

Risk Assessment

Name of activity, event, and location	Wide Games	Date of risk assessment	March 2025	Name of person doing this risk assessment	Lee Hodgson
		Date of next review	September 2025		

What hazard have you identified? What are the 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?
<p><i>A hazard is something that may cause harm or damage.</i></p> <p><i>The risk is the harm that may occur from the hazard.</i></p>	<p><i>For example: young people, adult volunteers, visitors</i></p>	<p>Controls are ways of making the activity safer by removing or reducing the risk.</p> <p>For example, you may use a different piece of equipment or you might change the way you do the activity.</p>	<p>Keep checking throughout the activity in case you need to change what you're doing or even stop the activity.</p> <p><i>This is a great place to add comments which will be used as part of the review.</i></p>
<p>Weather: rain before and during the activity, hot weather causing heat exhaustion or sun stroke.</p>	<p>Young people, leaders</p>	<p>The leader will monitor the weather forecast in advance. If heavy rain's forecast, we'll plan an alternative activity if appropriate</p> <p>The leader will check weather before the meeting starts.</p> <p>Leaders will advise participants on suitable clothing to wear and carry (including sun protection and waterproofs). Everyone will bring a filled water bottle.</p> <p>Leaders will check that everyone's suitably equipped at the start of the meeting and have a few spare items available.</p> <p>Leaders will monitor young people and return to our meeting place if it gets too hot or the weather deteriorates.</p>	
<p>Terrain: uneven ground, branches, nettles, and so on.</p>	<p>Young people, leaders</p>	<p>Leaders will check the outdoor spaces and make sure that the surfaces suit the planned activities and are free of obstacles that may cause hazards.</p> <p>Leaders will advise participants on suitable footwear and check everyone's footwear at the start.</p> <p>Leaders will encourage everyone to wear long trousers if there are concerns over foliage or ticks.</p> <p>Leaders will brief young people on behaviour in the environment, including avoiding brambles, nettles, and so on.</p> <p>A suitable first aid kit or kits will be carried by leaders</p>	
<p>Behaviour: overexcitement and not following rules or instructions could lead to accidents.</p>	<p>Everyone</p>	<p>Explain the rules clearly at the start of the game. Monitor the mood level throughout the game.</p> <p>Use a clear communication to stop the game – everyone should stop as soon as they hear two blasts on the whistle or anyone shouting stop.</p> <p>Have a clear location for those not participating in the game.</p> <p>Have at least two leaders: one to control the game, one to monitor the area generally.</p>	

You can find more information in the [Safety checklist for leaders](#) and at scouts.org.uk/safety

Risk Assessment

What hazard have you identified? What are the 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?
Security: lost children and so on.	Young people	Risk assess the location before activity begins so potential issues are considered and controlled by setting boundaries and expectations of behaviour. Leaders will set clear boundaries with all present. Leaders/adult helpers will conduct regular head counts. Leaders will monitor young people and make sure no one wanders off. Leaders will do regular head counts. Set time limit and check-in times where all meet at an agreed meeting point at regular intervals (30 minutes or an hour depending on location and age of young people). We will have a lost child plan in place and follow it if needed.	
In an emergency, the young people are on their own or becomes ill	Young people	Tell young people what to do in an emergency. Have at least four young people in each group so two can go back to leader for help while one stays with the injured person. Tell young people where a leader will be at all times. Use a landmark or a place that's easy to remember.	Activity Field / Main Marquee
Need to cut short the game e.g. weather changing or injury	Young people	Agree signal for returning to base (such as a whistle or rattle). If a whistle won't work (for example, because of background noise or distance), a leader rounds up groups and stays in touch with other leaders using mobile phone.	Use PA / Air Horn.
Young person with additional needs.	Young people	Talk to the young person (and their parents or carers) to find the best way of dealing with the situation. Different options depending on the young person, for example, young person chooses group to be in and everyone confirms they understand their responsibilities and are happy.	

You can find more information in the [Safety checklist for leaders](#) and at scouts.org.uk/safety