



CMPC Safety on the Courts

August 01, 2020

1. Court shoes only. Wearing the appropriate outdoor tennis/pickleball court shoe will give you the best comfort, wear and tear on your joints and feet, and the best safety for slips and falls. Other shoes could cause damage to the court surface.
2. Water only in closed containers. While we encourage electrolytes while playing, please consume them outside of the courts. Anything other than water spills on the courts will not be cleaned until the first Monday of the month. These spills could cause safety concerns for your fellow pickleball players and yourself. The spill can also cause a breakdown of the court materials.
3. Lobbing: this is a valuable skill when executed at the appropriate time. However, lobbing a ball against an unskilled opponent could cause potential, and possible fatal, injury. Please play respectfully against your opponents.

AED (Automated External Defibrillator)

If someone is suspected of becoming unresponsive on the courts:

1. Call 9-1-1 and get help coming immediately (you will need to do this yourself if there is no one else around)
2. The address is 17700 W Star Point Dr, Goodyear
3. If others are nearby, keep calling for help if you are alone
4. Have someone go (if you are alone, you go) and get the AED located next to the outside men's restroom by the bocce courts and the art studio
5. Turn the POWER ON the AED, the prompts will tell you what to do. You MUST place the pads on a bare chest regardless of sex.
6. Start CPR, if it has not been started, after the AED tells you to start CPR
7. Have someone go to the top of Star Point Dr and Cantamia Parkway to guide the firetruck
8. Have someone posted at the bottom of Star Point Dr to guide firetruck to the proper court
9. Contact the Village Center front desk of the situation as they are certified in CPR plus, they need to fill out a report.

CPR Classes are available once a month at the Village Center. Fee is \$10...sign up on Activenet (due to COVID19, classes are not being held)