



1st Kesgrave Scout Group

Twelve Acre Approach, Kesgrave, Suffolk IP5 1JF

Name of activity, section, event, and location	1 st Kesgrave Scout Group - Games	Date of risk assessment	24 June 2022	Name of person who undertook this risk assessment	Alan Comber (working with others)
		Date of next review	28 Dec 2022 (or with significant change to environment)		

This document covers running games, inside or outside. It should be read in conjunction with the section meeting risk assessment which covers generic items, and the Scout Hall risk assessment if appropriate.

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?
<p>A hazard is something that may cause harm or damage.</p> <p>The risk is the harm may occur from the hazard.</p>	<p>For example: young people, adult volunteers, visitors</p>	<p>Controls are ways of making the activity safer by removing or reducing the risk from it.</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 are doing or even stop the activity.</p> <p>This is a great place to add comments which will be used as part of the review.</p>
<p>Lone working – People on their own - risk of a medical or other incident occurring they cannot deal with adequately</p>	<p>Leaders and helpers</p>	<p>See <i>Section meeting risk assessment for details</i></p> <p>No one should be left alone unless in an emergency when no other option is available.</p>	
<p>Venue – Unsuitable terrain, steep descents, size, access etc</p>	<p>All present</p>	<p>See <i>Section meeting risk assessment for details</i></p> <p>Ensure games area is large enough to cater for the numbers attending, and kit that needs erecting eg gazebos etc, space for the game(s) being played and free movement of people.</p> <p>Consider whether a visit before the game(s) is required to ensure it is suitable and safe. Alternatively consider using google maps satellite view or similar, to review the</p>	

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		area being considered.	
Protrusions, slips, trips, falls, collisions – injuries to people moving around	All present	<p>See Section meeting risk assessment for details – particularly slippery/uneven surfaces, lighting levels, clothing, pocket contents, site layout, protecting items that might cause injuries.</p> <p>Check that the games area (open ground, woods, tarmac areas etc) is suitable for the game(s) and the abilities of those involved and minimises the risk of accidents ie is not too uneven, slippery, has pot / rabbit holes, foliage, tree roots, nettles, rocks, loose carpet edges etc that could cause unnecessary injuries. For holes consider marking / filling in as appropriate.</p> <p>Ensure surfaces are soft enough for the game to minimise contact injuries or consider crash mats or other suitable solutions are in place.</p>	
Manual Handling – back injuries, strains, cuts, bruises etc	All present	See Section meeting risk assessment for details.	
Games equipment – injuries to people caused by equipment used during the game.	All present	<p>See Section meeting risk assessment for details – particularly checking game equipment before use, put away after use clean and dry.</p> <p>Before using any games equipment or kit (eg bats, balls etc) ensure it is inspected and if unsuitable, taken out of service or replaced/repared asap.</p> <p>Ensure any provided games equipment and kit is appropriate for the age of the participants involved ie make sure they can use it safely etc.</p> <p>When no longer required any games equipment, kit etc should be removed and placed in a safe area or its designated storage area, stacked safely to prevent injuries.</p>	
Chemicals, fuels, solvents, adhesives etc – injuries from misuse, allergic reactions, burns etc.	All present	See Section meeting risk assessment for details.	
Materials / Rubbish – cuts, allergic reactions, contamination, stains etc.	All present	See Section meeting risk assessment for details	
Clothing / Personal Kit - fit for purpose.	All present	See Section meeting risk assessment for details	

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<p>Erecting Equipment – injuries to people during erection and use of camping structures</p>		<p>See Section meeting risk assessment for details</p>	
<p>Game play - injuries to people during the game.</p>	<p>All taking part</p>	<p>See Section meeting risk assessment for details</p> <p>Games used should not intrinsically cause physical harm and contact should be avoided as much as possible. Tagging not take down, no holds around the neck, twisting limbs etc</p> <p>Games should not be overly complex so that the rules are easily understood.</p> <p>Games should be appropriate to the age, physical ability, gender, dexterity etc of the people taking part including disabled or impaired players to ensure all games are as inclusive as possible.</p> <p>Check that any clothing, equipment or kit brought by participants is fit for purpose ie not damaged, unsafe or not suitable and act accordingly.</p> <p>As appropriate consider sorting participants into smaller groups/teams for the game.</p> <p>Consider whether participants should be as evenly matched as possible for the game – size, height, weight, age, ability etc.</p> <p>Game rules, and any guidelines, should be explained clearly and concisely before the game commences.</p> <p>If required provide a demonstration on using the games equipment and carrying out the activity.</p> <p>Adults or young leaders should only take part in games if it is appropriate to do so and is highly unlikely to cause unnecessary injuries or mean the young people cannot take part on an equal basis.</p> <p>For games involving bats, rackets etc adequate distances should be maintained between the person(s) with the bat and anyone nearby fielding, waiting to bat or spectating.</p> <p>The following guidelines should be observed:</p> <ul style="list-style-type: none"> • Games should not be played higher than a chair seat height. Where they are higher an assessment should be made, and appropriate measures used to ensure it can be run safely. • Where games involve throwing balls, bean bags etc, participants should be made aware to be observant, objects should be thrown below face height if not 	

		<p>fundamental to the game, objects should be as soft and lightweight appropriate to the game and wear eye protection if necessary.</p> <ul style="list-style-type: none">• For games involving running – see protrusions, slips, trips, falls, collisions• For games involving bats, rackets, hockey sticks etc ensure there is enough space to safely run the game, hard balls/pucks (cricket balls, baseballs, hockey balls, footballs etc) should be avoided if practical and participants advised that bats/sticks etc should be restricted to minimise contact with other players. For example, keep hockey stick swinging below knee level etc.• For games involving sharp points or surfaces eg darts, archery, axe/tomahawk, throwing, players should know how to use the equipment correctly before play or activity starts, that the play area is cordoned off and inaccessible to others and the public, no one can get between the player and targets, and participants follow the safety rules of the instructor• For games involving candles, fire, indoor fireworks etc ensure they are not near flammable objects; fire extinguishers, water buckets or fire blankets are available; and they are not likely to be touched or knocked into people. Additional close supervision by leaders may also be required,• For games involving ropes, take account of factors such as rope burns, trip hazards and the potential of getting strangled by them,• When games are run indoors balls and objects should be of the soft variety to minimise damage and breakages to fixtures and fittings in the room.• Where games or activities involve blindfolds, extra care should be taken with checking surfaces and preventing walking into objects. Additional close supervision by leaders may also be required,• For wide games additional factors should be considered,<ul style="list-style-type: none">○ Pre-checking that the location is as suitable as possible for the game. Avoid being near to water features (eg ponds, rivers), steep drops, cliffs, barbed wire etc if possible.○ Clothing should be appropriate to the landscape and weather conditions <p>Any dangers from animals and insects (ticks etc) are minimal</p>	
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Personal Hygiene and Well Being – rashes, odours, illness, constipation etc	All present	See Section meeting risk assessment for details	
Behaviour General – horseplay, overexcitement, injuries.	All taking part	See Section meeting risk assessment for details – particularly safe areas and managing those out of play or not participating, The game should be monitored to make sure the rules are being applied fairly (no cheating) and reinforced as necessary, the chances of injuries are minimised, and spectators do not interfere with the game. The game should be stopped or a cooling off period introduced if the game gets out of hand and/or injuries are likely to happen or are happening or the participants are getting bored / restless. Use a clear communication to stop the game. For example, everyone should stop as soon as they hear two blasts on the whistle, anyone shouting stop or leaders raise their hands.	
Behaviour – Leadership – Inexperience / Lack of competence, over energetic young people leading to loss of control and causing an injury or damage to kit.	All present	See Section meeting risk assessment for details Have at least two people managing the game: one to control the game, one to monitor the area generally.	
Behaviour - Confrontation / interactions with members of public and other campers	All present	See Section meeting risk assessment for details	
Fire Alarm / Equipment / Doors / Emergencies / Incidents / Exit Points / Access Routes	All present	See Section meeting risk assessment for details	
Security – theft etc	All present	See Section meeting risk assessment for details	
Safeguarding / Lost – intruder access or young person leaving unattended causing harm to individuals	Young people	See Section meeting risk assessment for details – particularly defining area limits, headcounts, mobile phones, InTouch, For wide games consider: <ul style="list-style-type: none"> • the impact of individuals taking part on their own. • the need for using handheld radios for communication and control. 	

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		<ul style="list-style-type: none"> the need for young people to use their own mobile phones. 	
Weather - rain before and during the activity, hot weather causing heat exhaustion or sun stroke, darkness.	All present	See Section meeting risk assessment for details – particularly clothing, footwear, if outdoors the weather, if dark a torch.	
First Aid / Injuries that need treatment	All present	See Section meeting risk assessment for details – particularly the first aid kit being suitable for the type of injuries that might result and additional kit to cater for the location and weather conditions. Check Health Forms to ensure no adjustments are required for anyone playing the game – weak bones, claustrophobia, vertigo etc.	
Accessibility / Inclusiveness / Health Issues	All present	See Section meeting risk assessment for details	
Emergency exit points / access routes – delays in emergency services arriving and gaining access causing more harm or fire damage.	All present	See Section meeting risk assessment for details – particularly exit and access routes not being blocked.	