

# Sacramento Adventure Playground

Powered by Fairytale Town

## Program Rules and Etiquette

**Check-In and Check-Out:** Participants must sign in with staff upon arrival and sign out with staff upon departure. If desired, participants will be allowed access to a phone to notify a parent of their arrival and departure. Participants are responsible for checking in and checking out on their own and for complying with the pick-up procedures indicated on their registration form. Extenuating circumstances must be discussed with the Play Manager. Participants may leave at their own desire. If participants leave the playground, participants will be allowed one return privilege per day.

**Safety:** All participants are expected to put safety first and abide by any specific rules for any tool or activity. The Playground is designed to allow participants to take risks and engage in challenging play. Staff will be onsite to remove or stop play that has gone too far.

**Allergies, Epi-Pens & Medicines:** Any allergies are to be indicated on the Registration Form. Epi-Pens should be carried by the participant. If desired, a participant's Epi-Pen may be kept on site. No other medications will be kept or distributed on site.

**Clothing and Shoes:** Closed-toed shoes are required at all times. "Play" clothes that can get muddy or dirty are recommended.

**Maturity:** Participants must be of sufficient maturity to participate in the program, including social skills to interact positively with staff and other participants. They are to have an understanding of the program rules and basic safety concepts.

**Phones, Electronics & Valuables:** Use of electronics or possession of valuables are not permitted in the facility. Personal phones are allowed for urgent parental contact only. Non-secured storage is available. Fairytale Town and the Sacramento Adventure Playground is not responsible for any lost or stolen items.

**Closing Time & Pick-Up:** The Playground closes promptly at the listed closing time. Participants not authorized to walk home will not be permitted to leave the facility. Late fees of \$2 for every 5 minutes will be charged. (Note: Participants may not participate in the program after 10 days if they have any outstanding fees due.) Parental contact will be attempted promptly. At 30 minutes past closing time the police will be called. If police are unavailable or do not respond within 30 minutes (1 hour from closing), Child Protective Services will be called. Staff may not transport participants.

**Walk Homes:** Those with written authorization to walk home may check out with staff and leave the facility at their will. Parents may also call the facility to notify staff that they will be late picking up their children and request that their children walk home that day.

Walk home dismissal times vary according to the season:

- 6:15 PM dismissal time during the Spring/Summer/Fall Schedule (Daylight Savings) from the second Sunday in March through first week of November.

- 4:45 PM dismissal time during the Winter Schedule (Standard Time) from the first Sunday in November through the end of January.
- 5:30 PM dismissal time during the Late Winter Schedule from February through the remainder of Standard Time (second Sunday in March)

**Adults on Grounds:** Only parents or listed Emergency Contacts of registered participants will be permitted to enter the grounds. During the regular Adventure Playground days these adults are to observe only. The Play areas are designed for children only.

**Making a Mess and Destroying Things:** Part of the philosophy of this Playground is a “junkyard,” so to speak. However, that is not a green light to make a mess. Destroying things is allowed, to a point. Participants are not permitted to destroy other participant’s things, create a danger or tripping hazard, or a dangerous mess in general. Bathrooms are not part of the playground, and are to be kept clean.

**Tools, Fire Etc.:** Tools must be checked out and returned at the end of the day.

**Suspension:** Breaking of any rules, safety violations or poor behavior skills with other participants or staff, or any other problems reasonably associated with poor behavior or dangers can be cause for dismissal from the program, including up to a permanent basis, as determined by staff.

### Participant Basics

- Sign in upon arrival and sign out upon departure. Children are permitted one reentry per day.
- Wear clothes that can get dirty or messy. Closed-toe shoes are required at all times.
- Be respectful of staff and neighbors.
- No electronics or valuables. Phones must remain in backpacks and may only be used onsite to notify a parent of arrival of arrange pick-up.
- No playing in the bathrooms and keep bathrooms clean. Only one person is allowed in the bathroom at a time.
- No bullying. Share and include others when possible.
- Participants can be suspended for inappropriate behaviors.
- Don’t make a mess just to make a mess.
- Safety first. The amount of risks or injuries you can get is determined by you. We want you to explore your limits, but not at a cost of you getting hurt, or hurting someone else. Be safe when working with tools.
- You may destroy your creative items (remember to keep the mess reasonable), but you may not destroy other people’s stuff.