



THE MUD GAMES

City of Blaine

Proposed Date: June 8th & 9th
Proposed Location: Metro Gun Club

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Overview:

Company: The Mud Games is comprised of 14 employees, and currently working with the University Of Minnesota to educate and sponsor interns. Our offices are located just off the Minneapolis campus in Dinky town.

Background: Our founders are well educated and local business owners. Our company shares a common passion for health and wellness. We have several years' experience in hosting different sporting and racing events.

Goal: To promote health and wellness. Proceeds from our event will benefit various non-profit and charity organizations. We have a very large, skilled promotional team who will be working full time to promote The Mud Games. With our main focus concentrated on young adults, we plan on proving that exercise can not only be rewarding, but gratifying as well.

The Event: The Mud Games is comprised of two separate obstacle course races through many types of terrain. The courses consist of a longer 3.1 mile race and a shorter 1.5 mile race. Our plan in creating a shorter course is to involve those who do not exercise frequently and may have second thoughts on participating.

Obstacles: 12 for the 3.1 Mile Course, 6 for the 1.5 Mile Course

Participants/Spectators expected: 3,000-5,000 (1,500-2,500 per day)

We have involved P90X's Tony Horton as our race marshal. Tony is representing the United States government focusing on obesity prevention. We feel he is a great spokesperson of our event due to his ability to mix fun with exercise.

Sponsors: L.A. Fitness, Tony Horton's Kitchen, Asics, Dunn Bros., J.J. Taylor, University of Minnesota – Twin Cities. We have an additional list of smaller sponsors involved with take down and set-up of the event. Our larger sponsors are nationally known corporations. They are going to be participating in a variety of ways, including advertising, donations, and volunteering. We plan on these sponsors adding great value to our event at a statewide level.

Donations: Our event will be donating a percentage of total revenue to the Children's Hospital, Caring Bridge, U of M Obesity Center, Minnesota Heat Youth Basketball Association, and other charities alike. Any additional funds will be used to help further improve future events.

Busy Body Promotions History:

Summary of experience toward event planning:

<p><u><i>Dudley Home Run Derby</i></u> Location: Blaine, MN Date: June 2009-2012 Attendance: 1000-1500 Parking: On site parking with attendants 10-12 Sponsors present. Bracketed and timed event. 30-35 employees on hand. Strategically set-up seating, P.A. systems, games, and registration booth areas. Operational issues: None Situational issues: Weather</p>	<p><u><i>Turtleman Triathlon</i></u> Location: Shoreview, MN Participants: 1200-2000 Date: August 2007-2008 Parking: On site and off site (School) Volunteer in set-up and race organization. Medical Staff on premises: 4 Police: 2 Operational Issues: Crossing a busy road for parking- minor, lake conditions- minor</p>
<p><u><i>Grandmas Marathon</i></u> Location: Duluth, MN Participants: 20,000 between all races Date: June 2000 Parking: DECC Center, transit from Hotels Volunteer in set-up, packet pick up, start and finish line services. Medical and Police staff: Unknown</p>	<p><u><i>Merritt Fundraising Event</i></u> Location: Elegance Room- Blaine, MN Attendance: 3000 total throughout 6 hours Date: March 2011 Parking: On site Food and beverage Served all night Raised \$20,000 with one weeks planning</p>

Several operational Mud Games employees have been involved in planning, setting up, and volunteering in different races. There are also examples of other events put on by members of our group unrelated to racing. We feel that having ownership in Bebop, Banquet halls, and a Catering company, assisted with many years of personal racing experience really helps us organize this project as a whole.

Due to the recent creation of these particular events, this will be our first of this kind. However, we all have attended, raced in, and documented:

- Warrior Dash - June 2011 - Afton Alps
- Tough Mudder - May 2012 - Somerset
- Warrior Dash - June 2012 - Afton Alps
- Warrior Dash - August 2012 - Hugo
- Warrior Dash - November 2012 - Amelia Park Florida

Our experience with these races has allowed us to track all avenues of a same event. We were able to identify several organizational and course issues with past races, items that can now be avoided, or improved upon. Our promotional group is also currently working on several 5k and 10k races in Minneapolis for the 2013 calendar year.

Attendance/Vehicle expectations during each day (peak and average):

The Mud Games is a 3.1 and 1.5 mile obstacle course run. We will have two separate days for the run, Saturday June 8th and Sunday June 9th. Every runner will have a choice at registration to sign-up for either the 3.1 or 1.5 mile course. They will also decide when to run. The first wave of runners will be at 9am. There is a limit of 250 participants in the 3.1 mile course and 150 in the 1.5 mile course for each wave. Waves will be separated by every half-hour. (Ex. Wave one leaves at 9am, wave two leaves at 9:30am, wave three leaves at 10am, and so forth) The final wave of runners will leave at 4:30pm. There will be a total of 15 waves in a given day.

The peak attendance expectations at any given time on Saturday would be around 800 to 1,000 individuals, with an average near 500. Sunday's attendance numbers would be a peak of around 700 and an average near 300. The majority of crowds will be located either on the course or in the entertainment area. Runners begin on the edge of the entertainment area and will end in the same location.

Vehicle expectations are based on the premise of team registrations for the event. We commend team registration, in which teams drive to the event together. We will have a \$10 parking charge for the event which will deter solo driving to the event. We expect a peak on Saturday of 700 vehicles and an average of 400. Sunday we expect the numbers to decline to a peak of 500 vehicles and an average of 300.

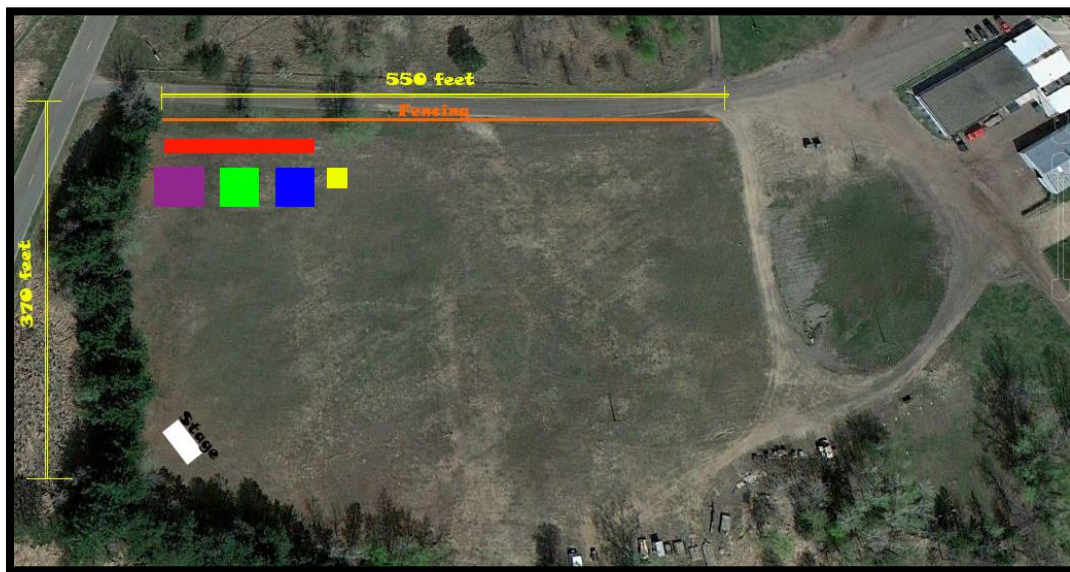
Entertainment venues, type, hours and, location:

Located southeast of the entrance to the Metro Gun Club is a field that is 1,750 square feet. On this field there will be a stage about 15 feet wide by 28 feet long. There will be two live bands playing each day; these bands are cover bands. There will be a DJ for music between live bands; DJ music selection will be based on the top 40 radio hits at the current time. This area will be our primary source of entertainment before and after the race. Decibel limits will be followed in accordance with live music restrictions set forth by the city of Blaine. Midwest Sound and Light will be in-charge of stage setup and take down of all stage equipment. The stage will be facing northeast and speakers will be located only at ground level. This is set up for race entertainment only. The below schedule is planned for both Saturday and Sunday.

- Music will begin around 9am with a live DJ.
- The first band will be on-site at 10:30am and begin playing around 12pm. This band will play for up to two hours, lasting until 2pm.
- At 2pm the DJ will again begin to play music until end.
- The live DJ will finish playing around 6:30-7pm.

Around the stage area will be an activity location set-up for entertainment purposes. All activities will be open from 9:30am until 7pm. The activities included are listed below.

- Basketball Shot Contest – 40ft by 40ft area – listed in blue on map.
- Fastest 40 Yard Dash Challenge – 150ft by 30ft area – Listed in red on map.
- Pull Up Challenge – 20ft by 20ft area – listed in yellow on map.
- Bags Boards – 40ft by 40ft area – listed in green on the map.
- Inflatable Obstacle course – 40ft by 50ft – listed in purple on the map.



Food and Beverage Vendors:

The Mud Games is partnered with Dan Good Catering for all food and beverage needs. Dan Good Catering's information is below.

Dan Nelson
Dan Good Catering
8100 Pleasant View Drive
Spring Lake Park, Minnesota 55432
Phone: 952-201-7531
Hours: 8am – 12am

Dan Good Catering is providing all off site liquor and catering licenses. We will also be working with J.J. Taylor and Killerbrew Company. Miller Lite is our supplier for beer during this event. Killerbrew Company is supplying a sports drink called Aqua Hydrate during and after the race to support hydration in participants.

The Mud Games food plan is very basic. Our main entrée for sale is tacos. We offer many different varieties including chicken or vegetable, hard shell, soft shell, or walking tacos (walking tacos are taco ingredients in a mini Doritos bag). Dan Good Catering is in the process of acquiring an outdoor concessions license from Anoka County.

Please contact Dan Good Catering anytime for more specific questions regarding food and beverage at The Mud Games.

Facilities Required:

The Mud Games will be using many different sized tents for this event, all tents are canopy style and white in color. Types of tents include:

- All sponsors 15x15ft tent (approximately 6 tents)
- Check in, drop-off/pick-up tents 15x30ft side by side
- Beverage tents 15x30ft (2)
- I.D./Bracelet tent 15x15ft
- Food tent 15x30ft
- Several 10x10ft tents will be set up with tables underneath for runners and spectators
- Medical tent 20x20ft
- Headquarters tent 15x15ft

Tents will be supplied, set-up, and taken down by Ultimate Events. This will include canopies.

Ultimate Events
13405 15th Avenue North
Plymouth, MN 55441
Phone: 763.559.8368

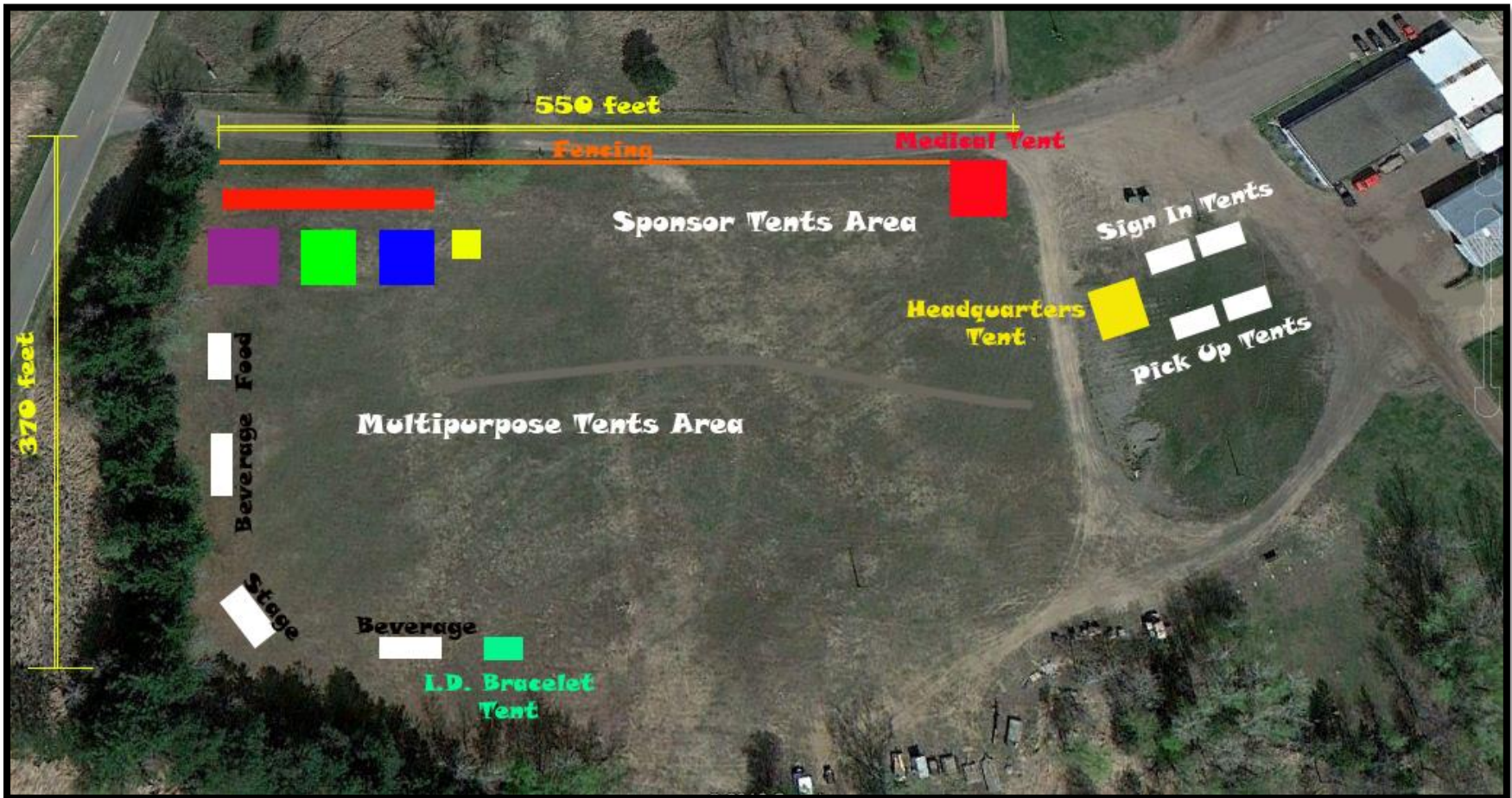
There will be a few sections of portable restrooms on-site. We plan on twenty-two restrooms on each side of the entertainment area. This should be the highest congested area in need of an excess of bathrooms. Biff's Inc. will be used in the coordination of portable restrooms.

Biff's Inc.
8610 Hansen Ave.
Shakopee MN 55379
Phone: 952.403.1221

Refuse collection will be handled by Ace Solid Waste. We will have five 16-yard dumpsters and two 16-yard recycling dumpster on-site. All newer shoes and clothes will have a special bin and will be cleaned and donated to charity after the event.

Ace Solid Waste Inc.
6601 McKinley Street NW
Ramsey, MN 55303
Phone: 763.427.3110

Facility Layout

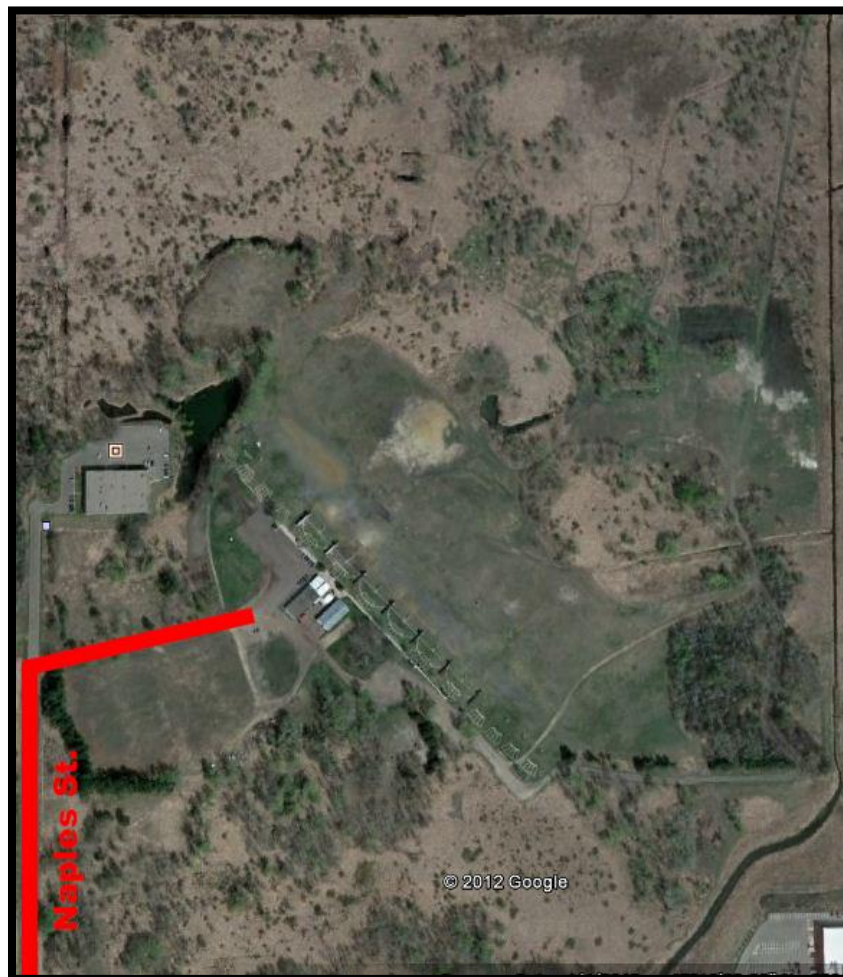


Emergency Vehicle access:

The Mud Games emergency vehicle access points are pictured below. Paramedics will be provided by Allina Hospital. Included for emergency transportation throughout the event site are two all-terrain vehicles (ATV's) with equipment to reach any spot an ambulance cannot attain. There will be zero use of existing buildings on site.

Emergency Vehicle Route:

There is one main access for emergency vehicles. The access will be from Naples street, measuring wide enough for emergency vehicles to pass with cars traveling both directions. The road will be shut down by Police on the days of the event, only volunteers, vendors, shuttles, and race coordinators are allowed to enter down Naples after 101st Ave. Emergency vehicles and shuttles will be the primary use of this road. Access points to the site are all being controlled.



Use of Existing Buildings:

Existing buildings will not be used for any operation of The Mud Games event.

Expectations regarding overnight camping:

The Mud Games will not have any overnight activity. We will not be permitting any overnight camping. Security will ensure the premise is cleared out by 9pm. We are currently working with hotels in the area to offer affordable rooms with free shuttle to and from the event. Included in these hotels are Comfort Suites and Super 8, which are located off of Central and Baltimore Street, as well as the Hampton Inn off of 35W and Lake Drive. We will offer this option in an email to the participants after they register for the event.

Course and Obstacle Construction:

The race course and obstacles to be erected vary with different event locations. We have enclosed a little more detailed course map and description. The Metro Gun Club site changes some of the obstacles and recently changed the course map to stay within the Rice Creek Watershed guidelines. The course obstacles for this event will be constructed over the next several days. They involve detailed planning and will be built by a group of contractors listed below. We would be happy to supply the plans (when available) to the City. Each obstacle will be made to handle twice its load, and we will be happy to have them inspected if requested.

Contractors – Builders

<p><i>Panel Setter Plus</i> Owner: Rick Becker 612-669-8940 Years in business: 27 Specialties: Framing - Commercial and Residential License # 2048722</p>	<p><i>Vokaty Contractors</i> Owner: Troy Vokaty 612-964-7033 Years in Business: 18 Specialties: General construction, remodeling License# BC634993</p>
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Structural Engineer creating plans for obstacles/bridge for creek: Mel Urlacher
(In process)

Traffic Control Operation

The Mud Games has teamed up with CSM Corporation for offsite participant parking. There is a contracted lease derived to allow use of 30 acres of field during the two day event. The fields are located south east of the Metro Gun Club. They are very easily accessible from 35W.

The main tactic in using Pheasant Ridge Drive is to keep everyone flowing in a one-way direction. With people following our properly marked routes, traffic congestion can be easily avoided. They will follow the designated driving course and be directed from entering the parking lot all the way to their parking spot. Parking lot space counters will be used on cars coming in and out to know the exact amount of vehicles in the parking lot. As the first lot fills up, we will flow traffic to the second field. (Images shown below)

Shuttle buses will be available in the roundabout area off Pheasant Ridge Drive for those choosing not to walk to the event from the parking lot. Those buses will be the only non-emergency vehicle having access to that area.

With twenty volunteers, and two head parking lot attendants with many years of experience, we will be able to safely, efficiently, and effectively be able to control the parking lot operations. Communication, planning, and coordination are very important in our parking plan. Every volunteer will receive an email with specific directions as to what their role will be on the day of the event. In addition to this, the parking lot volunteers have been asked to come in earlier than everyone else to meet with the two head parking lot attendants to make sure everyone knows their role. Both head attendants will have direct contact on a designated radio with a parking lot supervisor located in the Event Headquarters Tent. (Shown below)

The Metro Transit Park and Ride located on Naples Street will be used for Volunteers only (A license agreement copy can be provided per you request). Each Volunteer will be mailed an official volunteer pass for this parking lot two weeks prior to the race event. The head attendant will carry a full volunteer list and extra passes, verifying their status and replacing the lost pass. This head attendant will also have contact with the parking supervisor in the Event Headquarters Tent. Volunteers will be transported via shuttle from the Park and Ride to the event. Vehicles allowed on-site at the Metro Gun Club will include race officials, event vendors, band members, special guests of the event, security officials, and Public Safety Officials.

Prior to the event, all driving lanes, parking areas, safe-walks, signs, will be roped off and put up. The max capacity of the first field is 1060 vehicles. The max capacity of the second field is 1300 vehicles.

In discussions with the Rice Creek Water Shed we are also working on setting up a walkway from the CSM lots to the Metro Gun Club. This would include constructing a professionally built bridge over the Gun Club's creek. This bridge will be inspected by a third party once completed; the city of Blaine is also welcome to inspect the bridge once completed. This walkway will allow participants to have the choice to shuttle or walk to the event.

Parking Flow Operation & Credentialing

Two weeks prior to the event we will be mailing out a bright pass with the Mud Games logo on it to all volunteers with specific directions of where to go on the day of event as well as all other pertinent information. Pictured to the right, is the pass we will be asking the volunteers to bring and hand to one of the head parking lot attendants. There will also be two volunteers helping out our head attendants. As it is common for people to forget their parking pass, we will also have a master list of all volunteers in alphabetical order to verify that they are indeed a volunteer for The Mud Games. We will ask them for their driver license to confirm identification. From here we will be shuttling all volunteers using busses from Kottkes Bus Service (phone 763-755-3100). As there are over 500 parking spots outside at the 95th park- and-ride and only 120 volunteers for the Saturday morning shift and an additional 120 volunteers for the Saturday afternoon shift, we will only use approximately half of the outside parking at the park-and-ride.



Pictured to the left, is the signs we would like to post at the intersection of Radisson Road and Naples St. We would also like to use this sign at the 35W & Radisson Road Intersection on both the North and South end. We feel that this would make for more efficient street traffic flow. We also went with very bright colors to make it more noticeable for drivers. Signs are being made by PRINTSOURCEMN (phone 612-709-2686).

Parking for the race participants is posted on the website as to which direction to take. Since not all people will look at this in advance, we will be sending out two emails. The first will be sent thirty days prior, and a second the day before the event. These will contain; driving directions, where to go on the day of the race, what to bring, and additional helpful information. Once again, we do realize this email may bypass people as they overlook it. This is why we would like to have signs at the intersection of 35W and Lexington along with Pheasant View Drive and Lexington to help guide traffic to the desired parking lots for The Mud Games. At this point we will have our head parking lot attendants and several dozen guides located at this designated parking area. We do understand Blaine Police will be on the road directing traffic. Our head parking lot attendants will be the initial person of contact with vehicle drivers. This is where they will collect money (if applicable) and direct vehicles into the parking lot.

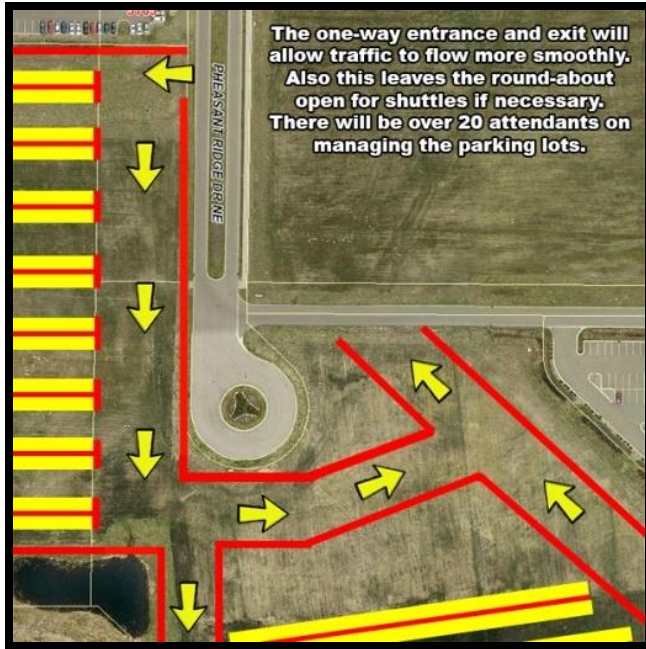




As pictured to the left. When entering the parking lot we would first fill the initial row before moving onto the second row. We will have a volunteer standing at the end of the row directing them into the furthest parking spot and we will work our way back East. Once a row fills we will begin with the second row and continue this trend until the first parking lot fills up. We will be placing a minimum of 24 volunteers in the parking area to help out our lead parking lot attendants. Several will be in set positions to help control cars and create safe walking paths.

Parking lot 2 is pictured to the right. Overflow vehicles will be guided from lot 1 and met by an attendant entering lot 2. Volunteers will be guiding them where to go through all stages of the parking process. This will eliminate question, confusion, clutter, and will maximize parking potential and flow. Each parking lot volunteer will receive a brief packet describing the layout and instruction of our plan. In lot 2 we will begin the parking in the northeast corner and work our way southwest. Again, we will be directing the driver from entering the lot to their parking destination. There will be ample signage and guidance for exiting as well.





To the left is the designed flow of traffic. With a one way entrance and exit the efficiency will be more effective as long as we have many volunteers communicating on the same page. As mentioned earlier, parking lot volunteers will be sent out a detailed plan one month prior to the event. Every parking lot volunteer will show up extra early to meet our head parking lot attendants and shown the process of the detailed plan we sent out to them earlier. This plan just emphasizes the flow of traffic and where they will stand at what times to help the driver get into their parking spot safely and efficiently.

*We can send you a copy of what we are sending volunteers and participants, upon request.

In the picture to the right, it shows where we will have stationed parking lots attendants (orange circles) at all times. We will have a security officer in this location. This is the main entrance, and will have money being exchanged. The turquoise color represents safe crossing paths which we will have two parking lot attendants at all time to stop traffic for persons whom have to cross traffic to get to the events premises.

Stationed in the rows of the parking we will have signs showing the one way flow of traffic.



In the picture to the left, the white and purple circles signify where the signs showing the one way traffic will be placed. We will direct the flow of traffic south and then east before exiting the parking lot. This ensures a safer walk for people coming in and out of event premises.

Among the stationed parking lot attendants we will have the remaining parking lot attendants directing the drivers from entering the parking lot to their designated position. Safety is our number one concern and efficiency is our number two priority.

Medical Operation

Allina Health will cover our event. Blaine is central to Allina Hospital coverage area. If something were to happen Allina would be the one to respond to an emergency and transport to the hospital. In communication with Allina and describing specifically the type of event and amount of participants involved with The Mud Games, they have made recommendations to us in regards to medical personnel.

Medical Recommendations from Allina Medical:

- 1 – Ambulance on-site (As race day nears, will determine if two are needed)
- 1 – Doctor/Physician whom is first to evaluate any injured person
- 1 – Medical Advisor
- 2 – Paramedics (Ambulance)
- 2 – ATV's with attached stretcher
- 1 – Medical Tent
- 1 – Decontamination Station (Clean off mud area next to Med Tent)

*Several various medical volunteers will be at obstacles

The Allina Medical Staff will have their own frequency that they will be communicating through. This ensures separation of radio, for in cases of emergency. Our second channel is a volunteer based channel for all personnel working at obstacles throughout the course. These obstacle volunteers will have communication to the Allina Medical staff through the course supervisor at the Event Headquarters Tent. Volunteers with radio access will be located at each parking lot, entrance, and entertainment area.

Any injury at any obstacle or throughout the course is communicated through radio from the volunteers to a headquarters event supervisor, and information is then passed on to the Allina Medical team. Between our ATV's, first aid obstacle volunteers, medical tent volunteers, Allina medical staff, and all other major partners we will be able to efficiently and effectively communicate all medical injuries. With this plan in place we feel strongly that we are able to promptly access and treat the needs of any and all injured persons at the event.

Additional emergency vehicles, if required, enter at the main entrance of The Metro Gun Club off of Naples Street. Naples will be used for Shuttle Buses and Emergency Vehicles only. The Park and Ride located on Naples Street will be used for Volunteers only. Each Volunteer will receive an Email with a pass for this parking lot. Volunteers will be transported via shuttle from the Park and Ride to the event. Vehicles parked on-site at the Metro Gun Club will include race officials, event vendors, live bands, special guests of the event, and security officials.

Red Cross will have up to twenty volunteer medical personnel on-site both days for the event. Most of which, will be working obstacles at the course, while others will be at the medical tent or entertainment area. Names and medical backgrounds of these volunteers will be sent out prior to race day.

Security Plan Operation

Outsourced Security & Event Safety Company:

Premier Security, Inc.

111 South Broadway Suite 304

Rochester MN 55904

Premier Security Supervisor Contact: Anthony Horton (612)333-3993

Security Officials On-Site: 10 per day

History of Officials: Police Officers, Supervisors, Special Event Security

Location of Security Officials: Two located at Parking lot entrance

Two located at Shuttle Bus entrance

Six floating in Entertainment area

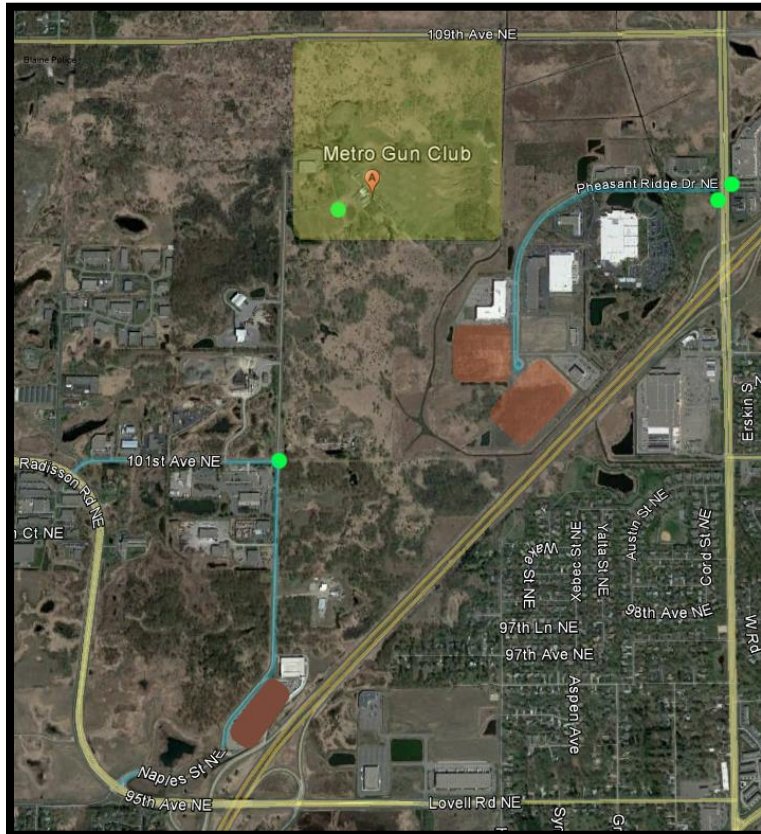
There are ten security officers planned for on-site for each day, June 8th & June 9th. Additionally a main security supervisor named Anthony Horton, who will reside at the Headquarters tent for the duration of both days' events. Prior to race day Anthony will be in contact with the Blaine Police to coordinate and answer any final questions before the event. Anthony will have full radio communication with his staff from the headquarters tent.

Premier Security is supplying their own radios for the two-day event. On the following page is a map including exact locations of security personnel, each location will have a designated code name on the grid that can be used to distinguish position when in radio contact. Premier Security has secured hundreds of large events in the past and has made all security recommendations to The Mud Games based on prior experience at outdoor events.

Security Officials Locations



Police Officer Locations



Specific Areas are marked out with signage. The signage will resemble the below figure. These will be wind and weather resistant. Locations to be marked with signage include.

- Check-in/Drop-off
- Starting/Finish Lines
- Games Zone
- Food/Beverage
- ID Check
- Sponsor Tents
- Shuttle Bus Drop Off/Pick Up
- Entrance From Parking Lot
- Volunteer Check-in
- Medical Tent
- Event Headquarters
- Clean-off Stations



Security and staff will distinguish locations based on marked signage locations. Signage will stand 10ft tall. A 10ft tall sign will allow for easy recognizing of certain areas of the event. The morning of the event, everyone involved will receive specific map of locations, including all volunteers.

Event Communication

Event communication is top priority for our event. Communications lines all run through the Event Headquarters Tent located centrally near the Medical tent. There will be 5 separate primary lines of communication. They are listed as follows:

Police	Line 1
Allina	Line 2
Security	Line 3
Mudgms1 supervisor	Line 4
Mudgms2 supervisor	Line 5

A Blaine Police representative in the tent can communicate with outside officers working the event, and notification of any issues outside the event potentially affecting it.

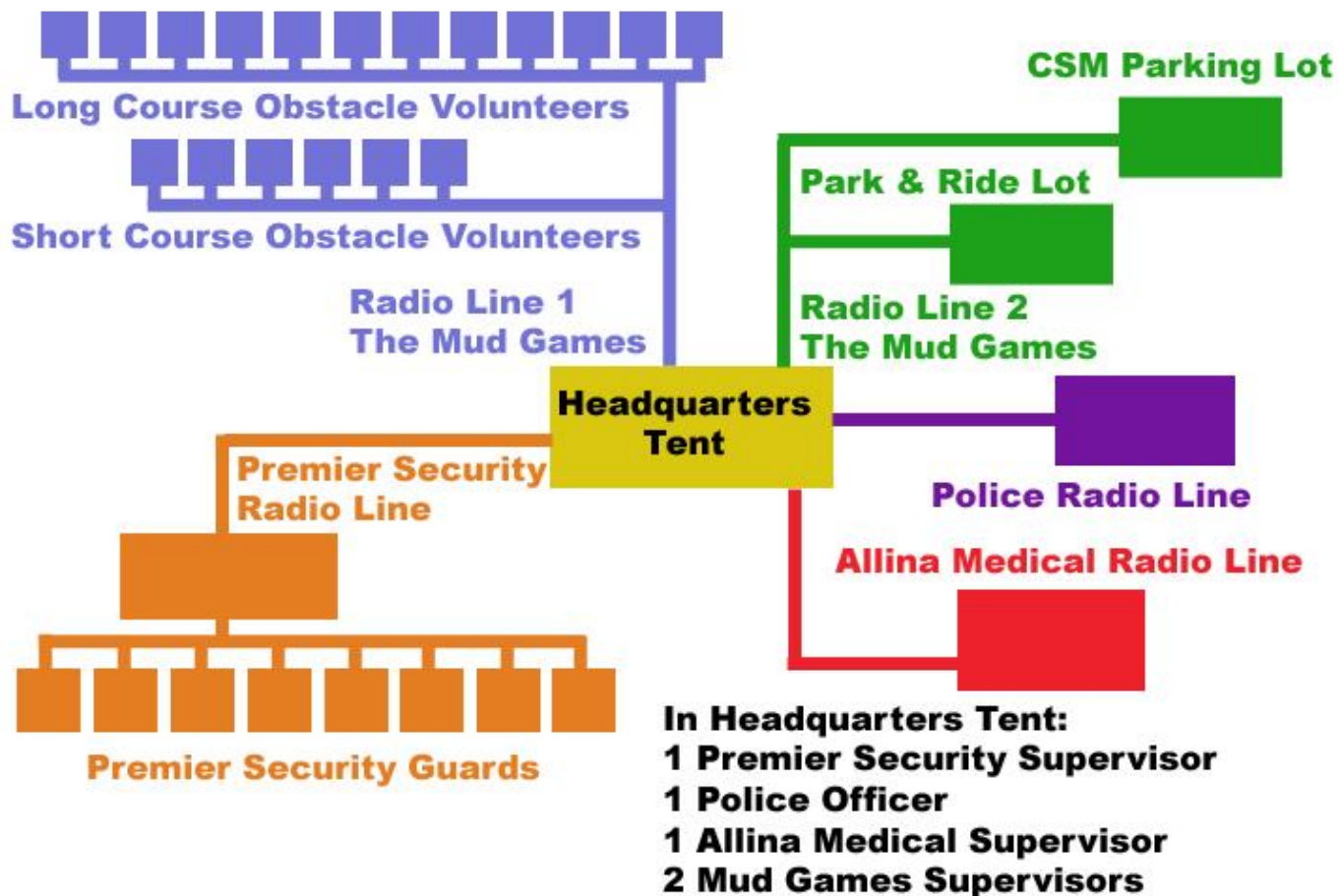
A member of the Allina team is in contact with the onsite ambulance, any additional transport needed, and locations for further care.

Premier Security's team lead communicates with security located at entrances/exits and personnel strategically placed around the event site.

Mudgames1 supervisor communicates with volunteers at every obstacle in case of issue or injury.

Mudgames2 supervisor communicates with designated parking lot supervisors located at all three offsite parking facilities.

Any issue anywhere on event grounds can be communicated to the Event Headquarters. This information will be shared to ensure proper resolve of the issue. It is done in a manner that minimizes chances of radio conflict. Shown below is a map of communications.



- Any emergency seen by any volunteer will be reported to supervisors. Supervisors will be located at a predefined locations so all general volunteers will have a report area. Supervisor locations will be mapped and given to volunteers the morning of the event; they will also be wearing identifiable clothing.
- Every incident reported requires a form filled out by Event Supervisors in Headquarters Tent, incident report template listed on following page.

Accident/Injury/Incident Report Form

Date of Incident/Accident _____ Time of Incident/Accident: _____

Location of Incident/Accident: _____

Name of person in charge: _____

Name, addresses, and phone numbers of person(s) involved in Incident/Accident:

1) Name _____ Date of Birth _____ Phone (H) _____ (W) _____

Address _____

2) Name _____ Date of Birth _____ Phone (H) _____ (W) _____

Address _____

Describe fully what happened; Include the activity at the time of the incident, course of action followed.

Any injuries or damage that occurred:

Were the police notified? No Yes (if yes, please identify the police involved)

Was medical treatment received? No Yes (If yes, who gave the treatment and who received it?)

Were person(s) transported to a medical facility? No Yes

Facility:

Transportation provided by:

What other support was offered to and/or received by those involved:

Family contacts notified:

Witness:

Name: _____ Phone (H) _____ (W) _____

Address: _____

Statement: _____

Signature: _____ Date: _____

Witness 2:

Name: _____ Phone (H) _____ (W) _____

Address: _____

Statement: _____

Signature: _____ Date: _____

Name/Address/Phone of Person Completing the Report: _____

Signature: _____ Date of Report _____

Diagram of Incident/Accident or further comments:

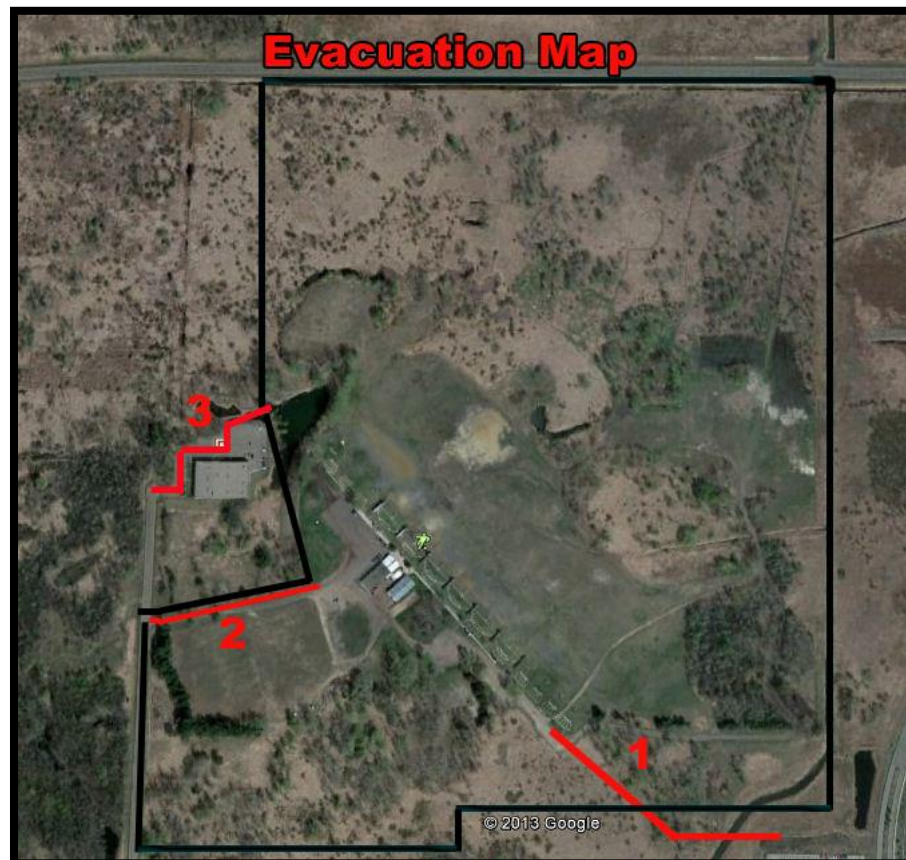
Evacuation Plan

A. Responsible for communicating emergencies

- All staff has the responsibility of communicating the initial alarm.
- Event staff, police, medical, security, and volunteers will work together to alarm participants of the emergency.
- Extreme weather conditions will be handled prior to an evacuation. If there is a chance of future weather conditions, announcements will be made every half hour updating participants on conditions and options. Shuttle buses will be increased additionally prior to event bearing bad weather.

B. Evacuation Procedure-onsite emergency

1. When an evacuating emergency is announced and communicated to staff, staff will immediately notify participants and spectators to exit at the specified locations below. Emergency and evacuation plans will be emailed out to all participants prior to the event.
2. Evacuation Routes
 - a. We have 3 evacuations routes for persons.
 - b. Evacuation Route 1 is the main route – which is to parking lot
 - c. Evacuation Routes 2 & 3 are secondary routes
 - d. Below is map of Evacuation Routes



As shown above is our onsite evacuation routes. As specified Routes 1 & 2 are the main evacuation routes as the majority of people will be in this general area.

Coordinators of Evacuation Routes:

Evacuation Route	Head Coordinator of Evacuation Route	Communication Line
Route 1	Premier Security and Entertainment Staff	Headquarters-All
Route 2	Premier Security (Bag Check) & Obstacle 8	Headquarters-All
Route 3	Obstacle 2 and Water Station	Headquarters-All

We will have a Mud Games Employee at each one of the spots listed above as Head Coordinator of Evacuation Route. This will ensure further safety if evacuation is needed. These names will be provided on Master List as race draws closer.

- a. When headquarters is notified of fire emergency. They will notify all main communication Police, Security, Allina, and call the Fire Department.
- b. All Event Directors/Supervisors will notify headquarters if an evacuation route is blocked due to the fire. If route is blocked all persons in that area will be directed to the closest available evacuation route.

Important Note: In case of fire, our goal is to evacuate the premises so that trained personnel can fight the fire properly.

Weather Contingency Plan

Weather Conditions will be noted up to ten days before the actual event weekend. As the event weekend nears any severe chances of weather will be heavily monitored by headquarters. Our directors have been handling outdoor activities and weather conditions for 4+ years. This includes severe weather, extreme heat, and excessive amounts of rain. Our experience in handling weather involves large groups of people in excess of 500 at a time. This along with the experience of Public Safety Officials will allow us to make accurate and uniform decisions. Weather conditions are to be made relevant in the morning, before each day of the event begins. Days with moderate to higher heat indexes, we will prepare extra water stations and transfer available volunteers to the course area to keep a watch on the participants for any signs of heat exhaustion. Heat index cancellations are listed later in this section.

Full Day Cancellations:

- Lightning Storm lasting longer than 5 hours
- Tornado/Severe weather hits area
- High Risk Threat (ex. Bomb Threat)
- Extreme Heat (Heat indexes at 109 degrees or above)
- Additional medical volunteers on stand-by if needed

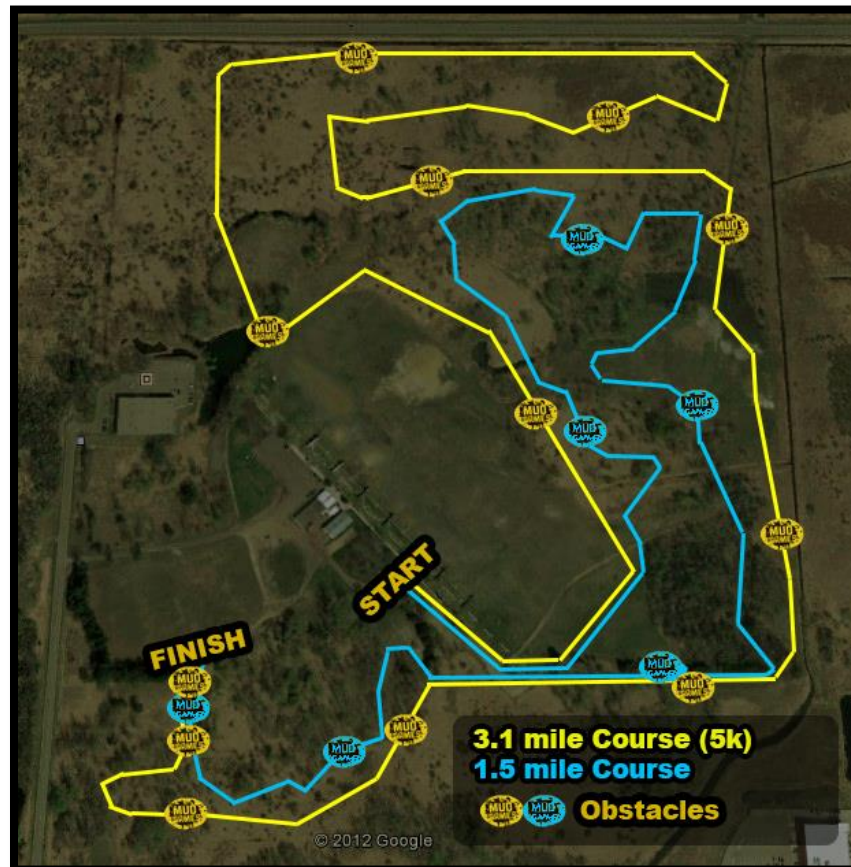
Delays on Race Day:

- Storm/Severe weather will be closely monitored and frequent updates will be made online and to our live audience. If storm is projected to pass quickly, we will restart heats immediately after delay. If delay is longer than an hour, cancelled heats will receive options of refunds or an opportunity to race the next day or at a later race.
- Light to moderate rain will not effect the race itself. Rain causing diminishing visibility will delay the race until further notice.
- Several of our race directors previous jobs included constantly monitoring different types of weather, in conjunction with weekday and large weekend events. This type of experience ensures proper decision making regarding weather.

Event site evacuations that are due to weather conditions are specifically communicated to each volunteer the morning of the event as well. When severe weather is nearing or projected to arrive at a certain time, it will be made clear that individuals return to their vehicles immediately. Radio communication throughout the entire site will be imperative to ensure everyone is off the site. Volunteers will be allowed to enter the shuttle bus to head back to their vehicles at the Metro Transit Park and Ride. All participants will receive an email prior to the event with weather contingency notifications listed and the “to-do’s” in case of each emergency.

Rice Creek Watershed Design:

Below is our course outline. We are working with Rice Creek Watershed designing a completed course map satisfying all parties involved. When the snow is off the ground we will be walking the course with Kyle from Watershed to determine the exact locations of approval for obstacles.



- Obstacle 1 – Double Decker Tire Run – 12ft wide x 30ft long
- Obstacle 2 – Balance Beam – 6 beams that are 6in wide x 25ft long
- Obstacle 3 – Rope Web – 12ft wide x 25ft long
- Obstacle 4 – Jumping Haystacks – 30ft long x 10ft wide
- Obstacle 5 – Web Net – 25ft long x 15ft wide
- Obstacle 6 – Climbing Wall 45 degree angle – 20ft x 15ft wide
- Obstacle 7 – Mud Dumpster – 10 ft wide x 30 ft long
- Obstacle 8– Trench Crawl – 10 ft wide x 20 ft long
- Obstacle 9 – Vertical Rope Climb – 16 ft wide x 16 feet long
- Obstacle 10 – Rope swing – 16 ft wide x 20 ft long
- Obstacle 11 – Uneven Monkey Bars – 10ft wide x 15ft long
- Obstacle 12 – Mud Crawl – 12ft wide x 25ft long

Use of Wilson property:

The Wilson's have been working with us for a few months now in regards to using their land. We have a good relationship built up with each other and they have been a pleasure to work with. Donna and Roger Wilson are waiting on the cities approval for the Metro Gun Club site before finalizing a document allowing usage of their land for The Mud Games. The Wilson's support The Mud Games and are very excited about their land being used in this event.

Liability insurance/bond/indemnification agreement:

We have spoken with our insurance company and Attorney to determine every type of insurance needed to go forward on our end with The Mud Games. If there are any other details the city needs or any other type of commitments or agreements with The Mud Games, please let us know and we will not hesitate in finalizing these deals.

Permits/Licenses

Our current permit situations are listed below. The Mud Games will acquire all permits and licenses required, by all deadlines listed.

Permits/Licenses Acquired:

- Minnesota State Business License
- Contractors (Obstacle building)
- CSM Lots (Parking)
- Metro Transit Lot at Naples & Radisson Ave (Parking)
- Insurance Binder for Event

Permits/Licenses Pending:

- Rice Creek Watershed Official Approval
- Anoka County Food Permit
- Inspection by Structural Engineer
- MNDOT Signs on intersections
- ACHD Signs on intersections
- Tent Fire Inspection overview