

Risk Assessment – Wide Games (Stealth)

Updated - 14.02.18

Required Instructor Competence	<ul style="list-style-type: none"> • Land & Wave Training • First Aid Certificate
Ratios	<ul style="list-style-type: none"> • 1:30

Identified Hazards	Who is at risk?	Example Causes	Control Measures
Personal Injury E.g. Slips, Cuts, Twisted Ankles, Spinal Injuries, Broken Bones	Instructors & All Participants/Group Leaders	<ul style="list-style-type: none"> • Tripping over rocks. • Tiredness leading to falling over more easily. 	<ul style="list-style-type: none"> • Selection of appropriate location. • Instructor to provide health and safety briefing to prevent injuries where appropriate. • Instructor to carry first aid kit.
Missing Participants	Participants	<ul style="list-style-type: none"> • Poor instructor practice 	<ul style="list-style-type: none"> • Head count before, during and end of wide game session.
Difficulty controlling body temperature (Hyperthermia/Hypothermia)	Instructors & All Participants/Group Leaders	<ul style="list-style-type: none"> • Cold, wet windy days. • Hot, sunny days • Inappropriate clothing 	<ul style="list-style-type: none"> • Appropriate clothing to be worn / carried. • Use of sun cream to be encouraged. • Appropriate group safety equipment to be carried – e.g. shelter, warmth etc.
Ticks & Lyme's Disease	Instructors & All Participants/Group Leaders	<ul style="list-style-type: none"> • Sitting in long grass • Walking through thick undergrowth. 	<ul style="list-style-type: none"> • Appropriate brief given to group about making suitable checks.

N.B. This Risk Assessment in no way negates the need for continual dynamic risk assessment