

Foxglove Oval

Dressing Instructions

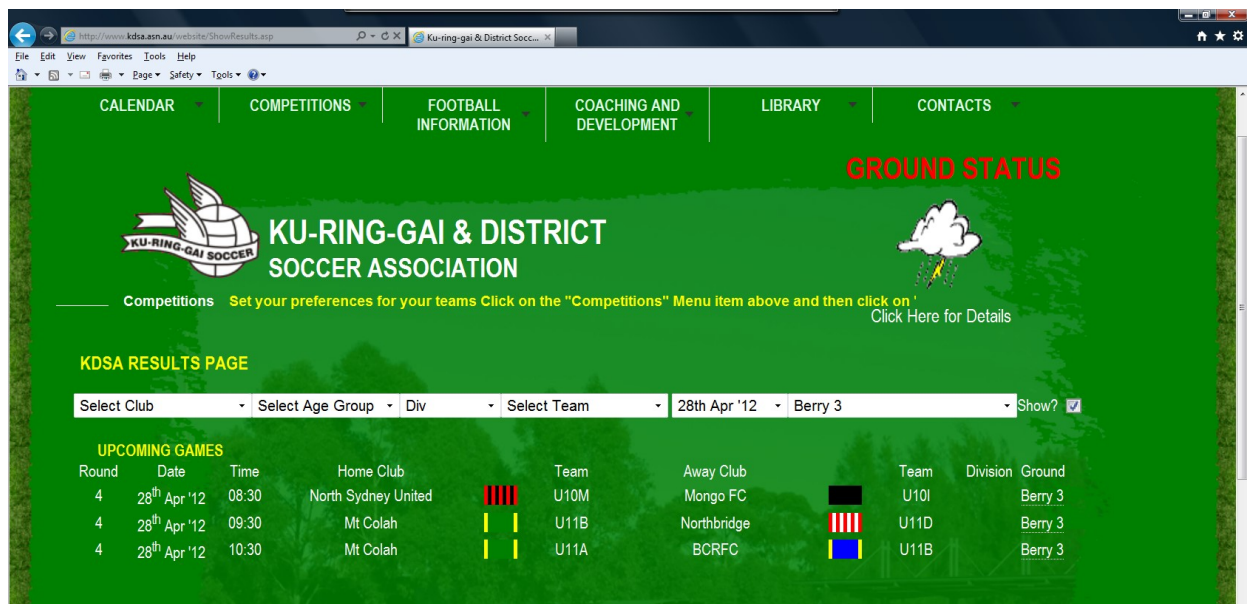
Roster Days

Foxglove 1 and Foxglove 2 fields need to be dressed/undressed on both Saturday and Sunday.

Start/Finish times

Match times can be found by using the KDSA Results Page-

- Leave all the drop-down boxes empty except 'Date' and "Select Field".
- Check times for both fields.



The screenshot shows the website for the Ku-ring-gai & District Soccer Association. The main navigation menu includes CALENDAR, COMPETITIONS, FOOTBALL INFORMATION, COACHING AND DEVELOPMENT, LIBRARY, and CONTACTS. The page features a green background with the association's logo and a 'GROUND STATUS' section with a lightning bolt icon. Below this is a section for 'KDSA RESULTS PAGE' with several dropdown menus for 'Select Club', 'Select Age Group', 'Div', 'Select Team', '28th Apr '12', 'Berry 3', and a 'Show?' checkbox. The 'UPCOMING GAMES' section contains a table with the following data:

Round	Date	Time	Home Club	Team	Away Club	Team	Division	Ground
4	28 th Apr '12	08:30	North Sydney United	U10M	Mongo FC	U10I	Berry 3	
4	28 th Apr '12	09:30	Mt Colah	U11B	Northbridge	U11D	Berry 3	
4	28 th Apr '12	10:30	Mt Colah	U11A	BCRFC	U11B	Berry 3	

- One person should be able to dress in less than an hour, so for an 8.30am kick-off, a 7.30am start is recommended. More helpers = more sleep-in!
- Undressing the field can commence immediately at the end of the final match - about an hour after kick-off time
- The field needs to be dressed and undressed regardless of whether there is a Mt Colah team playing.

Keys

The keys for Foxglove Oval are locked in a key safe, mounted on the side of the letter-box – the address will be sent to you via email. The key safe is opened using the combination that will be emailed to you by the Grounds Coordinator in the week preceding your rostered weekend.

Key-safe Instructions

1. Enter the code (if you make a mistake, slide down the 'CLEAR' button and re-enter the code).
2. Pull down the 'OPEN' button at the top of the key safe.
3. The lid will open. Remove/replace the keys.
4. To replace the lid, re-enter the combination and place it back into position.

What to unlock

1. Change Rooms/ Lights – Key #A85
2. Toilets – Key #A21
3. **Ambulance Gate** off the end of the car park – Key #A21 **VERY IMPORTANT**

Ensure all door and gate latches are locked in the 'open' position using the padlocks. That way, the padlocks won't get lost and nobody can 'accidentally' trap someone in the toilets.

Dressing the Grounds

You will need:

- The wheely-bin containing 4 x nets
- Ladder
- The bucket containing the pegs and hammer
- 12 x corner posts/ halfway flags.

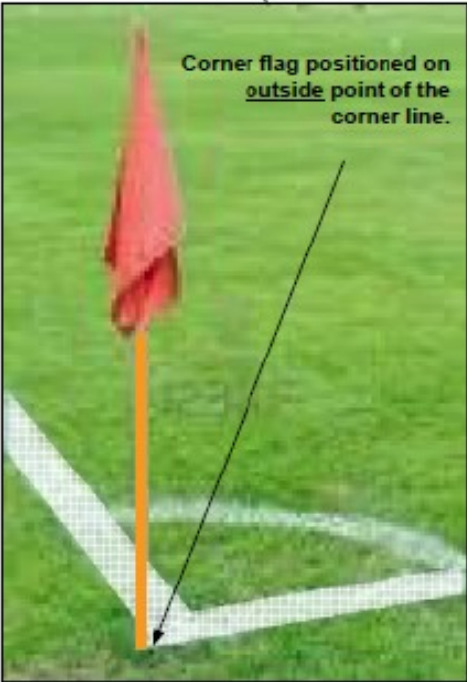
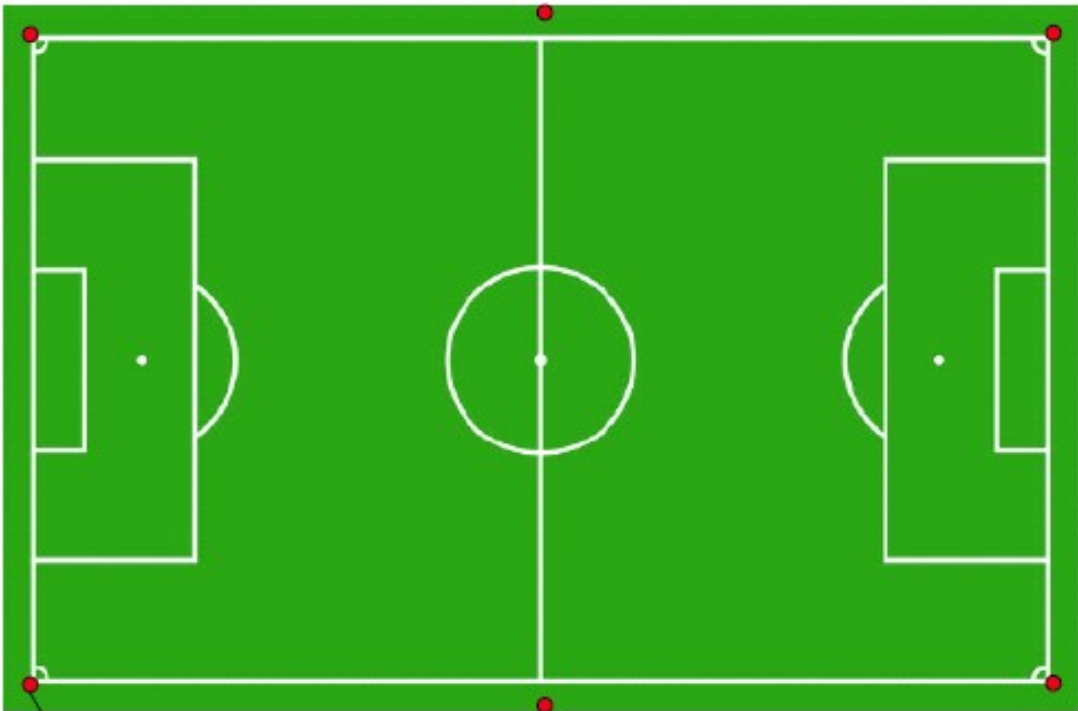
- Hook net corners over the posts
- Fix to posts using Velcro straps. It is very important to close all gaps between the net and posts.
- Pegs in each lower corner of the net and one in the middle
- Corner posts and halfway flags positioned as per the diagram below
- A final check of the field for rubbish, sticks, rocks, ...and doggy-doo!
- Lock up the equipment store

Please return the keys to the key safe immediately after the ground has been dressed, ready for the 'Undress' roster.

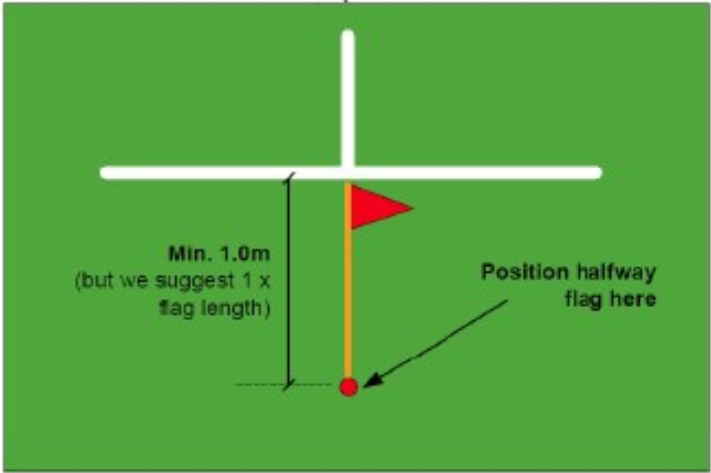




Flag Positions



Corner flag positioned on outside point of the corner line.



Min. 1.0m
(but we suggest 1 x
flag length)

Position halfway
flag here

Un-dressing the Grounds

The reverse procedure... (but no need to replace the doggy-doo).

- Retrieve the keys as per the instructions above
- Fold the nets neatly and place back into the wheely-bin
- Use a spare peg to pull out the net corner pegs by hooking it through the top of the embedded peg and pulling hard.
- Pegs and hammer back in the bucket
- Bin, bucket and flags back in the sheds
- Lock up all doors and the ambulance gate
- Return the keys to the key safe.

Problems?

Grounds Officer: Kerrie Starbuck 0421 375 208

Club President: Bruce Parker 0410 338 839