

EMPLOYMENT APPLICATION

Name *

Address *

Date *

Phone *

Social Security Number *

Email *

In Case of Emergency / contact who?

_____ ph # _____

Friends name and ph #

Last Job *

where? who was your boss? what did you do? how long? why did you leave?

Training Videos

click on the last button when you complete all videos

Personal Character:

Please be ready to discuss your personal morals and mistakes. (this may not disqualify you) Honesty and Integrity is more important than your past.

- | | |
|--|---|
| <input type="radio"/> I have been arrested | <input type="radio"/> I have been suspended from school |
| <input type="radio"/> I have drank or do drink alcohol | <input type="radio"/> I have or do smoke cigarettes |
| <input type="radio"/> I have or do smoke marijuana | <input type="radio"/> I have stolen property |
| <input type="radio"/> I have been to counseling | <input type="radio"/> I have been in a fight |
| <input type="radio"/> I have a felony record, or been convicted of a crime | <input type="radio"/> I am a registered sex offender |
| | <input type="radio"/> I unerstand "Christian character" and will exemplify this on site |

Job Duties

Click the last option if all apply.

- | | |
|--|--|
| <input type="radio"/> I will arive early to set up for appointments | <input type="radio"/> I will clean and carry equipment |
| <input checked="" type="radio"/> I will wear appropriate youthfield clothing | <input type="radio"/> I will be courteous to customers at all times |
| <input type="radio"/> I will learn what is needed for my position | <input type="radio"/> I will ask the manager how I can be helpful |
| <input type="radio"/> I will stay late to organize, pack and clean | <input type="radio"/> I will follow the leadership of leaders who may be younger than me |
| | <input type="radio"/> I have read all policies on the website |
| | <input type="radio"/> I have and will complete all previous job duties listed here |

OKLAHOMA STATE BUREAU OF INVESTIGATION

Criminal History Record Information Request
6600 North Harvey Place
Oklahoma City, OK 73116
(405) 848-6724
(405) 879-2503 FAX
http://www.ok.gov/osbi/Criminal_History/

Type Of Search Requested:

Name Based - \$15.00
 Sex Offender - \$2.00
 Mary Rippy Violent Offender - \$2.00
 State Fingerprint-based - \$19.00
** Must provide fingerprint card.
* Includes name based search.*

DATE _____

Request Submitted via:
 Fax Mail In Person

Requests will be returned in the manner received.

Mail requests should include postage-paid reply envelope.

Fax requests must include payment by credit card and a dedicated Fax Phone Line for return of completed search:
() _____

ACCEPTABLE FORMS OF PAYMENT: CASH CASHIER'S CHECK / MONEY ORDER
 BUSINESS CHECK *No Personal Checks Accepted.* CREDIT CARD *For Visa, MasterCard and Discover, security code is 3 digits on back of card. For Amex, security code is 4 digits on front. These are the only cards accepted.*

CREDIT CARD # _____ EXPIRATION DATE _____ SECURITY CODE _____

CARD HOLDER _____
Please print the name of the individual card holder as it appears on the credit card.

CARD HOLDER SIGNATURE (REQUIRED) _____

REQUESTOR INFORMATION: (Type or print clearly in blue or black ink)

REQUESTOR'S NAME _____ SIGNATURE OF REQUESTING PARTY _____

STREET ADDRESS _____

CITY _____ STATE _____ ZIP _____

PHONE NUMBER () _____ E-MAIL ADDRESS _____
Requestors outside of the United States are strongly encouraged to provide an e-mail address for purposes of correspondence.

PURPOSE OF REQUEST _____

SUBJECT INFORMATION: (Type or print clearly in blue or black ink)
Forms with corrections done with white out or by striking through the fields in this section will not be processed.

NAME _____
LAST FIRST MIDDLE

ALIAS/MAIDEN NAME(S) _____

DATE OF BIRTH _____ (MM/DD/YYYY). *If date of birth is unavailable, include exact age of subject.*

RACE _____ SEX _____ SOCIAL SECURITY NUMBER _____

SEARCH RESULTS (Please do not write in the spaces below):

Oklahoma State Bureau of Investigation Computerized Criminal History	Oklahoma Department of Corrections Sex Offender	Oklahoma Department of Corrections Violent Offender
---	--	--

Unless fingerprint cards are provided, record information is furnished solely on the basis of name or description similarity with the subject of your inquiry.

YOUTHFIELD.COM Employee checklist (TO DO)

- ___ 1. arrive 2 hours prior to scheduled activity.
- ___ 2. clean up any loose trash on property. Take bags to dumpster or haul off.
- ___ 3. open trailer and shack.
- ___ 4. clean all paintball guns, masks, and fill pods with paintballs
- ___ 5. fill all tanks
- ___ 6. keep all gear in trailer and in shack up on shelves (off ground)
- ___ 7. **separate and organize** all gear (keep everything in groups)
- ___ 8. report by text message any gear that needs repairs or replaced to manager.
- ___ 9. set up archery backdrop, put out animals (3d targets)
- ___ 10. turn on music over speakers.
- ___ 11. practice TV for safety videos.
- ___ 12. Stay late until everything is cleaned and put away.

Offline duties between groups:

- ___ 1. wash all clothes and ref shirts
- ___ 2. fill scuba tanks
- ___ 3. order supplies (paintballs, arrows, etc)
- ___ 4. shop for food and drinks (fill cooler with ice, drinks hot dogs, sandwiches)
- ___ 5. charge golfcart and side battery.
- ___ 6.



POLICIES & PROCEDURES updated 7-25-17

Our mission is to reach our community with the Gospel through Fellowship and Relationships. We will reach people that no one else is reaching, by doing things that no one else is doing.

1. Employees
2. Paintball
3. Archery
4. ZipLine
5. Bubble soccer
6. Human Foosball
7. Gaga ball
8. Grounds keeping
9. Referee guidelines
10. Reservations, scheduling and fees
11. Release forms and Liabilities

1. Employees -

1. employees and volunteers must wear company t shirt and represent the mission and character of youthfield.com
2. lead employee on site will be 18 years or older.
3. everyone is subject to interview, training, and background check
4. for every group event, employees and volunteers must arrive 1 hour prior to event and stay 1 hour after closing.
5. bad attitude, or laziness are grounds for immediate dismissal.

2. Paintball

Paintball is very safe as long as you follow the rules and use common sense. Injuries can be avoided by following simple paintball etiquette. As a whole, paintball is very safe, and when played properly does not lead to major injuries. In fact, based on severe sport-related injuries that lead to emergency room visits, [paintball is safer than bowling](#).

Following these simple rules will keep you safe on the paintball field!

WEAR A PAINTBALL APPROVED MASK AT ALL TIMES

When a game is being played, wear your paintball mask at all times. Safety glasses should never be used as protective eye wear, only wear mask specifically designed for the sport of paintball. Do not remove your mask after you have been shot, and **DO NOT REMOVE YOUR MASK WHILE A GAME IS STILL BEING PLAYED!** There are no exceptions to this rule. Keep masks on until barrel plugs have been placed back on all loaded guns and you are in a safe zone away from the paintball field.

DON'T BLIND FIRE

Do not fire your paintball marker unless you have a target. Avoid firing in a direction without looking. This could cause you to accidentally shoot players who are leaving the field, referees, or bystanders.

SURRENDERS

Most paintball field operators will have a rule against shooting your opponent when he/she is within 10 feet from you. Please ask and follow all close-range rules. It is customary to offer a surrender to any opposing player that comes within twenty feet, as close-range paintball shots can be very painful.

SHOOT LESS THAN 300 FPS (feet per second)

When adjusting your paintball marker remember to set your velocity under 300 FPS. Shooting speed can be clocked using a paintball chronograph, available at most paintball fields and pro shops. Adjust your paintball marker velocity to a safe level before playing.

USE BARREL PLUGS

All paintball markers should be blocked with a barrel plug or barrel sock when not in use during a live game. All Spyder paintball markers come with a BBD (barrel blocking device). This BBD should be inserted when paintball goggles are not being worn, before and after paintball games, in the field parking lot, and any location away from a specified paintball field.

PAINTBALL COMMON SENSE

Most problems can be avoided when using common sense. Don't shoot private property or at any location that is not a specified paintball field. Don't shoot out of a moving vehicle. Don't look down the barrel of a loaded or unloaded paintball marker. Keep paintball marker in SAFE mode until ready to operate. Don't test shoot yourself, or any other player.

3. Archery

Archery Shooting Safety Rules

- Never point your bow at anyone, even if there's no arrow drawn (this is important for creating proper shooting habits).
- Never fire the arrow high into the air as you cannot predict where it's going to land. Keep your arrow aimed towards the ground as you nock it.
- It's strongly recommended that you wear an arm guard.
- Never draw an arrow if there are any people between you and your target, even if you don't intend to shoot yet.
- Never over-draw your bow (over-drawing is when you pull the string further than the actual length of your arrow). This can result in serious injury and damage to your equipment.
- Make it a habit to always check the bow limbs for any damage before you start shooting.
- If you notice signs of wear on the string (for example separation of the string serving), replace it immediately – do **not** wait for it to become completely non-operational.
- Take off your watch and/or jewelry before you begin shooting.
- Make sure your cellphone battery is charged so you can call for help in case an accident were to occur.
- Make sure your string is waxed regularly (if unsure of how often to do it, wax the string once every 100 arrows shot)
- Never dry fire your bow (pulling and releasing the string without an arrow seated); this will be dangerous to both you and your bow.

Outdoor Range Safety Rules

- Listen carefully to commands given by your instructor. If you can't hear them, ask the instructor to speak louder.
- Make sure the range you shoot at has a first-aid kit.
- Never approach the shooting line if you haven't inspected your bow/arrows/string for any damage.
- Never run while retrieving your arrows; you could hurt yourself with an arrow lodged in the ground, or fail to stop in time and hurt yourself with the arrows lodged in the target (yes, it happens).
- Keep standing behind the shooting line and never cross it until the instructor gives a clear command for everyone to stop shooting.
- Do not nock or draw an arrow unless you are at the shooting line and unless the instructor has given everyone the command to do so.
- If you drop anything in front of the shooting line, even if it's within reach of your arm, **do not retrieve it** until the command has been given for everyone to stop shooting (usually "**bows down**" or "**all clear**").
- Always use field points at a regular archery bow range (avoid hunting broad-heads as they are more dangerous to handle and will damage most practice targets)
- Make sure no one is standing immediately behind you when pulling out an arrow from the target, as you could accidentally hurt them when forcefully pulling the arrow out.
- If one of your arrows travels too far and lands behind the target, make sure your instructor is aware of this as you go to retrieve your arrows once the "all clear" command has been given.
- If you hear the command "HOLD," do not shoot an arrow even if it's already nocked and the bow is drawn.

4. ZipLine

ZIPLINE Policy and Procedures

1. At least 2 attendants required at all times
2. Attendants must be trained in First aid and rescue
3. helmets must be worn by participants
4. warning signs must be read before participating
5. only one participant and one attendant on the tower at a time.
6. participant must be secured / tethered to pole immediately at top of tower before attaching trolley
7. equipment inspection must be performed and signed off daily prior to any riders.
8. Participants must sign waiver online prior to riding.
9. activity will stop in case of high winds / 30mph, or thunder and lightning
10. when rider is secured, attendant on tower will release safety wire, and glide trolley to start.
11. when finished, rider comes to a complete stop and will be lowered by attendant on ground using the approved double sided ladder.
12. rider must remove safety harness and return to wait in line if they wish to ride again.

Warning (rider responsibility) to be posted:

This ride is not recommended for guests who are pregnant or have neck, bone or back injuries, high blood pressure, heart problems, recent surgery or extreme fear of heights. A guest will be denied entry when they are under the influence of alcohol, controlled substance or drug, or any combination thereof.

Requirements - Riders must:

1. Weigh less than 250 pounds
2. Remain upright
3. Connect or disconnect a safety device only at the direction of an operator
4. Wear properly fitted & secured harness(es)
5. Secure all loose articles
6. Wear close-toed shoes
7. Enter & exit ride at designated areas

In case of Medical Emergency:

- Assess the situation and provide care to the injured according to your CPR/First Aid training. Have a tech round up the remaining group members and keep them occupied.
- If more than basic first aid is required, make arrangements for the injured to be transported to a medical facility, either by ambulance or group member.
- If an ambulance is necessary, make the call to 911 or the local emergency response number. Be sure to have information about the injured on hand, as well as the address of the location you want them to come. Send someone out to a main road to wait for the ambulance and guide them to the course.
- call Marshall Billingslea the general manager immediately at (580)478-3353
- All workers who witnessed the incident should also fill out incident reports. All reports should be turned in to the course manager immediately.

Daily Equipment inspection:

Name _____ Date _____

- _____ 1. inventory 3 harnesses, helmets, lanyards, carabineers
- _____ 2. check and tighten all wire bolts using tool kit
- _____ 3. check attachments on bungee brake and stop brake
- _____ 4. check visual inspection of all steps and lumber
- _____ 5. remove any debris, trash or possible obstacles
- _____ 6. visually inspect first aid kit
- _____ 7. briefly (physically) pull ground anchors and test
- _____ 8. unlock and secure gate in the open position
- _____ 9. attendant will test ride zipline first before any participants.

Incident Report:

- 1. Your name _____ phone _____
 - 2. Date _____ Day _____
 - 3. Injured person name _____ phone _____
 - 4. Time _____
 - 4. witnesses? _____
 - 5. where did this occur? _____
 - 6. How? _____
 - 7. Details _____
-

5. Bubble soccer

BUBBLE SOCCER SAFETY

Game play safety. To ensure proper safety, there are rules which must be instituted during play (and enforced with the players).

-Playing the Ball on the Ground: playing the ball from the ground is not allowed. There is a risk of a player's leg being stepped on, or from another player falling on a player's leg.

-Contact on the Ground: no contact is allowed with a player who is already on the ground. There is an increased risk of injury as players try to stand to regain their balance and are contacted while trying to stand.

-No Contact off of the Ball: There will be incidental contact during play as players move toward the ball, however forceful and purposeful contact with another player who is not near the ball can increase injury risk as players will not expect the contact to occur.

-No "launching:" Players are not allowed to leave the ground or "launch" into another player (jump up into the air). This increases the risk of players being pushed upwards and coming down from a height to contact the ground.

In addition to a few guidelines above, operators are encouraged to employ additional rules in regards to environmental safety.

When outdoors, such rules include keeping spectators, or people not in a Battle Ball, off of the field of play. There is a risk of injury when a spectator, not in a suit, is contacted on the sidelines by a player in a bubble soccer suit.

When playing indoors, **the field of play must be marked with cones or other markers away from walls, bleachers or other obstructions. This is critical.** A player's body is safe within a bubble soccer suit, however if a player is contacted and flips upside down in rolling forward, their legs and feet are exposed to injury by contact with a wall or other obstruction. Additionally, if a player is contacted forcefully from behind, and makes contact with a wall, there is a risk for back injury as the immovable object drives their body backwards in equal force to the contact a player makes with a wall.

Given above, referees and operators supervising indoor play need to institute strict rules when enforcing field boundaries. One popular rule is enforcing no contact near or beyond the cones marking play. The first player to the ball when headed out-of-bounds is given a free play to put the ball back inbounds "untouched" by an opposing player. Opposing players are required to stand inside the cones and field of play as the ball is played back inbounds. This rule is to be strictly enforced through the use of a "two-minute" penalty, similar to a hockey penalty box for players who violate it. Ejection of players with multiple violations is necessary for the overall safety of game play.

In conclusion, the sport of bubble soccer is safe. As opposed to other popular sports, bubble soccer players do not face one of the greatest risks in sports of direct body-on-body collisions during play.

6. Human Foosball

7. Gagaball

8. Groundskeeping

1. mowing, weed eating
2. trash and sanitation
3. restrooms / porta potty
4. maintenance and upkeep
- 5.

9. Referees

1. Must wear referee shirt and have whistle.
2. Referee must be authoritative and take charge in order to keep everyone safe
3. The Ref will start , stop and interrupt game as needed.
4. The Ref will make a decisive call and not argue or negotiate with players
5. The ref will confer with other officials as needed.
6. The Ref will eject any player for unsportsman-like conduct, or rule violation.
7. The ref will be knowledgeable of the game and have read safety guidelines

10. Reservations, scheduling and fees

All reservations will be secured online prior to the event with no refunds.

11. Release forms and Liability

1. safety videos
2. online release forms are required to participate in any event
3. Insurance
4. Trespassing

Test name: paintball entry level student

Question 1 of 10

The most important rule is to keep your mask on at all times while on the field.

- A) True
- B) False

Question 2 of 10

A hopper is what you use to hold the air for the gun.

- A) True
- B) False

Question 3 of 10

Co2 is the same as compressed air.

- A) True
- B) False

Question 4 of 10

always point gun away from people while off the field of play.

- A) True
- B) False

Question 5 of 10

A safe zone is an area to refill paintballs or repair your gun.

- A) True
- B) False

Question 6 of 10

A barrel guard is used to prevent noise.

- A) True
 B) False

Question 7 of 10

Barrel Gaurds are used for safety.

- A) True
 B) False

Question 8 of 10

shorts and t shirts are safe for paintball.

- A) True
 B) False

Question 9 of 10

When you get hit with a paintball, you should continue playing to get even.

- A) True
 B) False

Question 10 of 10

A waiver or liability release is required to play.

- A) True
 B) False

Test name: Paintball advanced players

Question 1 of 10

Boundaries for the field is not important, just go play.

- A) True
 B) False

Question 2 of 10

The game objective could include "capture the flag", or "simple elimination"

- A) True
 B) False

Question 3 of 10

A time limit is no big deal.

- A) True
 B) False

Question 4 of 10

When a player is out, they must turn a cartwheel to show everyone they are hit.

- A) True
 B) False

Question 5 of 10

Beginners and advanced players should be identified and mixed up to make the game fair.

- A) True
 B) False

Question 6 of 10

A loud sound will be established such as an air horn, whistle, or car horn to start and stop play.

-
- A) True
 B) False

Question 7 of 10

A splatter is not the same thing as a hit, and the ball must leave a visible mark on your body to count as a hit.

-
- A) True
 B) False

Question 8 of 10

A "paint check" is for a referee or team mate to verify if you are hit.

-
- A) True
 B) False

Question 9 of 10

When a player is hit, they must then raise their gun over their head, shout that they are hit, and then quickly leave the field to the dead area.

-
- A) True
 B) False

Question 10 of 10

The safety rules are listed on the website, but not really required if you are in a hurry.

-
- A) True
 B) False

Test name: Youthfield Safety quiz 3

Question 1 of 20

Archery and the Zip line are not dangerous, no need for rules.

- A) True
 B) False

Question 2 of 20

Archery is safe if you walk in front of the firing line.

- A) True
 B) False

Question 3 of 20

Throwing arrows on the ground is a good practice, because you know right where they are.

- A) True
 B) False

Question 4 of 20

15 arrows per person is given out. Every shooter must complete all attempts before anyone retrieves arrows.

- A) True
 B) False

Question 5 of 20

A referee can retrieve arrows for a shooter and they can just wait for him.

- A) True
 B) False

Question 6 of 20

Some shooters can be at 30 feet while the others shoot at 60 feet.

-
- A) True
 B) False

Question 7 of 20

When you are done with that round of shooting you should hang your bow on the metal "Tree". When the group is finished, all bows and arrows must be returned to the shack.

-
- A) True
 B) False

Question 8 of 20

Turning sideways on the firing line with an arrow drawn is a good way to talk because you can hear people better.

-
- A) True
 B) False

Question 9 of 20

If you get bored in archery, just look for a bird or squirrel to shoot. It's more exciting!

-
- A) True
 B) False

Question 10 of 20

Twist and pull is the best way to extract an arrow.

-
- A) True
 B) False

Question 11 of 20

The maximum weight on the zipline is 265 pounds.

- A) True
- B) False

Question 12 of 20

The harness types are all the same for the zipline.

- A) True
- B) False

Question 13 of 20

A lanyard is what connects you to the trolley.

- A) True
- B) False

Question 14 of 20

Keeping your hair pulled back and secured is no big deal on the zipline.

- A) True
- B) False

Question 15 of 20

At the top of the zipline, you must never be secured by the instructor. He is a control freak.

- A) True
- B) False

Question 16 of 20

People can die if we are negligent and irresponsible. Rules are absolute and must be taken seriously.

- A) True
- B) False

Question 17 of 20

When dismounting from the zipline, just jump after you disconnect yourself, it's fine.

- A) True
- B) False

Question 18 of 20

Only 1 participant is allowed at a time with the worker on the tower. Everyone else must wait at the bottom.

- A) True
- B) False

Question 19 of 20

The worker at the top must secure the harness to the trolley before unhooking the carabiner.

- A) True
- B) False

Question 20 of 20

Whistles are sounded on the tower and the dismount stage before rider begins.

- A) True
- B) False

Test name: Youthfield Referee guidelines

Question 1 of 20

The referee must be assertive, strong and decisive

- A) True
 B) False

Question 2 of 20

It is no big deal to know the rules and boundaries of the activity with expert precision.

- A) True
 B) False

Question 3 of 20

You must wear an official shirt and whistle

- A) True
 B) False

Question 4 of 20

Be quite and calm, there is no need for very loud instructions that must be yelled on the field of play.

- A) True
 B) False

Question 5 of 20

Its OK to be distracted or socialize while working. We all need a social life.

- A) True
 B) False

Question 6 of 20

be attentive to players needs. They do not know what to do.

- A) True
 B) False

Question 7 of 20

Never argue with a player or another ref. it is unprofessional. Seek out the manager for needed resolutions

- A) True
 B) False

Question 8 of 20

when necessary, put yourself at risk to protect the player from harm.

- A) True
 B) False

Question 9 of 20

do a pre checklist on the field and check all equipment before players arrive

- A) True
 B) False

Question 10 of 20

never select teams and go over rules with anyone

- A) True
 B) False

Question 11 of 20

go over safety with everyone as a group

- A) True
 B) False

Question 12 of 20

determine if this is competitive play with documented results, or just for fun.

- A) True
 B) False

Question 13 of 20

YOU are the official, YOU are responsible for everyone and everything

- A) True
 B) False

Question 14 of 20

prepare in advance some EXCUSES for sloppy or dangerous behavior in case you get blamed.

- A) True
 B) False

Question 15 of 20

SUCCESS is the result of excellence on your part

- A) True
 B) False

Question 16 of 20

Never RUN to field of play or player, you could fall.

- A) True
 B) False

Question 17 of 20

don't ask about players if they have signed waiver online, that's none of your business.

- A) True
 B) False

Question 18 of 20

Don't recruit help or volunteers when equipment fails and repair or replace it. That's the managers job.

- A) True
 B) False

Question 19 of 20

Game delays must be prevented by preparation before gameday. Planning is key!

- A) True
 B) False

Question 20 of 20

No one should ever wait on a referee. You are always ready for anything

- A) True
 B) False

Test name: Bubble soccer safety

Question 1 of 12

Bubble soccer can be very fun and very dangerous, someone could get paralyzed from a negligent referee who is not watching.

- A) True
 B) False

Question 2 of 12

straps inside are no big deal. if their head sticks out at top, just let them play.

- A) True
 B) False

Question 3 of 12

"Spearing" is a good way to get even.

- A) True
 B) False

Question 4 of 12

holding on to the handles inside is very important.

- A) True
 B) False

Question 5 of 12

running in anger and proving whose fastest is the object of the game.

- A) True
 B) False

Question 6 of 12

having a medical condition is your own private matter, it is not important to ask.

- A) True
 B) False

Question 7 of 12

keep your rings and phone on you at all times so you don't lose them. they can't hurt the bubble.

- A) True
 B) False

Question 8 of 12

a referee must blow the whistle and stop all play if someone is not safe.

- A) True
 B) False

Question 9 of 12

Ejecting a player is not the job of a referee and he has no right to be controlling.

- A) True
 B) False

Question 10 of 12

when someone is on the ground, jump on them over and over. we call that "ground and pound". it is awesome.

- A) True
 B) False

Question 11 of 12

hitting from behind is always safe, with no potential problems.

- A) True
- B) False

Question 12 of 12

Launching yourself is encouraged.

- A) True
- B) False