

<b>Section</b>	Bromham Scout Group Games Night Outdoors at LSAC	<b>Date of risk assessment</b>	April 2026	<b>Name of who undertook this risk assessment</b>	Camilla King	<b>Location</b>	Molivers Lane
----------------	--	------------------------------------	------------	---	--------------	-----------------	---------------

<b>Hazard Identified? / Risks from it?</b>	<b>Who is at risk?</b>	<b>How are the risks already controlled? What extra controls are needed?</b>	<b>What has changed that needs to be thought about and controlled?</b>
<i><b>Hazard</b> – something that may cause harm or damage. <b>Risk</b> – the chance of it happening.</i>	<i>Young people, Leaders, Visitors?</i>	<i><b>Controls</b> – Ways of making the activity safer by removing or reducing the risk from it. For example - you might use a different piece of equipment or you might change the way the activity is carried out.</i>	<i>Keep <b>checking</b> throughout the activity in case you need to change it...or even <b>stop</b> it! This is a great place to add comments which will be used as part of the review.</i>
<b>Adverse weather conditions (cold/wet)</b>	All participants	<ul style="list-style-type: none"> <li>Check weather forecast and adjust/abandon planned activity if necessary – if wind over 25mph the woods are out of bounds</li> <li>Issue participants with appropriate kit list in advance and check everyone has it before leaving (waterproofs, warm clothing, etc)</li> </ul>	
Accident or injury during play		<ul style="list-style-type: none"> <li>Agree emergency procedures and make everyone aware before starting</li> <li>At least one leader to have valid First Aid/First response</li> <li>Hold a safety briefing at the start of the game to communicate any areas which are out of bounds (verbal or physical markers?) or where a particular route must be taken</li> </ul>	
Participant getting lost / group splitting up		<ul style="list-style-type: none"> <li>Familiarise participants with game area before starting, including hazards/restrictions (see above)</li> <li>Allow plenty time for participants to orientate themselves and make good navigational decisions</li> <li>Agree a procedure in the event that someone gets lost (eg return to last checkpoint, phone for help, stay put?)</li> <li>Leader in charge to perform regular head counts (or patrol leader if in smaller groups)</li> <li>Consider checkpoints if game area is large</li> <li>Check weather forecast before starting (fog, heavy rain, poor visibility) and consider amending or abandoning plans is necessary</li> <li>Have a designated contact for ALL participants to check in/out so that anyone leaving the game (for whatever reason) is accounted for</li> </ul>	High winds forecast, check monitor station and move to indoor activities if required
Trips and slips		Controls could include: <ul style="list-style-type: none"> <li>First aid kit and mobile phone available</li> <li>Assess game play area in advance for hazards (outdoors - uneven terrain, water, Rooty or rocky areas, stingy/prickly vegetation; indoors - chairs, tables, doors, immovable equipment)</li> </ul>	

		<ul style="list-style-type: none"> <li>• Participants to wear suitable footwear and clothing (eg must wear shoes for indoor running games; are long trousers/sleeves needed?; no loose clothing (remove neckers if necessary))</li> <li>• Hold a safety briefing at the start of the activity to communicate any areas which are out of bounds (verbal or physical markers?)</li> </ul>	
First aid cover		<p>Controls could include:</p> <ul style="list-style-type: none"> <li>• minor first aid carried out by the casualty under supervision</li> <li>• First aider to use mask and gloves if necessary</li> <li>• Are additional supplies needed (extra gloves, masks, bags) and how is rubbish disposed of safely</li> <li>• Ring 999 if the injury is too serious.</li> </ul>	