

Risk assessment for wide games on the school field

Revision: 20 Aug, 2020

The main risks are Scouts getting too excited; getting lost in the dark; slipping over or otherwise getting injured; taking too long to return to the hall at change over and end of game. Leaders will patrol the area to monitor behaviour.

Any player could be hurt.

Before the game starts

- 1. Make sure everyone understands the rules and the boundaries.**
- 2. Emphasize that no one is allowed to go near the School buildings or climb trees. Try to keep quiet- it's supposed to be a game of stealth.**
- 3. Make the teams and do a head count.**
- 4. Appoint a timekeeper to control the game periods.**
- 5. Arrange adult leaders to supervise outside.**
- 6. Check everyone is suitably dressed.**
- 7. Check the weather is OK to play.**

During the game

- 1. Look after anyone who comes indoors**
- 2. Supervise those waiting to join the game**
- 3. Be ready with first aid kit**
- 4. Do a head count every time the Scouts come indoors at change over.**

After the game

Do another head count to make sure everyone is back inside.