

Risk & Operational Assessment Activities / On Site Games, Indoors & Outdoors

Next Review: Dec 2023

Centre: Whitemoor Lakes	Assessed By: Reviewed By: Nicola Whiting (Chief Instructor) Robin Jones (Senior Instructor) Chris Browning (senior instructor) Luke Austin (senior instructor)	ASSESSED	ASSESSED	ASSESSED	
		Nov 2013	Nov 2017	April 2021	
		Nov 2014	Nov 2018	April 2022	
		Nov 2015	Nov 2019	March 2023	
		Nov 2016	April 2021		

Overview /

These are instructor led activities taking place at specific open locations around the Whitemoor lakes site encouraging group interaction, communication and teamwork. Included are: Treasure Hunt; Wide Games; Team Games, Extreme teams and Icebreakers

STEP ONE	STEP TWO	STEP THREE	STEP FOUR	STEP FIVE
List significant hazards here:	List groups of people who are at risk from the hazards you have identified:	List the Control Measures for the identified risks:	Identify any residual risk remaining after the control measures have been put in place:	Identify any benefits that may result from exposure to the perceived and residual risk for participants:
Slip, trips, bumps and falls.	Instructors Guests	Safe Working practice. Session guide. Staff training Emergency procedures. Safety talk instructs that these are non-contact activities and to watch for uneven ground and man-hole covers when running	Some risk still posed by individuals not following instruction. Uneven ground	Leaders responsibility and trust to groups.
Site Traffic	Instructors Guests	Site speed limit and warning signs	Guests or staff not following site signs or may be driving by the lake or to back of a venue room.	Leaders responsibility and trust to groups.
Hit by an object	Instructors Guests	Games are given specific boundaries, so no risk of leaving site. First-aider always present. First aid & near miss	Getting carried away with games.	Improve communication

		forms		
Pushed whilst running	Instructors Guests	First-aider always present. First aid & near miss forms	Getting carried away with games.	Leaders responsibility and trust to groups.
Wrapped up in parachute	Guests	First-aider always present. First aid & near miss forms	Getting carried away with games.	Leaders responsibility and trust to groups.
Hit by another person	Instructors Guests	First-aider always present. First aid & near miss forms	Getting carried away with games. Some individuals may have triggers	Leaders responsibility and trust to groups.
Effect of "dizzysticks" WIDE GAMES	Instructors Guests	First-aider always present. First aid & near miss forms	Getting carried away with games.	Leaders responsibility and trust to groups.
Night hazards	Instructors Guests	Boundaries restrict games to playing field or often inside venues such as the sports hall.	Getting carried away with games.	
Boisterous behaviour Bumps and Collisions	Instructors Guests	Specific safety rules are explained for each game	Getting carried away with games. Some individuals may have triggers.	Leaders responsibility and trust to groups.