ADVENTURE PIRATE

WIDE GAMES RISK ASSESSMENT

Name of activity/ event/ location	Outdoor Wide/Team building Games	**Date of risk assessment**	Jan 2023	**Name of who undertook this risk assessment**	James Short of Adventure Pirate LTD

Hazard Identified? / 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?**
***Hazard** – something that may cause harm or damage.* ***Risk** – the chance of it happening.*	*Young people, Leaders, Visitors?*	***Controls** – 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.*	*Keep **checking** throughout the activity in case you need to change it...or even **stop** it! This is a great place to add comments which will be used as part of the review.*
Hazard - unacceptable behaviour	All	Instructors to discuss appropriate behaviour and expectations at start Safety briefing given at start of Games Monitor the mood level throughout the game. Use a clear communication method to stop the game.	
Hazard - Ratio of adults to children	All	Minimum requirements for outside activities: 1:20 for team building games	
Hazard - area for playing games, equipment	All	AP staff to ensure that area is clear of dangerous debris, eg: broken bottles, sharps etc. Instructors check any equipment being used before groups arrive. Instructors to define playing area. Avoid water hazards – out of bounds. Adults to spread themselves around playing area.	
Hazard - lost young persons	All	Head count at regular intervals.	

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		Whistle/commands or similar to end game, return to instructor at pre-arranged meeting point. Adults to be vigilant during game play	
Hazard - slips, trips and falls	All	Instructors to remind young persons about uneven ground and suitable footwear to be worn. Instructors to carry a mobile phone or walkie talkies. Ensure list of home contacts and first aid kit available. Torches to be carried by instructors in the dark. No climbing trees during game play No jumping off the climbing frame.	
Hazard - allergic reaction, cold wet, heat, weather	All	Instructors to be made aware of anyone likely to have an allergic reaction and carry appropriate medication if required. Ensure proper clothing. Check forecast and adjust plans as necessary. Cancel sessions if met office issue weather warnings of strong winds or thunder and lighting.	
Hazard – physical contact	Participants	Discuss rule and dangers before starting. Clear game areas. Clear rules of the game Avoid games with contact – or minimise it. Make sure that the rules of the game restrict or prohibit take downs. Consider how many people are playing OR consider the difference in size between players	
Dynamic risk assessment: Instructors to carry our dynamic risk assessments throughout sessions and adapt sessions according to risks and hazards.			

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