

Risk assessment

Name of Section or Activity	Outdoor Games Including Sports & Wide Games	Date of risk assessment	18 th April 2021	Name of who undertook this risk assessment	Kaf Bain
		Date of next review	August 2024		

Hazard Identified? / Risks from it?	Who is at risk?	How are the risks already controlled? What extra controls are needed?	What has changed that needs to be thought about and controlled?
Hazard – something that may cause harm or damage. Risk – the chance of it happening.	Young people, Leaders, Visitors?	Controls – Ways of making the activity safer by removing or reducing the risk from it. For example - you might use a different piece of equipment or you might change the way the activity is carried out.	Keep checking throughout the activity in case you need to change it...or even stop it! This is a great place to add comments which will be used as part of the review.
Slips, Trips & Falls - Injury	All	- Trip hazards are to be moved where possible prior to starting the game - Check participants are wearing appropriate shoes and that shoes laces are tied prior to starting the game	
Playing Area - Injury	All	- Leaders to check area for Debris and faeces, Any hazards shall be removed of cordoned off - If the location has lots of nettles or brambles around the outskirts; Leaders are to suggest wearing long trousers prior to the activity commencing - Boundaries of the Playing area to be briefed to all participants - A clear signal (Whistle, Claxon, Shout etc.) shall be used to recall the participants	
Participants abilities (Physical & fitness) – Injury	Participants	The activity must consider fitness levels and abilities of the participants and should be differentiated by size of playing area and duration of game accordingly.	
Collisions with obstacles - Injury	All	- Leaders to supervise activity and keep participants away from any walls - Leaders to highlight fixed obstacles prior to starting activity e.g., harmful vegetation, cliffs, roads, farm equipment, goal posts, etc. - Any obstacles that can be moved, should be cordoned off.	
Game Equipment - Injury	All	- All equipment must be checked for defects prior to the activity. Defective equipment should be quarantined and reported to the Quartermaster (QM) for repair/replacement - Equipment only to be set up by or under supervision by competent Leaders. - Ensure equipment is not too heavy for any participant. Where possible, have different sized equipment to cater for differing strength and ability.	

Additional information can be found in the [Safety Checklist for Leaders](https://scouts.org.uk/safety) and other information at scouts.org.uk/safety

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Game Markers - Injury	All	- Markers for games must have no sharp edges or points. - Single stumps sticks must not be used as markers unless higher than tallest participants.	
Other players – collision, Injury, grabbing clothing	All	- Ensure the 'rules' of the game are to restrict unnecessary contact - Leaders to brief participants to be aware of others when moving around - Consider matching similar sized players against each other - Leaders to stop the game and modify the 'rules' should contact happen regularly	
Flying Objects - Injury	All	- Balls used for games should consider the ability of the participants. Tennis balls should be the hardest ball used for striking games. - All participants to be briefed on what equipment can or cannot be thrown. I.e. Dropping the rounders bat rather than throwing it when running. - Where throwing at each other is involved, participants to be briefed not to aim above chest height.	
Darkness	All	- If playing games at Dusk, all participants to have easy access to a torch (Leader or their own) - Ensure participants are familiar with the layout and boundaries prior to it getting dark - Upon completion of the game, a head count is to be performed.	
Lost Property	All	- Participants to empty their pockets prior to taking part in their game - Valuables to be left in safe place (Car, Hut etc.) or with a responsible leader / adult.	
Weather – Sunstroke, Hypothermia, Sunburn,	All	- Weather to be checked prior to commencing activity; Activity to be modified to suit weather conditions. - Correct Clothing for weather to be checked prior to commencing activity i.e. Waterproofs, Sun hat, Coat, Hat etc. - Sun Cream to be worn and carried when required. - Ensure YP are hydrated during activity especially during warm weather	
First Aid	All	At least one leader to hold a current first aid qualification and to have easy access to a first aid kit suitable for the activity.	

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		At least one leader shall have a charged mobile phone, or a method of contacting the emergency services in the event of an accident.	
Individual medical requirements	Individuals with underlying health issues	Ensure leaders are aware of participants with underlying health issues that require specific first aid treatment (asthma inhalers, epi-pens etc.) and that the medication is at the game location.	
Behaviour	All	Behavioural expectations of all persons involved in the activity to be briefed before the activity commences.	
Supervision	All	- Supervision of YP to be within minimum ratios as specified in POR - Leaders to consider having two people supervise the game; one to control the game and another to monitor the players.	

Checked by Line Manager	Tris Cocks GSL 12 th May 2021	Checked by Executive	Lesley Dingle Group Chair 31 st May 2021
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Version Control

Date	Version	Changed by	Comments
18 th April 2021	1	Kaf Bain	Initial Version
28 th August 2023	1.1	Paul Woodward	Reviewed, added item about Hydration in Weather section