Name of	Granta Explorers: Green Beret Bases	Date of risk	31/10/24	Name of person	Lorraine Duff and
activity, event,	Base name:	assessment		doing this risk	Granta Explorers
and location	• DAY BASE: Tower of Hanoi			assessment	Reviewed by:
DAY AND NIGHT BASE: Hook	• DAY AND NIGHT BASE : Hook a Duck				Doug Stack
					ACM HCSC
	• NIGHT BASE: Bottle : Code Breaker				Katy Pearce
					EM HCSC

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.
	Gen	eral Applicable to Base area / all bases, not specific to indi	vidual base
General Base Area Hazards	All Present	Rules and risk assessment have been circulated to all attending the leaders and explorers attending this event.	03
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. A mess tent may be available on site to attend to warm up from the elements and to get changed into warmer clothing. To close the base is there are insufficient Explorers to supervise. 	APPROV



		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.	
Extreme Weather	Scouts	Explorers / Leaders: Monitor queue for signs of Scouts being overly wet/cold and to advise them to get a hot drink / return to leaders. Monitor Scouts to check they are wearing appropriate clothes (e.g waterproofs in rain etc) and remind them to additional clothing if necessary.	
Guy ropes & other trip hazards	Explorers Leaders Scouts on Bases	Trip hazards to be minimised, site to be kept tidy Where guy ropes are used, they will have hazard tape to identify them. Fencing to be marked with high vis tape Scouts to be monitored during bases and activities arranged to avoid trip hazards. Lighting provided for base areas after dark	
Behaviour or overexcitement – risk of injuries from mistakes or misuse	Scouts / Explorers	Due to the excitement of the event, it is important that the Explorers are responsible when using all items supplied. Groups attending challenges to be monitored and reminded if required for the need for sensible behaviour ie: no running.	
Scouts interfering with / stumbling into base area	Scouts	Base area to be fenced off with common entry point. Base waiting numbers and surrounding area to be managed so that Scouts are only allowed in once there is a base available. Scouts that are queuing to be encouraged to leave and do a base that is available and return later.	
People walking / running into fencing	Scouts / Explorers / Leaders	Plastic fencing used where possible particularly near expected thoroughfares. Where rope fences are being used, they will be marked every 1-1.5m with strips of hazard tape to ensure they are visible. Pins and guy ropes marked with hazard tape	



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Injuries from not understanding / having explained base rules	Scouts	Bases run by Explorers & Leaders	
		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.	
		To cross check that the Scouts have listened and understood the instruction.	
		(As above for leaders)	
		Leaders will supervise Explorers throughout the event and be available for additional support.	
Tools / implements required will be provided to complete the base. And may have the potential to cause minor injury:	Scouts / Explorers / Leaders	 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 chocking 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. 	
		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. 	
Tower of Hanoi: DAY BASE ONLY Tripping & slipping Lifting injuries	Scouts / Explorers	Stave/posts to be placed into the ground securely prior to the event and back filled, if necessary, once removed to avoid tripping. If required, staves/posts will have padding added to the top. To avoid head injuries. Minimum of 2 people to move each car tyre to minimise strains (including setting up base) Ground surface to be checked for deterioration and activity moved if necessary. Timed activity by running deemed as not necessary.	
Hook a Duck: DAY AND NIGHT BASE Lifting / strains Being hit by the rod Becoming wet and cold	Scouts / Explorers	 Paddling pool to be filled to approx. 3inches in depth, on the morning of the activity using water containers. Minimum of 2 people to lift a full water container when filling the pool. Rod (light weight bamboo cane) to be checked throughout the event for damage and replaced if necessary. If Scouts are not taking part in activity to be removed from the area to avoid being hit. No splashing permitted. Blind folds to be issued and binned after use. Paddling pool to be emptied at the end of the evening in a sensible manor and not within a main walkway. 	
Bottle Code Breaker: NIGHT BASE ONLY	Scouts / Explorers	Bottle caps to be checked throughout the event to ensure that they are secure.Not to be placed in the mouth.Contents of the bottles not to be consumed.	



Choking on small parts Consumption of contents			
DYNAMIC RISK ASSESSMENT	Explorers / Leaders	To always evaluate your activity base and make any adjustments that make this safe for all. List below changes, future suggestions.	