

Risk assessment

Name of activity, event, and location	1 st Market Bosworth Scout Group – indoor active games	Date of risk assessment	1 March 2021	Name of person doing this risk assessment	J Simon Jeffers GSL
		Date of next review	1 March 2022 (or with significant change to environment)		

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>A hazard is something that may cause harm or damage.</p> <p>The risk is the harm that may occur from the hazard.</p>	For example: young people, adult volunteers, visitors	<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>This is a great place to add comments which will be used as part of the review.</p>
Walls: collisions with walls causing injuries to people.	Players	Mark a line on the floor about two metres before the walls at each end to show the safe zone. Explain the safe zone to players (for example, no one should run in the safe zone).	
Tables and chairs (and other obstructions): collisions with obstacles or tripping on them causing injuries to people.	Players	Move chairs and tables out of playing area and store them in the committee room. Work with Patrol Leaders to organise moving items at the beginning of the game.	
Floor: slips, trips, and falls.	Players	Check that the play area is clear of small objects, particles, and spills that could increase risk of tripping or slipping or cause injury if someone falls on them. Make sure that players are wearing appropriate footwear and it's secured to their feet (check laces are tied and so on).	
Other players: collisions, tripping up, grabbing others or their clothing.	Players	Make sure that the rules of the game restrict or prohibit contact. Consider how many people are playing (the more players, the higher the risk of serious injury). OR Consider the difference in size between players (the greater the range, the higher the risk of serious injury).	
Behaviour: overexcitement and not following rules or instructions could lead to accidents.	Everyone	Explain the rules clearly at the start of the game. Monitor the mood level throughout the game. 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. Have a clear location for those not participating in the game. Have at least two leaders: one to control the game, one to monitor the room generally.	
Windows and doors: collisions with windows and doors causing injuries to people.	Players	Close all doors (including store cupboard) and windows where possible to make sure there aren't any additional obstacles. Where windows or doors need to be left open (including for ventilation), they must be opened outwards not inwards.	

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

Charity number 516422

Charity name: 1ST MARKET BOSWORTH SCOUT GROUP