

SVS Playground Apparatus Guidelines/Rules (Draft)

Wood Chips:

The wood chips stay on the ground! Don't dip with your feet, kick, make a castle, fill a zip lock bag, throw them, or dump them over your friend's head. They are there for your safety, they hurt less than falling on the pavement.

Tag:

No running on or around the creative structure. Absolutely no tag of any kind. Changing the name doesn't change the game. Zombies, TMNT, Grounders or Manhunt, for example, are all still games of tag. If you are chasing someone or someone is chasing you, it is tag and it is not allowed!

Monkey Bars:

Remember that only one person is allowed on each section of monkey bars at a time. Everyone is to move in one direction always starting at the end with the ladder. Skipping bars is **not** recommended. Moving along the sides the monkey bars instead of the rings or bars is **not** permitted. Absolutely no pulling, pushing, tickling, etc. to make someone fall off the monkey bars, rings or climber. When you are done and want another turn, go and line up again at the end of the line.

Never hang upside down on any of the equipment. The top of your head is always pointing to the sky.

Never walk through the middle of the bars or the rings when someone is travelling across them. Wait for the person to finish and have both feet on the ground and then announced that you would like to cross to the person who is next before you cross. The next person in-line **must** wait until the person before them has landed safely and removed themselves from the area before starting their travel across the bars/rings. They must also allow other participants to cross safely before they begin to travel along the bars/rings.

There is no climbing or hang on the outside of any of the climbers. Never jump off the top of the climber or bars. Do not stand on the top of the climbers/bars, or sit on the top of the climbers/bars. Remember bent, soft knees are recommended

for all landings. **No** swinging or dismounting will be permitted.

The Web:

Individuals may sit in the web if they are holding on with both hands. Sitting on top of the web is not permitted. Only one individual per section of web. Pulling, pushing, tickling, etc. to make someone fall off is prohibited.

Jumping from the top of the web is not permitted. Students must climb down the web to the bottom before stepping off. Jumping off is not recommended. Jumping off backwards is not recommended. Please look before you dismount to avoid collisions.

Hands off:

No fighting, wrestling, WWE, Raw, Smack Down, UFC, etc. allowed while using the creative structure. Absolutely no hands on!

Common Courtesy:

Please wait politely and patiently. Remember to take turns, watch out for children that are smaller than you and be kind and encouraging to others.

Remember:

If you are not following the rules you are off the creative playground. It is a privilege to play on the structure, so play safely and play fairly. Teachers who notice any other unsafe behaviors will be limiting those behaviors.

Please Note:

The climber is off limits to students before and after school, unless they are accompanied by their caregiver. There is no teacher supervision at the climber during those times.