


Risk Assessment – Wilderness Explorers & Leader Green Beret Bases 2024

Name of activity, event, and location	Wilderness Explorers: Green Beret Bases Base name: <ul style="list-style-type: none"> • DAY BASE: Hear No, See No Gutter • DAY BASE: Lemonade Pong • DAY BASE: Lego challenge • DAY AND NIGHT BASE: Corn Hole • DAY AND NIGHT BASE: Ring Toss • NIGHT BASE: Karaoke Attending Leaders: Green Beret Base name: <ul style="list-style-type: none"> • DAY AND NIGHT BASE: Mummy Carry Me 	Date of risk assessment	31/10/24	Name of person doing this risk assessment	Lorraine Duff and Wilderness Explorers Reviewed by: Doug Stack ACM HCSC Katy Pearce EM HCSC
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What hazard have you identified? What are the 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?
A hazard is something that may cause harm or damage. The risk is the harm that may occur from the hazard.	For example: young people, adult volunteers, visitors	Controls 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.	Keep checking throughout the activity in case you need to change what you're doing or even stop the activity.
General Applicable to Base area / all bases, not specific to individual base			
General Base Area Hazards	All Present	Rules and risk assessment have been circulated to all attending the leaders and explorers attending this event.	
Extreme Weather	Explorers / Leaders	Shelter to be available for Explorers running bases, to protect from wind and rain and to be able to make warming refreshments. To dress appropriately for the current weather conditions and to ensure that additional clothing layers can be added if cold or if your current clothing is wet. This will be monitored by the leaders and a request for additional clothing may be made.	

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		<p>A mess tent may be available on site to attend to warm up from the elements and to get changed into warmer clothing.</p> <p>To close the base is there are insufficient Explorers to supervise.</p> <p>To have the use of your own torch for when it becomes dark and to be mindful of obstacles that you may unable be able to see.</p>	
Extreme Weather	Scouts	<p>Explorers / Leaders:</p> <p>Monitor queue for signs of Scouts being overly wet/cold and to advise them to get a hot drink / return to leaders.</p> <p>Monitor Scouts to check they are wearing appropriate clothes (e.g waterproofs in rain etc) and remind them to additional clothing if necessary.</p>	
Guy ropes & other trip hazards	Explorers Leaders Scouts on Bases	<p>Trip hazards to be minimised, site to be kept tidy</p> <p>Where guy ropes are used, they will have hazard tape to identify them.</p> <p>Fencing to be marked with high vis tape</p> <p>Scouts to be monitored during bases and activities arranged to avoid trip hazards.</p> <p>Lighting provided for base areas after dark</p>	
Behaviour or overexcitement – risk of injuries from mistakes or misuse	Scouts / Explorers	<p>Due to the excitement of the event, it is important that the Explorers are responsible when using all items supplied.</p> <p>Groups attending challenges to be monitored and reminded if required for the need for sensible behaviour ie: no running.</p>	
Scouts interfering with / stumbling into base area	Scouts	<p>Base area to be fenced off with common entry point.</p> <p>Base waiting numbers and surrounding area to be managed so that Scouts are only allowed in once there is a base available.</p> <p>Scouts that are queuing to be encouraged to leave and do a base that is available and return later.</p>	

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<p>People walking / running into fencing</p>	<p>Scouts / Explorers / Leaders</p>	<p>Plastic fencing used where possible particularly near expected thoroughfares.</p> <p>Where rope fences are being used, they will be marked every 1-1.5m with strips of hazard tape to ensure they are visible.</p> <p>Pins and guy ropes marked with hazard tape</p>	
<p>Injuries from not understanding / having explained base rules</p>	<p>Scouts</p>	<p>Bases run by Explorers & Leaders</p> <p>Bases have been planned by the Explorers that are attending the event and are to have a written set of mandatory instructions, that will be explained and read to each team prior to the start of the challenge.</p> <p>To cross check that the Scouts have listened and understood the instruction.</p> <p>(As above for leaders)</p> <p>Leaders will supervise Explorers throughout the event and be available for additional support.</p>	
<p>Tools / implements required will be provided to complete the base. And may have the potential to cause minor injury:</p>	<p>Scouts / Explorers / Leaders</p>	<ul style="list-style-type: none"> • Rope - can cause friction burns. • Water – when on clothing or hands can make the scout remain cold for the rest of the event. • Large or awkward objects – can cause strains on the body and trap hands/ fingers. • Pointed objects – may be sharp and cause cuts / puncture wounds. • Small parts – can cause choking if misused and not used correctly for intended activity. • Staves/poles/handheld object – can cause harm if misused, for example to strike another team member. • Ceramics / fragile object – can cause cuts or be embedded in the skin if damaged during and activity and handled incorrectly. • Inhalation – not to smell any items provided such as marker pens that may have an adverse effect. • Restriction – not to place objects such as hoops over head or any body part that may cause restricted breathing / damage. <p>This list is no inclusive.</p>	

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		Base set up – to ensure that the base is set up correctly prior to the 1st team activity and to reevaluate after each team have finished.	
Safeguarding	Scouts / Explorers	All adults have done mandatory safeguarding. Explorer briefing prior to bases opening will include expectations on appropriate behaviour towards Scouts.	
1st aid	Scouts / Explorers / Leaders	Due to the nature of the event both Explorers and Scouts will not be supervised. Explores: during the whole event (although a leader will be within the camping area and will check on the Explores wellbeing.) Scouts: during the time activities are taking place. In the event of an Explorer or Scout requiring 1st Aid, to raise with the nearest adult, or site organiser as appropriate. All Explorers to have a personal 1st aid kit for minor ailments. Leaders to have a 1st aid kit available at their station.	
Lemonade Pong – DAY BASE ONLY Being hit by a ball or choking. Contamination from shared cups.	Scouts / Explorers	Table to be stable and be checked throughout for movement/ sinking. Ping pong balls not to be placed in the mouth or thrown with force. Ping Pong balls to be regularly checked for damage and cleaned. Clean cup given to each person receiving a small drink, dispensed from a pre bought bottle. Bin to be provided for disused cups or washing in hot soapy water and rinsed in cold water prior to reuse.	
LEGO Challenge – DAY BASE ONLY Choking from swallowing a small item.	Scouts / Explorers	Table to be stable and checked throughout for movement/ sinking. Carboard box to be placed on the table so that scouts are not bending for periods of time on the floor. Lego/Duplo bricks to be checked and cleaned if required. No placing of any objects in the mouth. Hand sanitiser to be made available for after the task if the team member so wishes to use, as they will be touching another member’s hand within the box.	

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<p>Gutter Run – DAY BASE ONLY</p> <p>Contamination from sharing eye masks / ear plugs Being hit by a moving gutter</p>	<p>Scouts / Explorers</p>	<p>Fresh eye mask or ear plugs to each scout that requires them. To check the gutters prior to use for sharp edges To ensure no one else enters the cordoned off base area whilst the gutters are being used during the challenge, Set up area to be monitored for deteriorating ground conditions and base to be moved if necessary. Bin to be provided for the disposal of ear plugs and masks, so that they are not discarded across the site. Not a timed activity, therefore running not necessary.</p>	
<p>Corn Hole – DAY AND NIGHT BASE</p> <p>Being hit by a bean bag Contents of glow stix entering the eyes</p>	<p>Scouts / Explorers</p>	<p>The corn hole is placed with a tarpaulin backdrop to ensure bags are not thrown into passersby and are a set distance from the thrower. Bean bags are to be thrown under arm and not at brute force. To check the bags for wear and tear between teams as filled with small pebbles. Glow stix added for evening activity and to be attached in such a way that the bag does not dislodge them or snap them, distributing the contents. To wear eye protection when attaching glow stix,</p>	
<p>Ring Toss – DAY AND NIGHT BASE</p> <p>Pallet falling and trapping fingers. Restricted movement from placing ring on body parts. Contents of glow stix entering the eyes</p>	<p>Scouts / Explorers</p>	<p>Pallet structure, supported by 2 wide legs to form a A-frame, to be checked throughout event for stability. Plastic rings not to be placed over any body part and for throwing towards the board only. Rings can be washed if become dirty. Glow stix added for evening activity and to be attached in such a way that the rings does not dislodge them or snap them, distributing the contents. To wear eye protection when attaching glow stix,</p>	
<p>Karaoke – NIGHT BASE ONLY</p>	<p>Scouts / Explorers</p>	<p>No misuse of the equipment will be acceptable.</p>	
<p>Mummy Carry Me – DAY AND NIGHT BASE</p> <p>Slips trips and falls from obstacle course. Crushing from tyres.</p>	<p>Scouts / Explorers / Leaders</p>	<p>Large tyres to be set upright within posts and secured with straps, to be checked throughout event for stability. Tarpaulin to be checked for loosening.</p>	

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<p>Lifting & straining Being hit by a stave. Trapped fingers.</p>		<p>Only scouts participating to be within the area to avoid being hit by a stave, or having fingers trapped, when constructing stretcher.</p> <p>If accommodating more than 1 group, to be give sufficient room to enable them to carry out the activity.</p> <p>Mannequins and pioneering stretcher to be carried by a minimum of 2 Scouts.</p> <p>A timed activity, however no running deemed necessary to complete the course.</p> <p>Glow stix added for evening activity and to be attached in such a way that the Scouts and equipment does not dislodge them or snap them, distributing the contents.</p> <p>To wear eye protection when attaching glow stix,</p>	
<p>DYNAMIC RISK ASSESSMENT</p>	<p>Explorers / Leaders</p>	<p>To always evaluate your activity base and make any adjustments that make this safe for all.</p> <p>List below changes, future suggestions.</p>	