2nd Goring and Streatley Scout Group Risk Assessment

Assessor and Position:

Date Assessed:

## Outdoor Wide Game Recreation Group

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| **Significant Hazards and Associated Risks** | **Those who might be harmed** | **Control Measures**  |
| Inclement weather | All | * Check weather forecast in advance and adjust to forecast
* Wear appropriate clothing (i.e. wear coats, jackets etc. if it is raining)
* Return to hall if conditions are assessed to be severe
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| Getting lost | Members | * Where possible, members should stay in pairs or groups
* Boundaries; stay within the natural boundary or as defined by the game’s leader
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| No hiding in, or wandering into out of bounds regions | Members | * Out of bounds regions to be defined if ambiguous
* Use natural boundaries if possible
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| Slips, Trips and Falls | All | * Warn of uneven ground onsite and to and take care especially when running about
* Beware of brambles and nettles in wooded areas
* First aider (all warranted leaders are first aid trained) and first aid kit on site
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| Staying hidden | Members | * Return signal (scout whistle) when the game is over if everyone has not been found, or other occasion for members to return
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| Cars driving down Church lane | Members | * Escort members to recreation ground, in single file with one leader at the front and another and the back
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| Injured running through trees | Members | * Members told not to run through the wooded areas
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| Dog excrement on floor | Members | * Warn members to watch where they walk
* Wipe feet before returning into hall
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| Foreign objects | Members | * When playing wide games in public places, there is the small possibility to come across such items as syringes, broken bottles etc. It is not practicable for Leaders to always inspect the area in details beforehand, so members need to be warned not to pick up or play with anything that looks out of place and to tell a leader if they see anything
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| “Stranger Danger” | Members | * When playing wide games in public places, Members are more exposed to “stranger danger” than in a more controlled area such as a scout camp
* Members should therefore go around in groups and should not go out of whistle-range of a leader
* Leaders should keep an awareness during the activity of who is around, cutting the activity short if there are concerns
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## Additional: low light conditions

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| **Significant Hazards and Associated Risks** | **Those who might be harmed** | **Control Measures**  |
| Injury due to low light | Members | * Use a torch unless the wide game warrants moving around in darkness
* Take extra care moving around night
* Do not shine torches in people’s faces—it dazzles them and makes it difficult to see for a while
* Tilt head torches down if possible. If dazzled, stop until you are sure it is safe to move again
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| Collisions due to running about with limited visibility | Members | * Do not run around trees and other large objects
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