

Activity / Stage	Hazard / Risk	Who Might Be Harmed	Likelihood (1-5)	Severity (1-5)	Risk Rating (L×S)	Control Measures (What is in place to reduce risk)	Residual Risk
Walk from Thriftwood Campsite to Brentwood Station (09:30)	Road traffic, slips/trips, group separation	Scouts, Explorers, Leaders, Public	2	3	6	Group walks together under leader supervision. Leaders positioned at front, middle and rear. Pavements/paths/walkways used at all times. Roads crossed only at safe points. Headcounts before departure and on arrival. Full Scout uniform worn for visibility.	Low
Travel by train from Brentwood into London	Crowded platforms, boarding/alighting trains, separation	Scouts, Explorers, Leaders	2	3	6	Clear platform safety briefing. Leaders control boarding and alighting. Teams formed before travel. Headcounts before boarding and after leaving trains. Full Scout uniform ensures easy identification.	Low
General movement during game (Zones 1 & 2)	Crowds, road crossings, navigation errors	Scouts, Explorers, Leaders, Public	3	3	9	Teams of 5-6 remain together with an adult leader at all times. Leaders manage navigation and crossings. Regular headcounts. Zone 1 & 2 restriction enforced with penalties to discourage risk-taking.	Medium (controlled)
Individual separation from team	Young person temporarily lost or separated	Individual Scout/Explorer	2	4	8	Teams must not split. ICE cards carried. Clear lost-person procedure briefed. Leader contact via WhatsApp. Central leader located at Leicester Square throughout the day.	Low
Team separation or missed meeting point	Whole team delayed or off-route	Whole team	2	4	8	Mandatory checkpoints (13:00 Leicester Square, 17:00 Stratford). Time penalties discourage lateness. Leaders monitor progress and adjust routes as needed.	Low
Photo taking and scoring	Distraction near roads or busy areas	Scouts, Explorers, Leaders	2	3	6	Photos taken only by adult leaders from safe positions. No climbing, trespassing or unsafe behaviour permitted. Scout Law reinforced.	Low
Lunch checkpoint – Leicester Square (13:00)	Crowding, dehydration, late arrival	Scouts, Explorers, Leaders	2	3	6	Leader present at Leicester Square throughout. Mandatory attendance. Headcounts on arrival. Packed lunches only. Water encouraged.	Low
Weather conditions (March)	Cold, rain, discomfort leading to reduced concentration	Scouts, Explorers	2	2	4	Participants required to bring waterproof jackets and suitable footwear. Leaders monitor wellbeing and allow rest if required.	Low
Fatigue during afternoon session	Reduced awareness, rushing	Scouts, Explorers	3	3	9	Leaders monitor pace and wellbeing. Regular rest breaks encouraged. Penalties discourage rushing.	Medium (controlled)
Final travel to Stratford & finish (17:00)	Crowded station, tiredness	Scouts, Explorers, Leaders	2	3	6	Mandatory meeting point at What-Three-Words location ///slip.teams.saves. This is on the steel bridge leading from Stratford Station to Westfield Shopping Centre. Leaders manage arrival and headcounts. No running policy. Allow 30 mins from the end of the game to get back to meeting point so no rushing is required.	Low
Behaviour & conduct in public	Poor behaviour, legal issues, reputational risk	Scouts, Explorers, Organisation	2	4	8	Scout Law reinforced. Full Scout uniform worn at all times. Leaders intervene early. Young people reminded they may only go where legally permitted and where it is safe to do so. No access to private property.	Low
Injury during the event	Injury during the event	Scouts, Explorers, Leaders	2	3	6	The whole team is to remain with the injured person. First aid can be administered by a first aider if required. IP can then carry on if they are able to and wish. For more serious injuries an ambulance will be called. A call will be made to another leader to come to them and join two teams to carry on with the activity. The IP's leader will travel to the hospital with them and keep in touch with the camp leadership team. The adult with the IP will inform parents or emergency contact. If the IP is a leader, the team is to call one of the leaders on the ICE card. They are to come to them with their team. The IP will go alone with the ambulance crew and the team will carry on with another team and leader.	

<p>Terrorism / security incident (London, public transport / crowded places)</p>	<p>Injury or fatality, distress and panic, separation of individuals, disruption to programme, reputational risk</p>	<p>Scouts, Explorers, Leaders, Organisation, members of the public</p>	<p>2</p>	<p>5</p>	<p>10</p>	<p>Leaders complete a short security brief at the start of the day. stay together, follow leader instructions immediately, no running off to "have a look", and report anything that feels wrong.</p> <p>Route and activities planned to minimise time spent stationary in very crowded locations; keep the group moving and avoid congregating at entrances, ticket barriers, bins, street furniture or unattended items. Regular headcounts and buddy system.</p> <p>In the event of a major incident that the group is not directly involved in leave the area by any safe route including walking. Head immediate to Leicester square gras area. If the incident is in/near Leicester Square head immediately back to Brentwood by any safe route. Have a clear "if separated" instruction to go to a staffed/help point or agreed rendezvous and stay there.</p> <p>Leaders monitor official updates during the day (e.g. police/TfL alerts/news) and will amend the plan if there is an incident elsewhere in London that affects travel, crowding or emergency response activity. If an incident occurs in the immediate vicinity, leaders initiate an immediate dynamic response: move the group away from the risk area to a safer location, seek hard cover where appropriate, keep the group together.</p> <p>Follow "Run, Hide, Tell" principles, call 999 and follow police instructions, then contact the nominated home contact and agree whether to shelter in place, relocate, or end the event early. All young people remain in full Scout uniform for identification and safeguarding, with leaders maintaining calm and clear instructions throughout.</p>	<p>Low - Medium</p>
<p>Terrorism / security incident (London, public transport / crowded places)</p>	<p>Communication down</p>	<p>Scouts, Explorers, Leaders, Organisation, members of the public</p>	<p>2</p>	<p>2</p>	<p>4</p>	<p>Should communication be lost in the event of an emergency, the procedure is for the group leader to get the team back to EMERGENCY RVP 1 which is:- Leicester Square Grass area or EMERGENCY RVP 2 which is the Thriftwood campsite.</p> <p>Try and send message via What's App and via text to the camp lead to advise where you have gone to should the message get through later on/after the incident.</p>	<p>Low</p>

Protests	Crowd pressure, disorder, confrontation, delayed travel, separation from group, distress, minor injury,	Scouts, Explorers, Leaders,	5	2	10	<p>Monitor Met Police/TfL updates on the day Build in route flexibility and Plan B stations/locations Avoid march routes and known gathering points Do not stop to watch, film, or engage with protesters/counter-protesters Buddy system, frequent headcounts, leaders front/middle/rear No splitting the group unless absolutely necessary and leader-led Avoid pinch points, barriers, cordons, funnelled areas If crowds encountered: step back, move to a safer space, reroute If disorder nearby: withdraw early, follow police instructions, shelter if needed, end early if required Keep everyone together at all times, full Scout uniform worn throughout</p>	Low
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