

Risk assessment

Name of activity, event, and location	1 st Market Bosworth Scout Group – rounders	Date of risk assessment	01/10/2023	Name of person doing this risk assessment	Simon Jeffers – Group Lead Volunteer
		Date of next review	01/10/2025 or after significant change or incident		

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?
A hazard is something that may cause harm or damage. The risk is the harm that may occur from the hazard.	For example: young people, adult volunteers, visitors	Controls are ways of making the activity safer by removing or reducing the risk from it. For example, you may use a different piece of equipment or you might change the way you do the activity.	Keep checking throughout the activity in case you need to change what you're doing or even stop the activity. This is a great place to add comments which will be used as part of the review.
External Walls, tents, obstructions: 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 a area away from the game. 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). If floor is wet, consider the running / walking pace of players.	
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). The swing range of the bat	
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.	
Equipment: Check in working order	Players	Check the equipment, for rounders check the handle of the bat that it is secure.	

Change Log

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

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Date	Change
16th June 2023	No changes - Paul Winfield – Scout Assistant Section Leader
01/10/2023	Review date extended to two years or after significant change or incident - Simon Jeffers – Group Lead Volunteer

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