



Theme Camp OHS Pre-Induction

Introduction


- This pack has been designed for Theme Camp Leads to receive in the lead up to Blazing Swan so as to highlight potential common risks.
- It does not provide an exhaustive list of potential risks, Theme Camps should make efforts to consider what applicable and additional risks could effect persons whilst at their Theme Camp.
- The pack is gifted to Theme Camps Leads, there is an expectation and responsibility that the Leads read, review, CUSTOMISE and communicate/disseminate information to their camp.
- Theme Camps hold ultimate responsibility for the safety and wellbeing of not only those within their camp, but also those who visit the camp during the event.
- Note; This pack is 1 of 2. A more comprehensive induction is provided on site.

Your Theme Camp - Key Roles on Site

Team Leaders

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Blazing Swan - Key Roles on Site

		2021
TEAM LEADS		
POSITION	NAME	RADIO
Event Prod. Manager	Daniel Taylor	Yeti
Volunteer Manager	Brooke Andrews	Precious
Safety Manager	Mark David	Turtle
DPW Manager	Laurie Caddy	Loz
Theme Camp Manager	Tim Viljoen	Tim V
Art Manager	Glen Mason	Obi
Traffic Lead	Russel Clarke	Sir Russell
Fire Lead	Hana Priest	Fyre Girl
Ranger Lead	Anton Lord	Factotum
Mutant Transport Lead	Jay	Pirate
Greeters Lead	Henry Booth	
Gate Lead	Will Amez	
BLAZING SWAN EVENT MANAGERS	Daniel Taylor	Yeti
	Brooke Andrews	Precious
	Anton Lord	Factotum
	Amy Richardson	Delphi
	Pasan Tennakoon	Monkey Man
	Kirk Hawthorn	Special K
	James Hastings	Pirate Sid
	Hamish Guinn	Rowdy

Risk

Risk

- Risk is defined as the probability or threat of damage, injury, liability, loss, or any other negative occurrence that is caused by external or internal vulnerabilities, and that may be avoided through pre-emptive action.
- Risk is assessed - between likelihood of an event occurring and a realistic potential negative outcome.
- As Theme Camp Leads, it is your responsibility to look to control risk as much as possible. Control should be done through the 'hierarchy of controls' – aiming to be as high up the hierarchy as possible.



Designing Your Camp

The following section provides information surrounding designing a successful camp

Planning Your Camp

- As a Theme Camp Lead it is your responsibility to ensure the safety of those involved in;- building, operating and visiting your Theme Camp
- Sufficient and suitable planning of your camp will help you to identify potential risks and therefore allow your camp to work to eliminate or reduce risks surrounding constructing and running a Theme Camp.

Potential Risks

- Some potential risks that your camp could consider are:
 - How will your Theme Camp be designed so that high risk activities (such as welding, grinding, power tools etc) can be eliminated or reduced during fabrication (away from Blazing Swan)
 - Do you have competent people to lead/guide/assist with these activities?
 - How will your Theme Camp be designed so that high risk activities (such as lifting or working at height) be eliminated or reduced during construction at Blazing Swan
 - How the camp will be transported safely (oversized and difficult loads, manual handling)?
 - The layout of the camp
 - Helping to ensure vehicles and people don't mix (see parking slide)
 - Safely routing power

Arriving at Site

The following section provides information about your first hours on site

Arriving on Site

- During early access, pedestrians will be moving around – drive with consideration
 - The site speed limit is 8kph
- Once the event starts, arrivals after dark will not be allowed access to Theme Camps via car. Instead they will be required to park in general camping and walk. Vehicles can be moved during daylight hours
- **Theme Camp Leads and nominated responsible persons are required (mandatory) to attend a short OHS induction with the Fun Police after they arrive on site.**

LOCATION – Centre Camp

TIMES - 9am and 3pm each day from Saturday (Before the event) to Wednesday (Event Opens)

Please attend the next available time slot after your arrival

Unpacking Your Camp

- When entering Blazing Swan it is likely that the area will be a construction site – please be aware of not only the potential risks that you bring to site, but that other Camps and activities may present to you and your camp
- Be aware that during transport, items may have moved or become loose when unpacking
- Consider manual handling risks and suitable controls (sharing loads, lifting with legs etc) when unpacking your Camp
- Is your PPE packed so that's easily accessible when you get to site?
- Is your First Aid equipment packed so that's easily accessible should something happen when you first arrive?

Parking

- There have been a number of incidents recently at other festivals involving parked cars parked in ways which have resulted in injuries. These have included:
 - Moving cars over tents with people inside and
 - Incorrect parking methods including
 - Parking without adequate breaks applied, allowing the vehicle to move
 - Incorrect parking inclined areas – allowing the vehicle to move
- Theme Camp leads are recommended to review their Theme Camp layout so as to ensure you have a safe plan for vehicle parking and camping for your Theme Camp with the following points in mind...
 - Do you have a plan for vehicle parking in your Theme Camp area to eliminate any interaction with tents, swags etc?
 - Communicated that no vehicle movements are allowed on site or in camping areas during the event (art vehicles exempt).
 - Aware and communicated that vehicles are not permitted to arrive at Theme Camps after dark.
 - Be aware of any campers who are leaving the event early to ensure they have a safe pathway to exit your area.
 - Vehicles should be parked with hand brake on and left in gear / parked.
 - Any vehicles that are parked on a slope or incline should be parked across the slope where possible (not facing up or down the slope) and have the wheels chocked.
 - Reviewed the camp for adequate lighting - Do tents require external lights to increase visibility?
 - Use spotters if required to guide vehicles safely in camping areas.
 - Have you communicated your site plan to your crew?

Map



We have made significant changes to reduce vehicles driving on site once the event starts. We aim to eliminate incidents of tents being run over by vehicles.

Camping Grounds

- **Inner Gate Checkpoint**

All traffic entering Blazing Swan will be stopped at this checkpoint. This is where they will be asked if they are in General Camping or Theme Camp Camping

- **General Camping**

Anyone not camping with a Theme Camp will be directed to General Camping. Traffic Angels will also be in position in General Camping to give advise on safe camping practices and guide vehicles through the campground.

- **Theme Camp Camping**

Anyone camping with a Theme Camp **must have a PASS** displayed on their vehicle to be able to drive to Theme Camps. They must drive directly to their Theme Camp.

- **Overflow Camping**

The Overflow camping area is only to be used once general camping is full or if you are otherwise advised by the Traffic Team Lead



Theme Camp Camping

1. Anyone camping with a Theme Camp **must have a PASS** to be able to drive to Theme Camps.
2. Passes will be issued by Theme Camp Leads - one per vehicle.
3. Theme Camp campers **must display this pass** on their vehicle to be able to drive to Theme Camps.
4. Theme Camp campers **must arrive before dark** to be able to drive to Theme Camps.
5. Any Theme Campers **arriving after dark but before 10 pm** can have a walker from their camp lead them in, anyone arriving later than this will be asked to park their vehicles in a designated area and can walk to a camping area. The following day, in daylight hours they will be able to drive to their Theme Camp.
6. LEAVE the pass **on the dash board** of the parked car throughout the event so it is **EASILY VISIBLE** at all times by event staff.

Placement of Tents



DO NOT LOCATE TENTS AT FRONT/REAR OF VEHICLES



LOCATE TENTS ON SIDES OF VEHICLES

Construction

The following section provides information on potential hazards and risks during construction of your Theme Camp

Camp Construction (Low Risk Activities)

- During Camp construction the following risks are potentially present:
 - Manual Handling – lifting of loads
 - Hand and finger injuries during construction
 - Unsafe loads – such as trailers becoming unweighted/weight moving as heavy items are unpacked.
 - Fatigue
 - Heat Stress
- What others have you identified for your Theme Camp?
- What actions have/are you taking to reduce risk?
- Does everyone in your Camp's construction know about these actions?

Camp Construction (High Risk Activities)

- Depending on the size and intended construction of your camp, the following high-risk activities may be present:
 - Lifting Operations
 - Use of Power Tools
 - Welding / Grinding
 - Energy (stored, mechanical, power etc)
 - Working at Height
- Is/are the people undertaking the task(s) suitably competent and experienced for the task(s)?
- Have you adequately considered and assessed the task prior to starting
- Is everyone aware of what's happening? How have you communicated this?
- Who is control of the activity?
- What could go wrong? What is your plan of action should it happen?

Emergency Response

The following section provides considerations about Theme Camp
Emergency Response

Theme Camp Emergency Response

During Construction on site:

- Do you have suitable and accessible First Aid equipment?
 - Does everyone in the camp know where the First Aid equipment is located?
 - Is anyone in your camp First Aid trained? Does your camp know who this is? Are they going to be on site at the “right” time?
 - Are you aware of potential allergies? And the corrective actions?
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- Before starting work, have you ensured that Fire equipment has been made accessible?
 - Does everyone in the camp know where the Fire equipment is located?
 - Is anyone suitably trained/competent to use the Fire equipment?
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- Does everyone in the camp know how to get hold of medical assistance outside of first aid? Who to contact for a fire emergency?
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- It is your responsibility as a Theme Camp Lead to ensure these points are actioned and communicated to your Camp**

EMERGENCY PROCEDURES

Prior to the event

- Medical and Emergency staff will **not** be on site until the event.
- Before the event, all Emergency's or Medical conditions will need to be handled through local services at Kulin and surrounding areas. **You must still inform your Team Leader of any Incidents, Emergencies or Medical Situations that occur.**
- There will be trained First Aiders on site. Find out the location of the First Aid Kits in your work area and ensure they are suitably stocked. Are you suitably prepared for a first aid incident in your camp?

EMERGENCY CONTACTS - Local	Pre-Event Only	
Fire, Police, Ambulance - Emergency		0 0 0
WA Police Service		131 444
Bureau of Meterology	www.bom.gov.au	
Kulin Police		(08) 9880 1205
Kulin Fire and Rescue Service Station		(08) 9531 1708
Kulin Doctors Surgery	Johnston St	(08) 9880 1315
	Tues and Fri only	(08) 9889 1753
Kulin Medical Centre	Johnston St	(08) 9880 1056
	Mon to Thurs- 9am -11am	
	Fri by appoint.	
Kondinin Hospital	24 kms form Kulin	(08) 9894 1222
Narrogin Region Hospital	100kms form Kuiln	(08) 9881 0333
St Johns Ambulance Kulin	Brendan Slogget	0427 081 925
		(08) 9880 9036
Fire & Rescue	Rod Diery	0427 037 705
State Emercency Services (SES)	Ron Silver	0427 911 244

Event Overview

The following section provides general information which may be of use
in the planning of your Theme Camp

Event Facilities

Camp Hart is Event HQ

North of the Race Track in the centre of JRC

This is where you will find-

- Medics
- Rangers
- Lost Property

Theme Camp leads are expected to know and understand the emergency response arrangements



What is expected of Theme Camp and Art Crew?

- ✓ All Theme Camp and Art (TC&A) Crew **MUST HAVE** an issued **TICKET** to the event. If you are not sure if you have a ticket, ask your Theme Camp Team Leader ASAP.
- ✓ Any TC&A Crew arriving at Jilakin Rock City (JRC) before the event gates open to the public on **Wednesday @ Midday** must have an “Work Entry Pass”.
- ✓ All (TC&A) Crew must provide **their own accommodation** for camping on site and be Radically Self-Reliant with food, water and necessary supplies.
- ✓ All (TC&A) Crew must hold the applicable **licenses and experience** and demonstrate knowledge/skills if they are to operate machinery and vehicles.

EMERGENCY PROCEDURES

During the event

In the event of an Emergency, event staff (Organisers, Security, Rangers) will act as Muster Wardens, directing participants to the closest muster points. You may be asked to assist.

EMERGENCY MUSTER POINTS

- Emergency Muster Points are detailed on all site plans, available both on the website, and distributed to attendees and participants upon arrival to Blazing Swan.
- Muster points are sign-posted and have been positioned/ located with respect to availability, capacity, a position of safety, and accessibility for further evacuation from site (if required) including proximity to roads.

Communication at Jilakin Rock City

Mobile phone reception can be poor and unreliable at Jilakin Rock City. Telstra mobile signal is usually available across most of the site.

A **satellite phone** is available at Event Headquarters if mobile signal is not available.

UHF Two-Way radios can be used across the site.

Public UHF Channel for Pre-Event & Theme Camps

UHF Channel 13 only



EMERGENCY PROCEDURES

The general emergency procedure for Two-Way radios is as follows:

Caller selects UHF radio channel 13 and states:

EMERGENCY! EMERGENCY! EMERGENCY!

When asked, state clearly:

- exact location of emergency
- your name
- nature of emergency
- number of people involved, and the nature of their injuries
- the nature of assistance required.

No names of involved persons will be broadcast over the Two-Way radio.

Maintain communication until given the all clear.



Medical and Support Services

The Medical Post is adjacent to Camp Hart (Event HQ). The post is staffed 24 hours a day by Medical Doctors, paramedics or other qualified medical personnel.

Medical Staff are on-site and on-call at all times.

A Medical Plan has been prepared for the event by the Medical Technical Lead and Medical Contractor.

Blazing Swan Rangers are First-Aid trained and will be patrolling the site throughout the event. They will be briefed on monitoring the wellbeing of Blazing Swan participants, with particular regard to the following:

- Heat stress / dehydration; Sunburn
- Cold stress / hypothermia;
- Adverse reactions to drug and alcohol ingestion;
- Minor cuts and abrasions
- Snake bite and insect stings
- Respiratory distress (asthma / dust)
- Unconsciousness;
- Other medical conditions



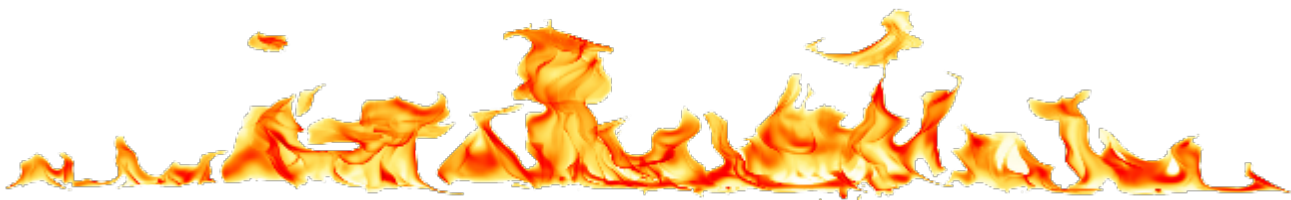
Temple and Effigy Burn Exclusion Zone

The Burn Exclusion Zones are to be set up around the Effigy and the Temple as indicated on the Site Map when instructed.

This Burn Exclusion Zones may need to be maintained during pre-event activities to ensure no Theme Camps or other structures are built within the Zones.



The Burn Exclusion Zone will be managed by the JRC Fire Fighters in consultation with the Build Team Leader.



Questions?

Contact: safety@blazingswan.com