

5th Dunstable ScoutGroup - Risk Assessment

| Version | Produced By | Date | Content |
|---------|-------------|------------|--------------|
| 1 | Ian Ellis | 12/11/2020 | Base Version |
| | | | |
| | | | |

| Active Games - including indoor games, wide games and athletics | | | Date of next | 14/12/20 |
|---|---------|---|--------------------|----------|
| Hazard/Risk | To Whom | Controls | Changes which need | |
| Hazard - Ground condition and obstacles. Risk - Injury | All | Reduce the hazards present by clearing away unneeded furniture and equipment. | | |
| | | Discuss the area of play and point out hazards, uneven ground, trip hazards such as furniture and roots etc. | | |
| | | Check that the planned activity can be run safely in the space with the number of people present. Consider game rules which reduce risks such as all running in the same direction. | | |
| | | Ensure appropriate footwear is worn by all participants; communicated to parents before the activity. | | |
| Hazard (outdoor specific) - Lost participants. Risk - Injury | All | Communicate to all participants the game play area and check understanding. | | |
| | | Tell participants to signal or time they are expected to return to base. | | |
| | | Head count at start and end of activity. | | |
| | | For longer games conduct head counts at intervals throughout the activity | | |
| Hazard - Horseplay. Risk - Injury | All | Supervision as per POR ratios | | |
| | | Set out rules of the activity, leaders to ensure that these are followed. | | |
| clothing. Risk - Temperature, getting wet/cold/ | All | Inform parents and young people of the clothing requirements in advance of the activity | | |
| | | Check that all participants are dressed suitably before starting | | |
| Hazard - Darkness Risk - Injury | All | Depending on the game allow young people to use a torch or make sure that torches are not used so that everyone can adapt to the darkness. | | |
| | | Leaders should carry torches so that they can safely manage first aid and deal with any other incidents. | | |
| | | Equipment to be inspected before each use to ensure it is fit for purpose. | | |

5th Dunstable ScoutGroup - Risk Assessment

| | | | |
|-------------------------------------|-----|--|--|
| Hazard - Equipment Risk - injury | All | Make sure that all participants understand how to use equipment safely: for example balls and other thrown equipment should not be thrown at people's faces, hockey sticks and alike should be kept close to the ground, sock balls should be thrown not swung, cones should be left on the ground and not thrown or swung around. | |
|-------------------------------------|-----|--|--|

Considerations for Beavers

| Hazard/Risk | To Whom | Controls | Changes which need |
|---|---------|---|--------------------|
| Hazard (outdoor specific) - Lost participants. | Beavers | Beavers to remain in sight of leaders at all times during the activity | |
| Hazard - Weather and clothing. Risk - Temperature, getting wet/cold/sunburnt | Beavers | Check with parents that Beavers have suitable clothing, sun cream etc. Check that sun cream, shoes etc are put on properly. | |

Considerations for Cubs

| Hazard/Risk | To Whom | Controls | Changes which need |
|---|---------|---|--------------------|
| Hazard (outdoor specific) - Lost participants. | Cubs | Cubs may be out of sight of leaders for short periods of time as long as they remain in pairs or small groups in a defined area | |
| Hazard - Weather and clothing. Risk - Temperature, getting wet/cold/sunburnt | Cubs | Check with parents that Cubs have suitable clothing, sun cream etc. Check that sun cream, shoes etc are put on properly. | |

Considerations for Scouts

| Hazard/Risk | To Whom | Controls | Changes which need |
|--|---------|--|--------------------|
| Hazard (outdoor specific) - Lost participants. | Scouts | Clearly communicate the game play area to the Scouts and what the signal/time for return to base is. | |
| | | | |