

NZR Training Guidelines - Checking Vaccine Passes

These guidelines relate only to participants at a training gathering

All Community Rugby Training will need to respect the Gathering limits when My Vaccine Passes (MVPs) are used or not used under the Traffic Light System (TLS). For clarity, this is:

- RED: With MVPs being checked – 100
Without MVPs being checked – 25
- ORANGE:
With MVPs being checked – No Limit
Without MVPs being checked – 50
- GREEN:
With MVPs being checked – No Limit
Without MVPs being checked – 100

Using MVPs vaccine passes will assist Clubs and Schools, and their competitions, to be able to operate more freely in the Green, Orange and Red settings of the CPF.

If a Club or School wishes to maximise training numbers under the respective TLS setting, the training gathering requires an MVP a Club/School official to check the vaccine passes of the participants, or members involved in the training gathering on that particular day. The requirement for MVPs should be communicated in advance to participants. As participants arrive for the session, a designated Club representative needs to sight every vaccination pass, but does not need to verify every single pass at every training gathering (see below for more information).

The club or school should also ensure people who enter a gathering scan the QR code or provide a contact record for the organiser's alternative contact record processes.

Checking Participant vaccine passes for Community Rugby Training

If your Club or School determines your training gathering requires MVP's to be checked, there are two ways this can be done.

The first is through sighting and/or scanning of the participant's MVP. This will be the primary option for checking MVPs in the early part of the season whilst registrations are still being submitted.

The second option is through use of SPORTY reports that provide visibility of those that have registered and uploaded their MVPs. This functionality is dependent on the completion of registrations so may not be as useful during pre-season.

Option 1



NZ Pass Verifier App

The [NZ Pass Verifier app](#) is a free Ministry of Health app for businesses to use. Before the event or gathering, the designated Club or School representative should download the app to a phone or iPad and accept the terms of use. Users will need to allow the app to use the camera on the phone or iPad.

The Ministry of Health has an excellent How To guide: [NZ Pass Verifier | Ministry of Health NZ](#)

In summary:

1. To scan a pass, press the large 'Scan' button. This will bring up the scanning screen.
2. Point your phone at the QR code on the pass so that it fits within the target area on your screen. A results screen will appear to indicate whether the My Vaccine Pass is valid or not.
3. If the NZ Vaccine Pass is not valid, the app will tell you why this might be, this could include:
 - i. the pass has expired; or
 - ii. the QR code can't be verified.
4. To scan another pass, tap the 'Scan again' button or swipe the results screen downwards to dismiss it.

Internet is required when users first download the app, however, it can be used to scan MVPs without an internet connection. The Ministry of Health recommends that users connect the verifying devices to the Internet on a regular basis to ensure it can verify all valid My Vaccine Passes.

You cannot use the NZ Pass Verifier app to scan International Travel Vaccination Certificates.

Option 2

NZR recommends that Clubs and Schools utilise the technology available through SPORTY and the registration process as this becomes populated. During the registration process, participants will be asked to upload their MVP and clubs and schools can verify members' vaccine passes. People registering can upload their MVP which will be verified with MOH, and the registration record updated accordingly. The MVP can be added at the time of registering or at a later date.

Club Registration Database Managers can provide team managers with a list of players who have provided an MVP or not.

A team manager or other official will need to compile an attendance register for each training gathering. This register should also include the MVP status of participants.

Note this list must respect the privacy of participants. The register should not be placed on a table for participants to record attendance. The manager should record attendance on the register and retain the register should it be required for audit by other entities.

The team manager can then confirm that all attendees at a training gathering have MVP's and the list also acts as a contact tracing record if required.

It is probable that not all participants in a gathering will have uploaded their MVP or even registered. E.g. a new player or, a visitor to training. For checking MVPs of people who have not provided one. The NZ Pass Verifier must be used to verify the Vaccine Pass the first time a person attends training. This only needs to be done once.

Until that pass expires, at subsequent sessions the attendance register will suffice as the vaccine status of the person is now known. Once expired the vaccine pass may need to be verified again.