

4th Epping Forest South RISK ASSESSMENT & SAFETY BRIEFING NOTES

Active games, including ball games

Date of Last Amendment	Amended by	Date of Last Review	Last Reviewed By
2021/09/06	Matthew Balchin	2021/09/08	Stephen Young GSL

Leaders should notify GSL if their dynamic risk assessments suggest amendments or additions are required

This activity depends on the following mandatory assessments:

- None

Related assessments:

- Bancroft sports hall site assessment

Risk Assessment

Severity Likelihood and Rating Values					
Impact (0 – 10), Likelihood (0 -10) Rating = Likelihood multiplied by Impact (0 - 100)					
All Hazards should fall within the adequately controlled category or lower after mitigation or action required.					
Mitigated Rating	81-100	61-80	21-60	11-20	0-10
Action	Immediate suspension pending further controls	Further controls required before activity run again	Further Investigation to check assessment add controls if necessary	Adequately controlled risk	Trivial Risk

Hazard Identified & Risk(s) Arising	Persons at Risk	Control Measures	Person Responsible	Impact	Likelihood	Rating
Walls: collisions with walls causing injuries to people.	All	Mark a line on the floor about two metres before the walls at each end to show the safe zone or make use of existing floor markings. Explain the safe zone to players (for example, no one should run in the safe zone).	SLIC	2	1	2
Tables and chairs (and other obstructions): collisions with obstacles or tripping on them causing injuries to people.	All	- Move chairs and tables out of playing area.. - Work with Patrol Leaders to organise moving items at the beginning of the game.	SLIC	2	1	2
Trip hazard: equipment left in hall by previous users	All	Ensure that all equipment not in use during an evening activity is put away in equipment cupboards before scouts are allowed into the hall	SLIC	4	1	4
Floor: slips, trips, and falls.	All	- 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). - Pay attention to any specific site risk assessment	SLIC	2	1	2
Other players: collisions, tripping up, grabbing others or their clothing.	All	Make sure that the rules of the game restrict or prohibit contact. Consider how many people are	SLIC	2	1	2

		playing (the more players, the higher the risk of serious injury). 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.	All	- 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.	SLIC	2	1	2
Windows and doors: collisions with windows and doors causing injuries to people.	All	- 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.	SLIC	2	1	2
Ball games: a ball could hit a scout in the head or otherwise cause injury	All	- Ensure that appropriate balls are being used for any activity - Where appropriate, ensure that balls are thrown below waist height	SLIC	4	1	
Injury due to lifting heavy equipment	All	- Ensure that scouts are not asked to lift overly heavy equipment. - Ensure that scouts and leaders are lifting equipment in an appropriate way, with the right number of people and without over-reaching. - Make sure that benches and gym equipment etc are carried and moved under supervision and that there is not a bottleneck getting equipment into or out of the stores.	SLIC	5	1	5
Trailing leads for electrical equipment	All	Keep temporary power and electrical cables along one wall where possible and ensure that they are fixed to the floor where appropriate. If possible, do not set out cables until parade starts and ensure that scouts are aware of the potential trip hazard.	SLIC	2	1	2
Fall injury: Scouts standing on benches or	All	Ensure that the equipment I use is inherently stable with individuals standing or climbing on it		4	1	4

similar equipment during activities may fall		• Ensure that there are no more than the appropriate number of people on equipment at any time • Ensure that scouts are able to remain focussed on their safety and the fall hazard while engaged in the activity.				
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Safety Brief Notes

General Points for Leaders to consider before and during Session

- Check that the hall is clear and safe before admitting scouts
- Ensure that moving equipment is always supervised
- Keep scouts away from the equipment stacks and flag
- Be aware of scouts playing ball games prior to the parade
- Be aware of slip and trip hazards

Points for Safety Briefing to Participants

- Listen to instructions regarding handling equipment
- Do not climb on or interfere with equipment made ready for the evening prior to parade
- Do not use the water fountain
- Do not cause a nuisance on the changing rooms.
- Wear appropriate footwear in the hall