

Risk assessment – Active Games

Name of activity, event, and location	Explorer24 – Active Games	Date of risk assessment	9 October 2026	Name of person doing this risk assessment	Harry Rippon
		Date of next review	Prior to next event		

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?
Other players: collisions, tripping up, grabbing others or their clothing.	adult volunteers Young People	Make sure that the rules of the game restrict or prohibit contact. Ensure appropriate contact is explained each time the game is played. Consider how many people are playing (the more players, the higher the risk of serious injury). Consider the difference in size between players (the greater the range, the higher the risk of serious injury). Check terrain and weather for potential risks. Set clear boundaries as to not step out of the cleared area.	
Behaviour: overexcitement and not following rules or instructions could lead to accidents.	adult volunteers Young People	Explain the rules clearly at the start of the game each time it is played Monitor the mood level throughout the game. Use a clear communication to stop the game – everyone should stop as soon as they hear two blasts on the whistle or anyone shouting stop. Have a clear, unobstructing location for those not participating in the game and needing to get past / through.	
Equipment Injury due to unsuitability, poor repair	Players	Check any equipment is in good repair before each game Store equipment safely while not in supervised use Instruct YP on proper and acceptable use of equipment before each game	
Accidents and Incidents Poor management leading to detrimental effects, injuries	Players	Designated First Aider, 1 st aid kit regularly checked Emergency medications to hand (eg Asthma inhaler) Game to be halted in order for injured/ill person to leave game safely	

You can find more information in the Safety checklist for Section Volunteers and at scouts.org.uk/safety

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Individual Needs Exclusion, upset, injury	Young People	All abilities of group considered. Adjustments made to ensure everyone can join in if they <u>choose</u> Safe area/additional activity or task for those who <u>choose</u> not to actively play Individual support in place is necessary (eg. Ear defenders or an additional supporting adult)	
Terrain injury, illness	Players	Check that the play area is clear of small objects, particles, and animal faeces that could increase risk of tripping or slipping or cause injury if someone falls on them. Check the ground is safe (eg: not too wet or muddy). Halt the game if it becomes so during the game. Make sure that players are wearing appropriate footwear and it's secured to their feet (check laces are tied and so on). adult volunteers will encourage everyone to wear long trousers if there are concerns over foliage or ticks. If necessary, tick checks to be advised in writing to parents adult volunteers will brief young people on behaviour in the environment, including avoiding brambles, nettles, and so on.	
Fixed / immovable objects Collision injury	Players	Playing zone to avoid/ mark out of bounds dangerous objects and areas (eg: steep, stony bank or unsafe structures) Playing zone to stop 2m short of walls, fences and boundaries to allow 'stopping' space	
Roads and Traffic Collision injury	Players	Game area and access to it away from traffic or roads.	
Large area YP out of sight, lost, injured, inappropriate behaviour	Players	Playing zone clearly explained before each game is played Players to remain in sight at all times Playing area restricted to main field, gates will be closed Regular head counts to be carried out, YP to be monitored and a 'let us know' toilet system in place.	
Weather	Players adult	The adult volunteers will monitor the weather forecast in advance. If unsuitable weather forecast (eg. Heavy rain or extreme heat)	

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Inclement weather causing hypo/hyperthermia Injury on wet ground	volunteers	alternative activity to be provided. Leader in charge to halt game if weather gets too wet/cold/hot. Appropriate clothing to be advised on and worn. Suitable footwear mandatory.	
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