ropes, harnesses, carabiners, helmets, lanyards, rescue kit;
explanation includes – how to inspect, what it will look like if incorrect or damaged.
- 1.3 Demonstrate the use of a belay system as belayer and identify system components.
- Range belay system components may include – belay cables, cable pulley, rapid links, shear reduction devices, belay ropes, lanyards.

Outcome 2

Demonstrate knowledge of high wire emergency procedures and assemble emergency equipment.

Performance criteria

- 2.1 Describe policies and operating procedures to avoid non-routine and emergency situations.
- 2.2 Describe policies and operating procedures related to emergency situations.
- Range emergency situations include – first aid, health, environmental, rescue.

2.3 Describe emergency equipment for a high wire activity.

Range may include – personal fall arrest system, cable pulleys, ropes, steel karabiners, belay devices, slings, prusiks, harnesses, helmets, rope-cutting equipment, rope pulleys, etriers, jigger, jumars, descenders.

2.4 Assemble equipment required for evacuating a climber requiring assistance.

Outcome 3

Demonstrate skills for responding to non-routine incidents on a given high wire activity.

Performance criteria

3.1 Demonstrate skills to access all parts of a high wire structure.

3.2 Use appropriate equipment and PPE to complete a high wire activity.

3.3 Maintain personal safety while responding to non-routine situations.

3.4 Demonstrate site-specific rescue techniques, including their set-up.

Range may include (as appropriate to high wire activity) – 3:1 haul; 5:1 or 6:1 haul; lower.

3.5 Rescue a participant from a high wire activity.

Outcome 4

Perform rescues for participants requiring assistance on a high wire activity.

Performance criteria

4.1 Coach a nervous participant through the high wire activity experience.

4.2 Assist a participant requiring support on the high wire activity.

Range may include (as appropriate to activity): short roping, line retrievals.

4.3 Evacuate a participant who has become stuck on a high wire activity.

Planned review date	31 December 2029
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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

Consent and Moderation Requirements (CMR) reference

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 if you wish to suggest changes to the content of this assessment standard.