Use scenario: child #1 with limited mobility who uses a wheelchair is engaging in typical use with parent and another child with no physical limitations.

Phase

Child #1

- Wants to play catch

Parent

- Retrieves Overcomer from storage
- Secures Overcomer to Wheelchair
- Checks if Overcomer is secured
- Is the device safely attached?
  - No
  - Yes
- Pass the ball to the child

- Capture and pass the ball to the child

Child #2

- Pass the ball to the child

- Doesn’t want to participate any more
- Disengages Overcomer & Returns to storage
Use scenario: child #1 with limited mobility who uses a wheelchair is engaging in typical use with parent and another child with no physical limitations.
Use scenario, fully assisted child at a gym class (soccer ball)

Child:
- Wants to participate in passing the ball

Cargiver:
- Properly mount Overcomer to mobility aid
- Checks if Overcomer is secured
- Is the device safely attached?
- No
  - Capture and pass the ball for the child
- Yes
  - Pass the ball to the child

Gym Teacher:
- Pass the ball to the teacher
- Doesn't want to participate any more
- Remove and Store Overcomer
Basketball game scenario

**Player/User**

- Player is able to use The Overcomer to catch the ball but is unable to throw the ball.

**Phase**

- Notices Issue Player is Having
- Call timeout and attend to player
- Make sure player is not feeling trapped or uncomfortable because of the device
- Determine whether it is appropriate to reset device and reset as needed
- If able, come to sideline, otherwise stay put as coach comes onto the court
- If player is in unsafe position, remove device immediately
- Reset and attach device as per the guide instructions
- Return to game and attempt to throw and catch as usual
- If device has malfunctioned despite proper use and implementation, keep device removed and do not put player back in game
- Monitor player and ensure the issue has been fixed
**Scenario:** A child is using the Overcomer and has a meltdown and needs to get out of the device fast.

- **Child**
  - Child starts to panic and go into a meltdown with the Overcomer on.

- **Teacher/aid**
  - Teacher rushes to the student and attempts to remove the device fast and effectively without interfering with the mobile aid.
    - Has to get over to the student who is uncomfortable.

  - Removes the device in under 30 seconds and waits until student calms down and reinstalls the overcomer to continue in class.

- **Other Student**
  - Notices student is uncomfortable.
    - Decides whether or not he can help and lift the device.
  - The student hasn't been trained on the removal of the device.
  - Needs to inform the teacher about the situation.