

Title	Demonstrate and apply knowledge of high wire activities		
Level	4	Credits	15

Purpose	<p>This unit standard is intended for people who provide introductory high wire activities using high wire, zipline, or via ferrata.</p> <p>People credited with this unit standard are able to: demonstrate and apply knowledge of high wire gear and equipment; and demonstrate high wire skills and techniques.</p>
----------------	--

Classification	Outdoor Recreation > High Wires and High Ropes
-----------------------	--

Available grade	Achieved
------------------------	----------

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 course, zipline, via ferrata.
- 4 Evidence towards performance criterion 2.2 can be collected under simulated conditions.

Outcomes and performance criteria

Outcome 1

Demonstrate and apply knowledge of high wire gear and equipment.

Performance criteria

- 1.1 Select gear and equipment for a high wire activity and justify the selection.
- Range advantages and limitations, weather, protection, personal needs.
- 1.2 Describe strategies to minimise wear, check for damage, and meet storage needs of gear and equipment.
- 1.3 Describe different types of harnesses and attachments used for high wire activities.
- Range seat, chest, full-body, frontal or dorsal attachment.

Outcome 2

Demonstrate high wire skills and techniques.

Performance criteria

- 2.1 Demonstrate use of high wire gear and equipment.
- 2.2 Assist in the performance of rescues.
- Range may include – belaying others, self-belaying techniques for horizontal and vertical progression, use of collective and individual fall-arrest systems.

Planned review date	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

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 unit standard.