Document History			
Written / Revised By	**Date**	**Notes**	**Review Date**
Jo Davies-Robertson	April 2023	/	-
Amy Parry	March 2024	Reviewed, revised to incorporate new layout including changes to SOPs	March 2025
Alice Chapman	March 2025	Reviewed and revised at the end of season.	March 2026
Alice Chapman	March 2026	Reviewed and revised to incorporate new layout.	March 2027

Hazard & Associated Risk	**Persons at Risk**			**Control Measures**	**Additional Precautions**	**Probability**	**Impact**	**Score**	**Risk**
	Young	Staff	Visitors						
Young People Operating Alone - Missing child / safeguarding concern	P	P		- Clear briefing prior to Wide Game/s commencing that young people must operate in pairs or teams - Ensure participants know when/where to meet at the end - Ensure participants know where they can get assistance from during the session - Group Leaders are responsible for accounting for their group - All Leaders/Staff are trained in safeguarding as part of their mandatory training	- Follow 'missing child' procedure in the site's *Emergency and Disaster Recovery Plan* if a young person cannot be located	2	2	4	Moderate
Uneven Ground / Disorderly Behaviour – Resulting in trips / slips	P	P	P	- Procedures in place to check Wide Games area before use and action taken if any issues are discovered - Close supervision by the Wide Game/s Leader and Group Leader - The site is uneven; every effort is made to back fill holes - Correct footwear to be worn – secure to foot and closed toe - Numbers limited to avoid overcrowding	- First Aid kit must be available in the activity area -Instructor holds current Scout First Aid qualification (or higher)	2	2	4	Moderate
Hazards Arising from the Actions of Group Members - i.e. overcrowding and disorderly behaviour.	P	P	P	- Wide Games Leader to set expectations for the activity - Group Leader/s will provide supervision and correct ratios - Persons failing to follow rules will be asked to leave the Wide Games area - Participants may be told to return to the Wide Games area at another time to avoid overcrowding - If self-led: Clear briefing, how to supervision during activities and correct ratios of the activity will be advised to Leader		2	2	4	Moderate

Natural Hazards i.e. stinging insects, nettles etc - Resulting in skin irritation / abrasions	P	P		- Clear safety briefing prior to activity commencement to include informing participants to be aware of the natural hazards around them	- First Aid kit must be available in the activity area -Instructor holds current Scout First Aid qualification (or higher)	1	2	2	Minor
Gullies/Trees – Falls resulting in injury	P	P		- Correct footwear to be worn – secure to foot and closed toe - Participants warned of the need to be aware of dangers - Tree climbing is not allowed during this activity - Area/s of concern pointed out by Leader/s before commencement of Wide Games	- First Aid kit must be available in the activity area -Instructor holds current Scout First Aid qualification (or higher)	2	3	6	Moderate
Heights – Falls resulting in injuries	P	P		- All activities are either floor level or very low level -Helmets worn if deemed necessary for the activity	- First Aid kit must be available in the activity area -Instructor holds current Scout First Aid qualification (or higher)	1	2	2	Minor
Body of water (flowing or still) - Risk of drowning, hypothermia	P	P		- Clear safety briefing prior to activity commencement to include participants must stay away from any body of water, unless area is supervised and part of the Wide Games - Consider restricting Wide Games perimeter to areas of site where no water present if possible - Bodies of water onsite are not deep or wide (small pond and streams)	- First Aid kit must be available in the activity area -Instructor holds current Scout First Aid qualification (or higher)	1	4	4	Moderate

Cars – Collisions with vehicles	P	P		- Groups told to check roads and carparks before crossing - Gates are positioned on key roadways and are used to control traffic onsite - There is a speed limit onsite of 10mph, shown with signs along the main track	- First Aid kit must be available in the activity area -Instructor holds current Scout First Aid qualification (or higher)	1	3	3	Minor
Equipment – Resulting in abrasions / cuts / injury	P	P		- Procedures in place to check equipment and Wide Games area before use and action taken if any issues are discovered - Clear briefing on how to safety use and handle equipment will be given by Wide Games Leader - Close supervision by Leader	- First Aid kit must be available in the activity area -Instructor holds current Scout First Aid qualification (or higher)	3	1	3	Minor
Insufficient Lighting – Resulting in accidents/injury	P	P	P	- Good quality lighting provided throughout the buildings - Main track of site is majority flood lit - Regular checks are carried out to make sure lights are operational and sufficient - Faulty lights will be replaced by an electrician when necessary	-There are battery operated floodlights on site, which can be used to increase lighting if necessary - Consider whether participants should use personal lights if sessions occurring during evenings	1	3	3	Minor
Unsafe Trees - Resulting in injuries or damage	P	P	P	- Tree management plan in place which includes 2 yearly external inspections and reports - Areas will be barriered off if unsafe trees are present		2	2	4	Moderate
Perimeter of site - Participants leaving site	P	P		- Procedures in place to check site perimeter condition regularly for gaps in fence etc - Leaders and groups will be briefed on boundaries, Wide Game will not cross site boundaries - Leaders and groups will be briefed on public path onsite		1	3	3	Minor

				- Signage in place on the motorway boundary					
Manual Handling – Causing injury or damage to equipment	P	P		- If manual handling is part of the Wide Games an assessment must be done before starting the activity, to consider the weight to be lifted, the lift required and personal capabilities - There should be a briefing on manual handling, to include; lifting safely within the 'power zone' and to share the load between people if necessary - Leaders to assist where necessary		1	2	2	Minor
Adverse Weather: storms, high wind and heavy rain etc – Resulting in injury or damage	P	P	P	- Procedures in place to check equipment and activity area before use and action taken if any issues are discovered - Wide Games session may have to cancelled/moved indoors due any adverse weather, where operation could become dangerous. This it at the discretion of the duty manager - Wear appropriately warm weatherproof clothing	- Wide Games Leader is empowered to stop the session themselves if they deem the weather to have an unsafe impact - Follow 'severe weather' procedure in the site's *Emergency and Disaster Recovery Plan* if required	2	2	4	Moderate
Unauthorised Use - causing theft, vandalism or foreign objects in Wide Games area	P	P	P	- Wide Games equipment removed after session and locked away - The Wide Games Leader is responsible for counting all items in and out to ensure none are left behind - Procedures in place to check equipment and Wide Games area before use and action taken if any issues are discovered - Normal site security procedures in place		2	3	6	Moderate