

# Blair Atholl Risk Assessment 2024

Name of activity, event, and location	Sports Zone – Team Sports Blair Atholl Jamborette Target Park – Various Locations on the field	Date of risk assessment	01/07/2024	Name of person doing this risk assessment	Kenny Davidson
		Date of next review	13/07/2024		

What could go wrong? What hazard have you identified? What are the risks from it?	Who is at risk?	What are you going to do about it? How are the risks already controlled? What extra controls are needed? How will they be communicated to young people and adults and remain inclusive to all needs?	Review & revise What has changed that needs to be thought about and controlled?
<p><b>A hazard</b> is something that may cause harm or damage. <b>The risk</b> is the harm that may occur from the hazard.</p>	For example: young people, adult volunteers, visitors	<p><b>Controls</b> are ways of making the activity safer by removing or reducing the risk. For example, you may use a different piece of equipment or you might change the way you do the activity.</p>	Keep <b>checking</b> throughout the activity in case you need to change what you're doing or even <b>stop</b> the activity. This is a great place to add comments which will be used as part of the review.
<p><b>For example:</b> <b>Hazard:</b> fire <b>Risk:</b> smoke inhalation or burns</p>	Leaders, vistor, Young Leaders, Scouts	<p><b>Smoke:</b> use dry wood, check wind direction, stand people out of smoke direction. <b>Burns:</b> stay a safe distance from fire, place extra wood on caefully, teach Scouts good practice around fires, have a burns first aid kit easily available.</p>	
<p>Hazard – Playing surface  Risk – slips/trips/falls  (Medium)</p>	Participants and staff	<p>Determine how slippery the field is prior to the activity and find alternative if necessary. Ensure the field is clear of any foreign objects that participants/staff could trip/fall over. Make sure that all participants and staff have correct footwear (trainers with grip) and all laces are ties. Ensure all staff are aware of the risks and that they can stop the activity if they deem it necessary or unsafe to continue.</p>	Regular checks throughout the day and particularly before, during, and after the activity.
<p>Hazard – playing equipment  Risk – injury occurring through faulty or misused equipment  (Low)</p>	Participants and staff	<p>Ensure all equipment are safe to use – nothing is broken, balls inflated to the correct pressure, there are grips on bats, nets and goals are secure and at no risk of falling if being leaned on/wind/balls hitting them.</p>	Regular checks throughout the activity – checked before activities start, throughout the activity, and after the activity is finished. Team leader to be made aware of any faulty equipment immediately.
<p>Hazard – misuse of playing equipment  Risk – injury or danger caused by equipment not being used properly  (Medium)</p>	Participants and Staff	<p>Brief all participants on the correct way to use equipment for each sport. Make sure they understand the rules of the game and that they should not be running with equipment, like bats which are to be placed on the ground prior to running. Make sure staff are aware of potential dangers and have means to stop the game to mitigate or eradicate these issues.</p>	Regular checks throughout the day – before, during, and after the activity.
<p>Hazard – passing of bacteria  Risk – someone becoming ill through bacteria passed on playing equipment</p>	Participants and staff	<p>Ensure nobody who is unwell touches playing equipment. Have anti-bacterial wipes and hand gel on site to clean hands and equipment after use.</p>	Regular checks throughout the day – brief all participants before they start the games to make sure they are not ill or have no symptoms – make sure staff follow the same protocol

You can find more information in the Safety checklist for leaders and at [scouts.org.uk/safety](https://scouts.org.uk/safety)

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(Low)			
<b>Hazard – Heat/dehydration</b>  Risk – participants or staff becoming unwell due to excessive heat or being dehydrated  (Low)	<b>Staff and Participants</b>	<b>Ensure that all participants and staff have water bottles that they have near them at all times – ensure they all know where to go to fill up their water bottles, and have spares for anyone who doesn't have one. If the weather is too hot to continue activities, or if someone is struggling with the heat, shaded shelter under the large tree where Team Sports will be based.</b>	Continuing to monitor the weather and checking with participants that they are okay to continue with the activities. Identifying people who are exhibiting symptoms of hyperthermia and intervening immediately. Continued reminders by all staff to take drinks from their water bottles and to fill them up if needed. Follow any alternative guidance from the staff medical team and advice they have regarding heat/hot weather.
<b>Hazard – Cold/adverse weather</b>  Risk – potential illness from wet weather, slips due to wet ground  (Low)	<b>Staff and Participants</b>	<b>Ensure all staff and participants are wearing appropriate clothing – shoes with grip, long trousers, jumpers, rain jackets etc so that they are protected from the weather and mitigate the chances of falling ill due to the weather or falling/slipping from wetness of the ground</b>	<b>Continuing to monitor the weather throughout the day, make sure all participants are wearing correct clothing and asking them to change into appropriate clothing if not, ensure all staff are aware they can stop the activity if they feel necessary.</b>
<b>Hazard – inappropriate clothing for activity</b>  Risk – Injury or discomfort  (low)	<b>participants</b>	<b>Ensure all staff check clothing and attire of participants when picking them up from subcamp and that what they are wearing is appropriate for playing sports. Trainers and not boots/wellies/sandals/sliders/crocs. They are wearing weather appropriate clothing – light summer wear for hot days (such as shorts and tshirts) and cold weather wear for colder days (longs and jumpers)</b>	<b>Checking all participants prior to leaving subcamp and getting them to change clothes if necessary.</b>
<b>Hazard – Accidents/injuries during activity</b>  Risk – participants or staff becoming injured or hurt during activities due to accidents happening  (low)	<b>Participants and staff</b>	<b>Staff to monitor activities closely, especially games where contact or physical challenges may occur – such as football. Staff to regulate safe reminders, so that anyone who is playing dangerously is to alter their behaviour or be taken out of the activity. Staff to ensure everyone knows the rules of the game and to monitor closely games that participants may not be used to playing (such as volleyball) and staff to intervene if necessary to ensure that everyone is safe</b>	<b>Staff to monitor games as they are being played and to stop activities if they feel there is particular danger. All staff to have whistles so participants know when to stop the activity</b>
<b>Hazard – vehicles driving across the field</b>  Risk – participants/staff being in danger due to vehicles driving close to or across the activity areas  (low)	<b>Participants and staff</b>	<b>Staff to remain aware that vehicles can drive near or across activity areas and to remain vigilant for when this can happen. Staff to stop the games if this occurs and make participants aware too, so they stop the activity and stop moving until the vehicle is passed and it is safe to resume the game which will be identified by the staff team</b>	<b>Staff to monitor surrounding areas of the activity and to liaise with other staff if the game/activity needs to stop to let vehicles pass. Regular checks to be completed during activities.</b>

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<p><b>Hazard – Muscular injuries</b></p> <p>Risk – Staff or participants to injure themselves during games, specifically muscular injuries, that can occur by completing active sports/activities</p> <p>(Medium)</p>	<p>Participants and staff</p>	<p>Staff to lead a warm up and cool down before and after activities to ensure that all participants are warmed up ready for playing sports and have cooled down after the activities have finished. This is to help lower any muscle soreness and lessen the chance of injury – it also helps control blood flow, prepare and ease the heart/heart rate for and after exercise, and allows blood pressure to be at levels for and after exercise.</p>	<p>Staff to lead warm up and cool down and check during each that all participants are completing both warm-ups and cool-downs. Staff to explain the importance of warm ups and cool downs to participants so they understand why we are doing this.</p>

Don't forget, as part of your programme planning, you should have contingency activities in reserve just in case you can't do what was planned or you need to stop half way through. Make sure this is shared with those involved, so everyone knows how to respond. You should have risk assessed contingency activities prior to them taking place and communicated key information to those involved as with all activities.

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