



HoDown ShowDown 2021 Medical and Inclement Weather Plan

Event Managers are required to communicate the following plan to team contacts prior to the event and have a copy available on site at the medical area.

Resources: [Health, Safety and Liability Guidelines](#) & [TD Manual](#)

Nearest Hospital

Name: Mission Hospital

Address: 509 Biltmore Ave, Asheville, NC 28801

Phone Number: [\(828\) 213-1111](tel:8282131111)

Map Link: [Google Map](#)

Medical Services provided at tournament

Trainer on site one hour before first game and up to one hour post last game each day.

Where will the medical staff be at the event

Tournament Central under the pavilion

How can teams contact the medical staff (phone, radio)

Call or Text the Trainer at (423) 754-4193 or the TD at (313) 701-6071



How will event staff communicate weather, emergency & schedule changes to teams

Two Sustained Blasts on the Horn means CLEAR THE FIELDS. Twitter and Texts will be used to communicate information.

Any other relevant information specific to your tournament, if applicable (Facility specific weather policies)

Nearest Urgent Care is at FastMed - 1 mile from fields
511 Smokey Park Highway, Candler, NC 28715
[\(828\) 365-1088](tel:8283651088)
Open until 4:00 PM on Saturday and Sunday

USA Ultimate Weather Policy (Facility may have their own policy)

You can find more details and information here: [Health, safety, and liability Requirements](#)

For Lightning:

If you hear thunder OR your computer or app shows that lightning has struck within ten miles, suspend activity. If you do not have access to a computer or app that shows the proximity of lightning strikes, suspend play if lightning is seen even if you cannot hear thunder.

For Extreme Heat and Cold:

Refer to [Medical Staff Requirements](#). When the Heat Index reaches 100 F ([see NOAA/National Weather Service Heat Index Chart](#)), play must be suspended. In colder temperatures and/or wetter conditions, it is important to be cognizant of conditions conducive to hypothermia.

